

# Fire in the Hole

a Castles & Crusades® adventure for a party of 4<sup>th</sup> to 6<sup>th</sup> level PCs

By

Derek Jones

Special thanks to Bill Meinhardt for inspiring the gecko men and for being a gracious host and friend.

Additional thanks to Melan for layout advice and to Bryce Lynch for mapping advice.

The maps were created using Dungeon Scrawl by Probable Train. Check the app out at [DungeonScrawl.com](http://DungeonScrawl.com).

© 2021 Derek Jones. All rights reserved.

Castles & Crusades ® is a product of Troll Lord Games ©

This work is compatible with [Castles & Crusades](#).

v1.11

## BACKGROUND

Blovar Thistleline, a wealthy halfling, decided recently to remodel the wine cellar in his summer home. Work progressed well for a few days until the crew arrived one morning to find a tunnel had mysteriously appeared in the floor of the cellar. The crew tied a rope to one of the workers and lowered him down the shaft to explore. A few minutes later, they could hear the poor worker's brief scream of agony and the rope went slack. All they recovered when they pulled up the rope was a charred end. The workers refused to continue their work. Mr. Thistleline is offering a handsome reward for a party of adventurers to explore the shaft and eliminate any threats to his beloved wines.

The shaft leads to a magical bandit hideout created by a *Deck of Several Things* (see Appendix A). A particularly craven gecko man (see Appendix B) named Lothuss had the misfortune of finding the *Deck* and drew the King of Hearts. He instantly became the lord of a gecko man fortress magically created underneath Mr. Thistleline's summer home.

Lothuss initially enjoyed his new status as lord over a tribe of gecko men. Unfortunately, he is a petty and uncharismatic tyrant and has begun to lose the loyalty of his followers. About half of the gecko men in his fortress have switched loyalties to the fortress's gecko man priests.

Lothuss can sense he will soon be deposed and is desperate for a way out.

The "normal" entrances to the fortress are magic portals that lead to hidden spots many, many miles from Mr. Thistleline's estate. The gecko men have been operating as bandits, using the magic portals to escape from the scenes of their raids.

The priests in the fortress worship a group of salamanders (see M&T p263) living in a pocket fire dimension accessed through a pit in the fortress's temple. The salamanders keep a pet tavis wyrm (see M&T p286). The tavis wyrm has been getting up to mischief recently. It has burrowed tunnels throughout the north half of the fortress complex. The tavis wyrm's burrowing is what connected the fortress to Mr. Thistleline's wine cellar. The gecko men are not yet aware the tunnel from the miscellaneous storage room (area 2) leads somewhere outside the fortress.

The adventure has the potential to be a hack and slash bloodbath if the PCs are reckless or choose a kill-everything-that-moves approach. The encounters are presented under the assumption the denizens of the fortress view the PCs as invaders to be repelled. Stealth and/or diplomacy have the potential to dramatically alter the course of events.

## Conditions in the Dungeon

The gecko man fortress is partially flooded with 4 inches of standing water throughout the fortress except for the elevated fire temple (area 24) and forge (area 12) at the north end of the complex. The movement rate of PCs will be slowed by 5 feet per round. The gecko men's movement rate is not affected by the water.

All corridors are 10 feet high and 10 feet wide.

Magical torches are mounted in sconces every 30 feet along the walls of all hallways and common areas, providing lighting at all times. These torches only work inside the fortress. Regular torches burn in all other rooms except for the miscellaneous storage room (area 2), the troglodyte pens (areas 15 and 18), the giant lizard pen (area 19), the giant frog pen (area 11), the fire temple (area 24), and the Hellhound den (area 25).

The tavis wurm has created numerous tunnels throughout the fortress. The tunnels are 3 feet in diameter and smooth. The tavis wurm tunnels are not illuminated.

There are pit traps in several places within the fortress. The pits drop 20 feet into an underground lake. The water in the lake is 4 feet deep. 1d4 carnivorous turtles (*see* Appendix B) will appear within 1d4 rounds of any object splashing into the water.

## The Gecko Men

All gecko man soldiers are armed with bone-tipped spears created in the forge (area 12). There is a 1 in 6 chance at the end of every combat that a bone weapon forged in area 12 breaks. The bone spears can strike creatures who can only be hit by +1 weapons, although the bone spears do not provide any bonus to to-hit or damage rolls. Bone weapons emit wisps of green magical light (about the brightness of a candle).

## Random Encounters

Roll 1d6 whenever the party's progress comes to a halt (e.g., if they attempt to rest, search for secret doors, or cannot decide what to do next). A result of 1 means a random encounter. Roll 1d8 and consult the table below.

Die Roll	Encounter Description
1-6	1d4 <b>gecko men</b> wander nearby. Roll 1d12 to see what the gecko men are up to:  1 Complaining about Lothuss's tyrannical rule 2 Discussing how cool salamanders are 3 Tormenting a cuddly little animal 4 Picking food from their teeth and discussing their most recent meal 5 Speculating about where the forge ogres came from 6 Criticizing the gecko men who have fallen under the sway of the priests 7 Discussing where their next raid will take place 8 Singing a popular gecko man drinking song 9 Plotting to harvest a little stink juice from the troglodytes in areas 15 and 18 10 Robbing a weaker gecko man 11 Dragging a halfling to the temple to be sacrificed to the salamanders 12 Patrolling the fortress for intruders or misbehaving off-duty gecko men
7	<b>Lothuss</b> ( <i>see</i> area 20) passes nearby under an invisibility spell. He is spying on the other gecko men to determine who is still loyal to him and what the fire priests are up to.
8	The tavis wyrm ( <i>see</i> area 24) burrows out of a nearby wall.

