

CASTLES & CRUSADES



THE PHANTOM TRAIN
A Level 3-5 Convention/One-Shot Adventure



THE PHANTOM TRAIN

Written by Peter J. Schroeder
Additional writing and ideas by Hal Greenberg
Layout and Editing: Peter J. Schroeder

DESIGNATION OF PRODUCT IDENTITY: The game name Castles & Crusades, the campaign setting name Bluffside, and the NPC Walnd.

DESIGNATION OF OPEN GAME CONTENT: All other text.

TABLE OF CONTENTS

INTRODUCTION	1
NOTES FOR CK	1
THE TRAIN	2
CAR #1: CABOOSE	2
CAR #2: BAGGAGE CAR	2
CAR #3: PASSENGER CAR	2
CAR #4: PASSENGER CAR	2
CAR #5: PASSENGER CAR	2
CAR #6: PASSENGER CAR	2
CAR #7: PASSENGER CAR	2
CAR #8: DINING CAR	2
CAR #9: SLEEPING CAR	2
CAR #9B: SLEEPING QUARTERS	2
CAR #10: SLEEPING CAR	3
CAR #10B: SLEEPING QUARTERS	3
CAR #11: PASSENGER CAR	3
CAR #12: PASSENGER CAR	3
CAR #13: PASSENGER CAR	3
CAR #14: PASSENGER CAR	3
CAR #15: PASSENGER CAR	3
CAR #16: SLEEPING CAR	3
CAR #16B: SLEEPING QUARTERS	3
CAR #17: SLEEPING CAR	3
CAR #17B: SLEEPING QUARTERS	4
CAR #18: ENGINE CAR	4
LOCOMOTIVE	4
APPENDIX 1: MONSTERS	5
HAUNT	5
HAUNT, POLTERGEIST	5
SKELETON, ANIMAL	5
APPENDIX 2: SPELLS	7
GORGE	7
GREASE	7
IRRISISTIBLE DANCE	7

INTRODUCTION

When our loved ones pass on, it is sometimes difficult for them to find their way to the afterlife. It is for this reason that the Phantom Train exist. It carries the lost to their final destination. The few that know of it's existence, do not know where it comes from. The train itself does not know this either, it has always existed. The train is neither good nor evil, it's sole motivation is completing it's task.

Your group of friends and family are working your way back to Bluffside after a weekend adventure, all of you are new to this and enjoy the time to go out and make a name for yourself, as you eat by the camp fire a thick fog rolls in, Who is going to take the first watch?

As the others lay down and the first watch volunteer is trying to keep an eye out for anything suspicious, he hears a deep guttural rattle. Walking to see where the noise is coming from, he trips over a mound in the dirt. At closer inspection the mound reveals a corpse, brutality murdered. As he gets up to wake the others tracks start forming on the ground in front of him. They look like ice or fog and give off a faint glow, he runs back and wakes his companions. Looking at where the tracks came from, the noise gets louder, you see a faint light, you prepare for the worst and the noise and light get more intense.

NOTES FOR CK

The living is not allowed to arrive where the train stops. The PCs have 1 hour to defeat the train. If they do not succeed they all die and become skeletons bound to the train. There is no chance of resurrection even if a wish spell is used. The hour is not in realtime, it is in game time which would be 60 rounds.

All equipment is stripped from the PCs when accidentally boarding the train. Everything but magic items can be refound in the baggage room.

The windows on the train are breakable with a strength check CL 5. If a window is broken it creates a vacuum and will suck the PCs out of the train and into the void where they will be stuck forever. Each PC is allowed a dexterity check to prevent being sucked out the window by grabbing on to something nearby. Dexterity checks must be made each round till the PCs move to the next room and close the door.

Fellow trapped travelers,

I was not lucky