**Gecko men (1d4):** HD 1d8; HP 3 each; AC 16 (18 ceiling); Move 30 ft, 20 ft (ceiling), 15 feet (walls); Jump 30 feet horizontal or 15 feet vertical; Attacks spear (1d6) or 2 claws (1d3 each) or bite (1d4); Special: Walk on Walls and Ceiling, Jump Charge, Darkvision 60 ft.; Saves P; AL NE; XP 16

# Room Descriptions

## 1. Tunnel to Wine Cellar

The salamanders' tavis wrym has burrowed a 150 feet long tunnel from the fortress's miscellaneous storage room (area 2) up to the wine cellar. This particular tunnel is meandering and on average slopes upward at a 30 degree angle toward the wine cellar above. The tunnel is vertical for the last 30 feet before opening into the floor of the wine cellar.

Noise in the tunnel echoes. If PCs do not take precautions to be quiet, the sounds of armored PCs working their way down the tunnel will alert the guards outside the miscellaneous storage room that invaders are on the way. Alerted guards will obtain assistance to repel the invaders, resulting in a large force attacking any PCs emerging from the miscellaneous storage room.

**Order of Battle** (if gecko men are alerted):

20 gecko men (from areas 5, 6, and 7) armed with spears will swarm into the hallway outside the miscellaneous storage room (area 2) 10 rounds after the PCs' presence in the tunnel is detected.

5 rounds later, the 3 gecko man sentries from area 17 will drive the 5 troglodytes from area 18 toward the party.

2 rounds later, the 3 gecko man sentries from area 14 will drive the 5 troglodytes from area 15 toward the party.

5 rounds later, the gecko man captain, the 4 gecko man guards, and the gecko man sorcerer from the audience chamber (area 20), will arrive with the gecko man captain mounted on the giant lizard from area 19.

For a greater challenge, have an additional 10 gecko men arrive a few rounds after the gecko men from the audience chamber.

## 2. Miscellaneous Storage Room

The room is filled with barrels of miscellaneous items such as torches, fabric, iron rods, etc.

**Two gecko man** guards stand outside the room to the west.

**Gecko men (2):** HD 1d8; HP 4, 4; AC 16 (18 ceiling); Move 30 ft, 20 ft (ceiling), 15 feet (walls); Jump 30 feet horizontal or 15 feet vertical; Attacks spear (1d6) or 2 claws (1d3 each) or bite (1d4); Special: Walk on Walls and Ceiling, Jump Charge, Darkvision 60 ft.; Saves P; AL NE; XP 13+1

## 3. Larder

## 4. Kitchen

A staff of **6 gecko men** cooks works here. Each has 1 hit point with the exception of the head chef who has 3 hit points. The cooks are generally non-combatants and will try to run for help rather than attack intruding PCs.

**Gecko men (6):** HD 1d8; HP 3, 1, 1, 1, 1, 1; AC 16 (18 ceiling); Move 30 ft, 20 ft (ceiling), 15 feet (walls); Jump 30 feet horizontal or 15 feet vertical; Attacks 2 claws (1d3 each) or bite (1d4); Special: Walk on Walls and Ceiling, Jump Charge, Darkvision 60 ft.; Saves P; AL NE; XP 13+1

## 5. Dining Room

Unless alerted to the parties' presence, there will be 10 gecko men eating a meal here.

## 6. Gecko Man Living Quarters

Unless alerted to the parties' presence, there will be **5 gecko men** resting here.

**Gecko men (5):** HD 1d8; HP 8, 6, 6, 4, 3; AC 16 (18 ceiling); Move 30 ft, 20 ft (ceiling), 15 feet (walls); Jump 30 feet horizontal or 15 feet vertical; Attacks spear (1d6) or 2 claws (1d3 each) or bite (1d4); Special: Walk on Walls and Ceiling, Jump Charge, Darkvision 60 ft.; Saves P; AL NE; XP 13+1

## 7. Gecko Man Living Quarters

Unless alerted to the parties' presence, there will be **5 gecko men** resting here.

**Gecko men (5):** HD 1d8; HP 8, 6, 6, 4, 3; AC 16 (18 ceiling); Move 30 ft, 20 ft (ceiling), 15 feet (walls); Jump 30 feet horizontal or 15 feet vertical; Attacks spear (1d6) or 2 claws (1d3 each) or bite (1d4); Special: Walk on Walls and Ceiling, Jump Charge, Darkvision 60 ft.; Saves P; AL NE; XP 13+1

## 8. Gecko Man Living Quarters

Empty. The gecko men who live here are out on a raid.

## 9. Gecko Man Living Quarters

Empty. The gecko men who live here are out on a raid.

## 10. Armory

Filled with racks of bone spears and a few miscellaneous weapons taken from the victims of the gecko men's raids.

## 11. Giant Frogs

The gecko men keep **8 giant frogs** here. The frogs have been trained to take commands from the priests in the fire temple. The frogs will jump out of area 11 to attack PCs in the hallway if the priests are alerted to the PCs' presence.

**Giant frogs (8):** HD 2d8; HP 10, 9, 8, 7, 7, 7, 6, 6; AC 12; Move 10 ft, 30 ft (jump); Attacks tongue (1d4); Special: Swallow, camouflage; Saves P; AL N; XP 15+2

## 12. The Forge

**4 forge ogres** operate a magical forge here. One forge ogre works with a massive hammer over an anvil while the other 3 forge ogres bring it bones to fashion into weapons. A green fire burns in one corner. Bones (with or without flesh attached) are shoved into the green flame to heat up, then worked like hot metal with the hammer and anvil.

Any PCs who had the misfortune to draw the Ace of Spades from the *Deck of Several Things* will work with the forge ogres as an automaton.

The forge ogres will ignore any conscious beings that come into the forge unless the forge ogres are attacked or someone tries to interfere with their work (e.g., by trying to extinguish the forge).

The 3 forge ogres (and any automaton PCs recruited through the *Deck of Several Things*) can magically sense whenever a living being dies or loses consciousness (sleep doesn't count) within the fortress. They will leave the forge immediately to collect such dead/unconscious creatures and drag the bodies back to the forge where they will be tossed into the fire, then hammered into weapons.

The magic forge can be disenchanting by dousing the fire with a large amount of water. If the forge is extinguished, the forge ogres will disappear and any PCs who drew the Ace of Spades from the *Deck of Several Things* will be revived.

**Forge ogres (4):** HD 4d8; HP 20 each; AC 16; Move 30 ft; Attack slam (1d10) or by weapon (+3 damage); Special: Harvest sense, Darkvision 60 ft; Saves: P; AL N; XP 140

### 13. Exit Portal

This corridor ends at a shimmering wall. The wall operates as a portal to a distant area where the gecko men conduct raids before fleeing back to their hideout.

### 14. Gecko Man Guard Post

3 **gecko men** stand guard over the exit portal in area 13.

**Gecko men (3):** HD 1d8; HP 4 each; AC 16 (18 ceiling); Move 30 ft, 20 ft (ceiling), 15 feet (walls); Jump 30 feet horizontal or 15 feet vertical; Attacks spear (1d6) or 2 claws (1d3 each) or bite (1d4); Special: Walk on Walls and Ceiling, Jump Charge, Darkvision 60 ft.; Saves P; AL NE; XP 13+1

### 15. Troglodyte Pen

The gecko men keep 5 **troglodytes** in a pen here. The troglodytes will be driven at intruders by the guards in area 14.

**Troglodytes (5):** HD 2d8; HP 8 each; AC 15; Move 30 ft; Attacks 2 claw (1d2 each) and bite (1d4+1); Special: Stench (within 30 feet, save vs. CON (-1 per troglodyte) or suffer -1 to hit and damage), Darkvision 90 ft; Saves P; AL CE; XP 18

### 16. Exit Portal

This corridor ends at a shimmering wall. The wall operates as a portal to a distant area where the gecko men conduct raids before fleeing back to their hideout.

### 17. Gecko Man Guard Post

3 **gecko men** stand guard over the exit portal in area 16.

**Gecko men (3):** HD 1d8; HP 4 each; AC 16 (18 ceiling); Move 30 ft, 20 ft (ceiling), 15 feet (walls); Jump 30 feet horizontal or 15 feet vertical; Attacks spear (1d6) or 2 claws (1d3 each) or bite (1d4); Special: Walk on Walls and Ceiling, Jump Charge, Darkvision 60 ft.; Saves P; AL NE; XP 13+1

### 18. Troglodyte Pen

The gecko men keep 5 **troglodytes** in a pen here. The troglodytes will be driven at intruders by the guards in area 17.

**Troglodytes (5):** HD 2d8; HP 8 each; AC 15; Move 30 ft; Attacks 2 claw (1d2 each) and bite (1d4+1); Special: Stench (within 30 feet, save vs. CON (-1 per troglodyte) or



suffer -1 to hit and damage), Darkvision 90 ft; Saves P; AL CE; XP 18

## 19. Giant Lizard

Lair of **1 giant lizard**. It is used as a battle mount by the gecko man captain in area 20.

**Giant lizard (1):** HD 4d8; HP 24; AC 17; Move 30 ft, 30 ft (climb); Attacks bite (2d6); Special: Twilight Vision; Save P; AL N; XP 136

## 20. Audience Chamber

Lothuss holds court from a throne in the middle of this chamber. He is attended by the Captain of the Guard, 4 gecko man guards, and a gecko man sorcerer (all of whom are still loyal to Lothuss). If the PCs' presence in the fortress has been detected, Lothuss's attendants will respond to the threat and Lothuss will be left behind (he is a coward at heart).

The walls of the chamber are decorated with magic wall hangings depicting scenes with Lothoss on one end, gecko man priests on the other, and gecko man bandits in between. As Lothuss has lost the loyalty of the bandits, more and more of the bandits depicted in the wall hangings are shown attending to the priests rather than Lothuss. The wall hangings cannot be removed by a gecko man, much to Lothuss's consternation. There are 6 of these wall hangings displayed throughout the chamber. Each is worth 200 gp or 500 gp to a leader who is amused by magical depictions of the extent of his followers.

Lothuss's standard response to something unknown or threatening is hostility and verbal aggression. However, he will quickly

capitulate if he does not believe his attendants can protect him. He would generously reward anyone who could help him defeat the priests in the fire temple and restore his command over the gecko men bandits. He would settle for getting out of his situation alive and with a modicum of treasure.

**Lothuss:** HD 1d8; HP 3; AC 16 (18 ceiling); Move 30 ft, 20 ft (ceiling), 15 feet (walls); Jump 30 feet horizontal or 15 feet vertical; Attacks spear (1d6) or 2 claws (1d3 each) or bite (1d4); Special: Walk on Walls and Ceiling, Jump Charge, Darkvision 60 ft.; Saves P; AL NE; XP 16. He wears a gold crown worth 200 gp and carries a gold scepter worth 150 gp.

**Gecko Man Captain:** HD 3d8; HP 20; AC 16 (18 ceiling); Move 30 ft, 20 ft (ceiling), 15 feet (walls); Jump 30 feet horizontal or 15 feet vertical; Attacks spear (1d6) or 2 claws (1d3 each) or bite (1d4); Special: Walk on Walls and Ceiling, Jump Charge, Darkvision 60 ft.; Saves P; AL NE; XP 120.

**Gecko Man Guards (4):** HD 1d8; HP 6 each; AC 16 (18 ceiling); Move 30 ft, 20 ft (ceiling), 15 feet (walls); Jump 30 feet horizontal or 15 feet vertical; Attacks spear (1d6) or 2 claws (1d3 each) or bite (1d4); Special: Walk on Walls and Ceiling, Jump Charge, Darkvision 60 ft.; Saves P; AL NE; XP 19.

**Gecko Man Sorcerer:** HD 5d4; HP 13; AC 17 (19 ceiling); Move 30 ft, 20 ft (ceiling), 15 feet (walls); Jump 30 feet horizontal or 15 feet vertical; Attacks spear (1d6) or 2 claws (1d3 each) or bite (1d4); Special: Walk on Walls and Ceiling, Jump Charge, Darkvision 60 ft., Spells; Saves P; AL NE; XP 265. The sorcerer can cast the following spells: Magic missile (3x/day), Fireball (1x/day), Invisibility (1x/day), Cure light

wounds (2x/day), Knock (1x/day), Faerie Fire (2x/day). He has a **ring of protection +1**.

## 21. Treasury

The bandits' ill-gotten gains are stored in several chests.

Chest #1: 2,500 gp, 500 sp, gems worth a combined 800 gp.

Chest #2: 400 gp, 700 sp.

Chest #3: 1,500 cp

Chest #4: A platinum dining set worth 800 gp.

Chest #5: A collection of ancient religious scrolls that are worth 10,000 gp to followers of the applicable faith or possibly historians, but have no value to anyone else.

Chest #6: A highly complicated wood and brass clock that counts down the time until a radioactive meteor strikes the planet and unleashes chaos.

## 22. Lothuss's Private Chambers

The room is dominated by a large bed. Various stolen rugs (worth 25 gp each) have been converted to wall hangings. A secret door in the northeast corner of the room is covered by one of the rugs.

The secret door can be opened by muttering the magical pass phrase ("Stupid salamanders") or by brute force (CL 10 strength check).

## 23. Lothuss's Private Treasury

Lothuss has stashed away a small chest with the *Deck of Several Things*. The *Deck* is his greatest treasure, although he has begun to resent it now that he is losing control over the gecko men bandits.

The chest also contains 4 large gems (300 gp each), a scroll (*Web, Lightning Bolt, Read Magic*), and 3 potions (Healing, Invisibility, and Neutralize Poison).

## 24. Fire Temple

Two gecko man high priests and 6 gecko man assistants occupy the fire temple. The temple is reached by going up ramps to the north and south. Unlike the rest of the fortress, the floor in the temple area is dry. The only light sources in the temple are braziers burning in the northeast, southeast, southwest, and northwest "corners" and a deep red glow coming from the large pit at the center of the temple.

If the party reaches the temple undetected, 2 high priests and 6 assistants are praying to their salamander "gods."

If the party has been detected before reaching the temple, the priests are finishing a ritual summoning the salamanders from their extradimensional lair at the bottom of the pit in the center of the temple.

The ritual only requires one high priest and takes 3 rounds to complete. Once the ritual is completed, 2 salamanders will rise from the pit in 2 rounds. 2 more salamanders will rise from the pit after another 2 rounds. A final wave of 2 more salamanders will arrive 2 rounds after the second wave.

Assuming combat occurs, a high priest or one of the assistants will immediately blow a whistle opening the secret door to area 25 releasing the hell hounds. If the giant frogs in area 11 have not been used to ambush the party, the whistle will cause the giant frogs to report to the temple and attack the party. If the party reaches the temple undetected, one of the high priests will immediately begin the ritual to summon the salamanders from the pit while the remaining high priest and assistants will try to provide cover.

In the event of combat, the salamanders' pet **tavis wrym** will burrow its way to the temple from a random direction and attack the party 1d10 rounds after the start of combat. If seriously wounded and if the salamanders have not arrived, the tavis wrym will attempt to flee down the pit. If the tavis wrym escapes down the pit, it will have the same effect as the summoning ritual's completion (i.e., the salamanders begin to emerge from the pit in 2 rounds if they are not already on their way up).

**Tavis wrym (1):** HD 3d8; HP 13; AC 16; Move 30 ft, 20 ft (burrow); Attack bite (1d8); Special: Heat, Coil, Immunity to Fire, Vulnerability to Cold, Darkvision 60 ft; Saves P; AL NE; XP 79

**Gecko Man High Priests (2):** HD 4d8; HP 20 each; AC 16 (18 ceiling); Move 30 ft, 20 ft (ceiling), 15 feet (walls); Jump 30 feet horizontal or 15 feet vertical; Attacks spear (1d6) or 2 claws (1d3 each) or bite (1d4); Spells; Special: Walk on Walls and Ceiling, Jump Charge, Darkvision 60 ft.; Saves P; AL NE; XP 180. The high priests can cast the following spells: Cure light wounds (x2/day); Cause light wounds (x2/day); Silence (x1/day); Hold person (x1/day); Faerie fire (x1/day); Magic missile (x1/day); and Blur (x1/day).

**Gecko Man Priest Assistants (6):** HD 1d8; HP 4 each; AC 16 (18 ceiling); Move 30 ft, 20 ft (ceiling), 15 feet (walls); Jump 30 feet horizontal or 15 feet vertical; Attacks spear (1d6) or 2 claws (1d3 each) or bite (1d4); Special: Walk on Walls and Ceiling, Jump Charge, Darkvision 60 ft.; Saves P; AL NE; XP 17

## The Pit

Enormous heat radiates up from the pit. A ledge spirals down the pit's shaft which the salamanders use to enter and exit. At the bottom is a pocket fire dimension. 6 **salamanders** live in the pocket dimension.

**Salamanders (6):** HD 5d8; HP 20 each; AC 19; Move 20 ft; Attacks: by weapon (+1 spears) or Tail Slap (1d6); Special: Constrict, Heat (+1d6 heat damage with any successful attack), Immunity: fire and enchantments, Vulnerability to cold; Saves P; AL CE; XP 420

The pocket dimension is quite small, roughly 40 feet in diameter. It is intensely hot. If the party manages to protect themselves from the heat (and if the salamanders are defeated), the party will easily find a heat proof chest containing the *Hammer of Dwur* (see Appendix A) and 3,000 gp. The chest itself is worth 1,000 gp.

## 25. Hellhound Den

The lair is hidden at the top of a ramp leading up from the fire temple. If one of the high priests or priest assistants blows their magic whistle, the secret door will spring open and the hellhounds will charge into the temple.

**Hellhounds (4):** HD 4d8; HP 22 each; AC 16; Move 40 ft; Attack bite (2d6); Special: Breath Weapon, Fiery Bite, Immunity to Fire, Tracking 5; Saves P; AL LE; XP 178.

### **26. Egg Repository**

This cavern is filled with eggs that will one day hatch into new gecko men. The priest assistants from the fire temple tend to the eggs when not working in the temple or resting.

### **27. Egg Repository**

This cavern is filled with eggs that will one day hatch into new gecko men. The priest assistants from the fire temple tend to the eggs when not working in the temple or resting.

### **28. Priest Sanctum**

Priest vestments and supplies are stored in the adjoining closet.

### **29. Priest Quarters**

### **30. Priest Quarters**

### **31. High Priests' Quarters**

The high priests have squirreled away some treasure in their closet: 2,000 gp; a diamond tiara worth 750 gp; a collection of 6 silver rings with a single ruby set into each worth 250 gp apiece (the pupils of anyone wearing one of the rings will look like flames); and a potion of fire-breathing.

## Appendix A: New Magic Items

### Hammer of Dwur

Early in his career, the legendary dwarven hero Dwur bore his *Hammer*. It is a +1/+3 vs. humanoids and giants weapon. If the *Hammer* is held by a dwarf, all charisma checks by the PC are treated as prime.

Dwur set aside the *Hammer* in favor of more powerful weapons after his first resurrection. It was stored for many years in a shrine near his childhood home on Krag Mountain.

However, it was stolen long ago by unknown thieves and remains lost despite all efforts to locate it. Any dwarf observing the *Hammer* in the possession of a non-dwarf is likely to take extremely hostile action to recover the weapon.

### Deck of Several Things

This is a less-powerful version of the artifact *Deck of Many Things* (see *M&T* p358). Any wizard, illusionist, or bard will immediately recognize the *Deck of Several Things* and be familiar with the *Deck's* properties. Like its artifact bigger brother, a PC drawing a card from the *Deck* must specify how many cards (from 1 to 4) they are drawing in advance. Once a PC starts drawing, they must continue to draw until they have drawn the number of cards they declared (assuming their PC is still alive to do so).

2 spades	Horrible body odor – never surprise
2 diamonds	Defeat next monster you meet to gain +4 hit points permanently
2 hearts	Gain gems worth 500 gp
2 clubs	-1 to all Intelligence checks. May draw again.

Jack spades	Halflings hate you
Jack diamonds	Healed of all damage or receive answer to one dilemma
Jack hearts	Gain service of an ogre
Jack clubs	Arm wrestle studly gnome (CL 3). Win or you lose a random magic item
Queen spades	-1 to all saves
Queen diamonds	Gain 1d8 hit points permanently and 2 luck points
Queen hearts	Gain 10 luck points
Queen clubs	Enmity between you and Squishsquash, a water elemental
King spades	Lose all weapons
King diamonds	Gain 10,000 gp gem and Chime of Opening (6 charges)

King hearts	Gain command of a gecko man fortress	Ace diamonds	Can't be surprised for the rest of the adventure
King clubs	Act last each round for next week	Ace hearts	Make one attack against you auto-miss
Ace spades	Teleport to work in the forge (area 12). Cancel by extinguishing the forge. If the forge was previously extinguished, drawing this card will reignite the forge and summon 4 forge ogres to work it.	Ace clubs	Lose one magic item
		Joker (red)	Lose 4 hit points permanently and draw again
		Joker (black)	Gain +4 hit points permanently and draw 2 more times

## Appendix B: New Monsters

### Gecko Men

**Number:** 4-16, 40-400

**Size:** Medium

**HD:** 1d8

**AC:** 16 (18 when fighting from ceiling)

**Saves:** P

**Move:** 30 ft, 20 ft on ceilings, 15 ft on walls, 30 ft swim, 15 ft vertical jump, 30 ft horizontal jump

**Attacks:** By weapon or 2 claws (2d3) or 1 bite (1d4)

**Special:** Walk on Walls and Ceilings. Jump Charge. Darkvision 60 ft.

**Int:** Average

**Alignment:** Any

**Type:** Humanoid

**Treasure:** 2

**XP:** 13 + 1

Gecko men appear human at first glance, but close inspection will reveal slightly webbed toes and fingers, knife-like teeth, and short claws. They disdain armor, typically wearing nothing but capri pants. They prefer to fight with spears. They enjoy a naturally high unarmored AC due to their agility and training for combat.

They are adept swimmers and can hold their breath for extraordinary lengths of time.

Their strong legs allow them to jump vertically 15 feet or horizontally 30 feet.

**WALK ON WALLS AND CEILINGS:**

Gecko men have the ability to walk on ceilings (they cling to the ceiling with their feet and must have one foot on the ceiling at all times to prevent falling) and walls (they must keep at least one hand on a wall in order to stay upright). Their AC increases to 18 when fighting from a ceiling due to their opponents' inexperience fighting in that orientation. Gecko men can jump onto a 10 foot ceiling and attack in the same round.

**JUMP CHARGE:** Gecko men can launch themselves into a leaping charge against opponents five or more feet away from them. Doing so grants +2 to hit due to surprise and momentum as well as +2 to damage.

The original gecko men were the offspring of a druid anthropologist, Professor Ayn, who settled with a tribe of lizardfolk and began interbreeding.

Gecko men can speak common, gecko man, lizardman, troglodyte, and kobold.

## Carnivorous Turtle

**Number:** 1-4  
**Size:** Medium  
**HD:** 2d8  
**AC:** Shell 18, head 14, torso 12  
**Saves:** P  
**Move:** 40 ft, 30 ft swim  
**Attacks:** 1 bite (1d8)  
**Special:** Darkvision 60 ft  
**Int:** Animal  
**Alignment:** Neutral  
**Type:** Beast  
**Treasure:** 2  
**XP:** 15 + 2

Carnivorous turtles are quite large (typically 5-7 feet in length) and shockingly fast. Their heads have a good AC despite being unprotected when attacking due to their ability to quickly duck and weave. Their soft torsos are normally unexposed, but carnivorous turtles are quite vulnerable should they be flipped over or somehow attacked from below.

Carnivorous turtles are rapacious hunters that only eat fresh meat. They are indiscriminate killers, but seem to prefer a gecko man diet.

## Forge Ogres

**Number:** 2-8  
**Size:** Large  
**HD:** 4d8  
**AC:** 16  
**Saves:** P  
**Move:** 30 ft  
**Attacks:** Slam (1d10) or by weapon (+3 to damage)  
**Special:** Darkvision 60 ft, Twilight vision, Harvest sense  
**Int:** Low  
**Alignment:** Neutral  
**Type:** Giant  
**Treasure:** 3  
**XP:** 60 + 4

Forge ogres are magical beings connected to a magical forge. Physically, they look just like normal ogres, but they are robotic in nature, existing solely to bring bones to their forge and convert them to bone weapons. They ignore all living creatures so long as the creatures do not interfere with their work.

Forge ogres prefer to fight with two handed swords forged from leg bones. These swords are outlined with green flames that do not interfere with darkvision.

Bone weapons created by forge ogres have a 1 in 6 chance of breaking at the end of every combat. Bone weapons can strike creatures that require a +1 weapon to hit, although bone weapons do not provide a bonus to to-hit or damage rolls. Bone weapons emit wisps of green magical light (about the brightness of a candle).

Forge ogres will immediately vanish and cease to exist if their forge is extinguished.

**HARVEST SENSE:** Forge ogres can sense when living creatures (with bones) drop to zero hit points within 1,000 feet of their forge. A forge ogre will immediately go to the fallen creature and drag it back to the forge so it can be thrown into the forge's fire and crafted into weapons.



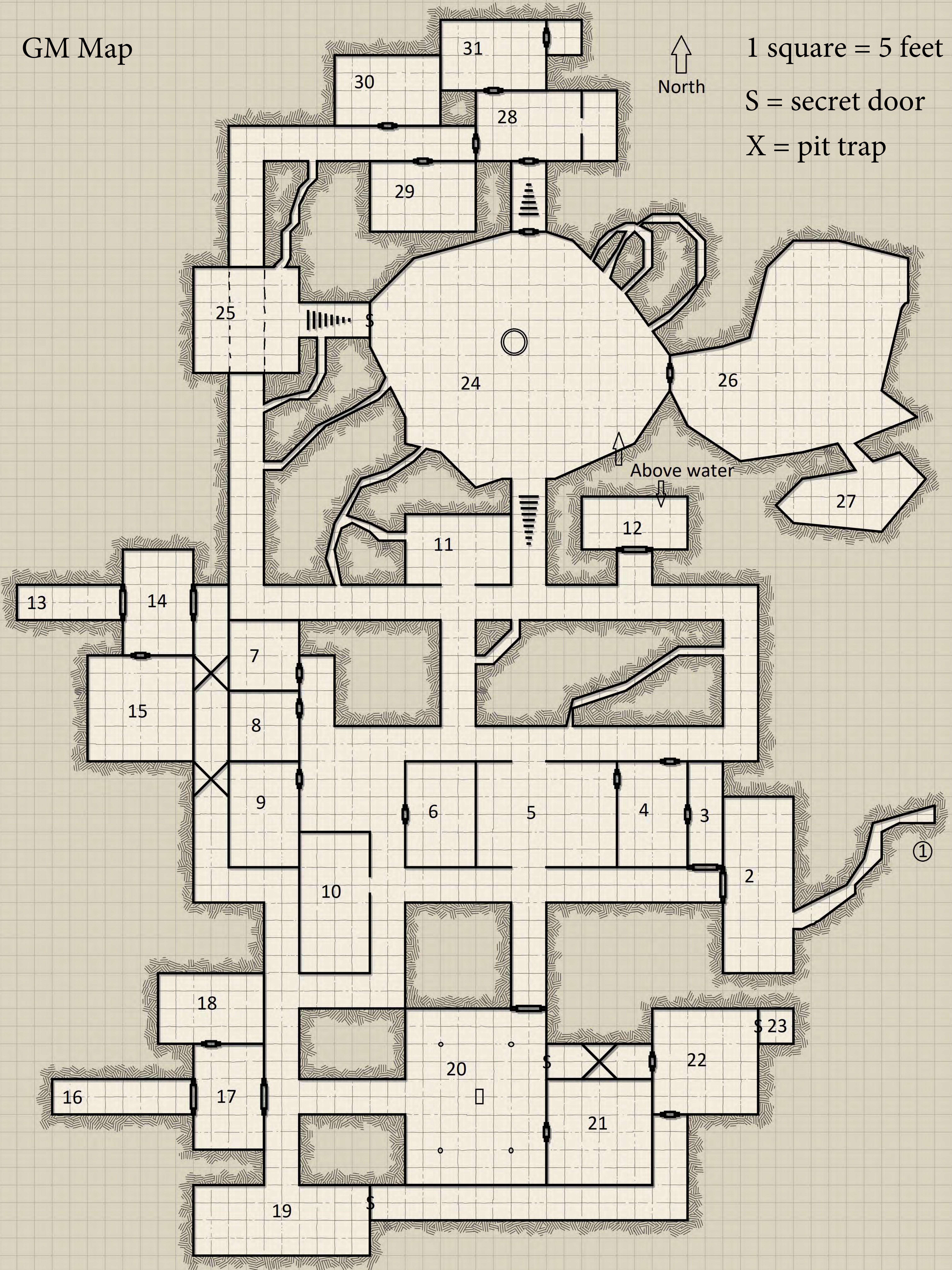
# GM Map



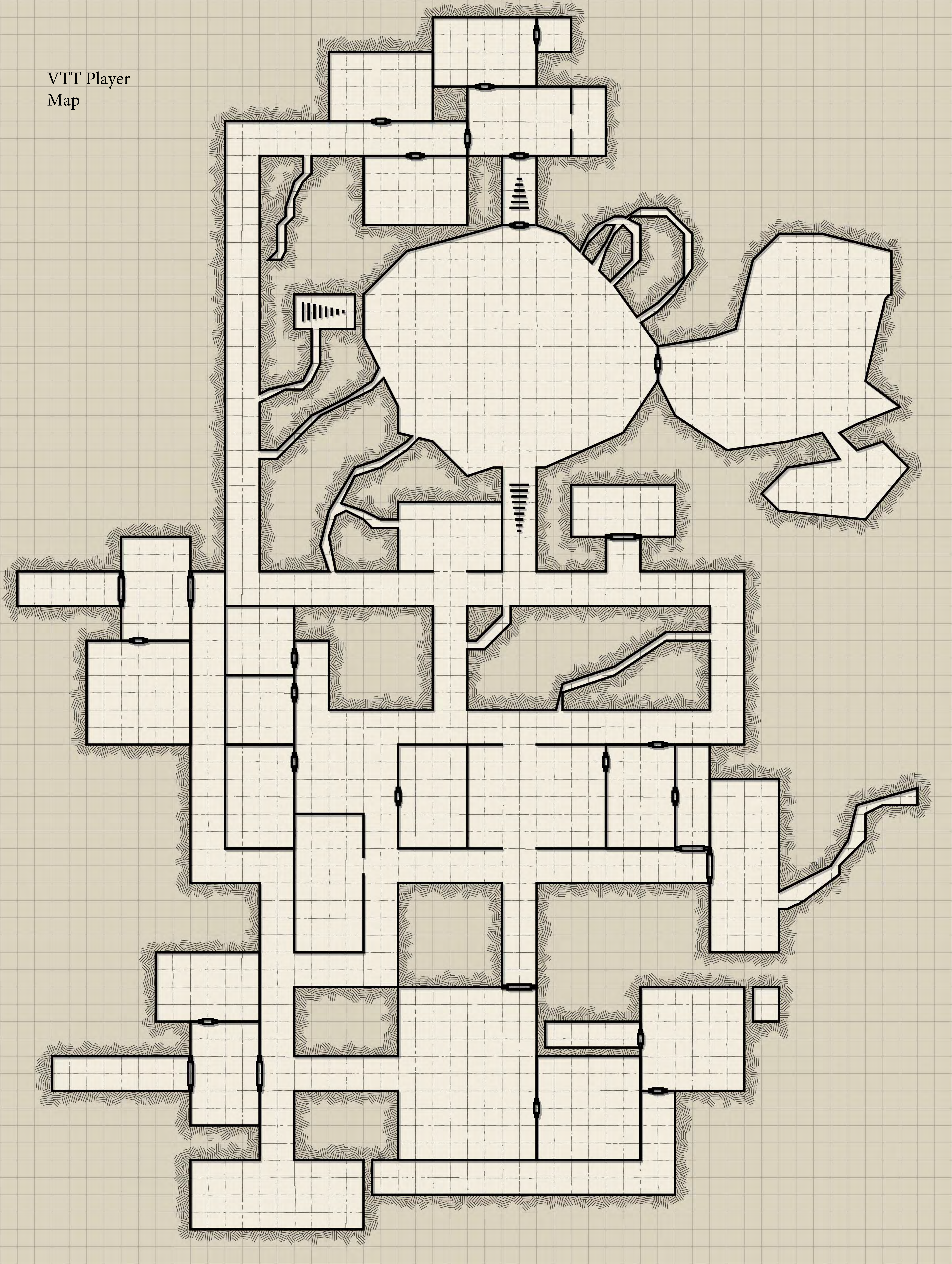
1 square = 5 feet

S = secret door

X = pit trap



VTT Player  
Map



# Appendix C: The Open Game License

**OPEN GAME LICENSE Version 1.0a:** The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc (“Wizards”). All Rights Reserved.

## 1. Definitions:

- (a) **"Contributors"** means the copyright and/or trademark owners who have contributed Open Game Content;
- (b) **"Derivative Material"** means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted;
- (c) **"Distribute"** means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute;
- (d) **"Open Game Content"** means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity.
- (e) **"Product Identity"** means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content;
- (f) **"Trademark"** means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor;
- (g) **"Use", "Used" or "Using"** means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content;
- (h) **"You" or "Your"** means the licensee in terms of this agreement.

**2. The License:** This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

**3. Offer and Acceptance:** By Using the Open Game Content You indicate Your acceptance of the terms of this License.

**4. Grant and Consideration:** In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

**5. Representation of Authority to Contribute:** If You are contributing original material as Open Game Content, You represent that Your Contributions are

Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

**6. Notice of License Copyright:** You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

**7. Use of Product Identity:** You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

**8. Identification:** If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

**9. Updating the License:** Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

**10. Copy of this License:** You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

**11. Use of Contributor Credits:** You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

**12. Inability to Comply:** If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

**13. Termination:** This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

**14. Reformation:** If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

**15. COPYRIGHT NOTICE** Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000, Wizards of the Coast, Inc; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

**Castles and Crusades Players' Handbook, 7<sup>th</sup> Printing, Copyright 2017, Troll Lord Games; Authors Davis Chenault and Mac Golden.**

**Castles and Crusades Monsters and Treasure, 5<sup>th</sup> Printing, Copyright 2019, Troll Lord Games, Authors Robert Doyel and Stephen Chenault.**

**Castles and Crusades Castle Keepers Guide, 2<sup>nd</sup> Printing, Copyright 2015, Troll Lord Games, Authors Davis Chenault and Stephen Chenault with Casey Christofferson and James Ward**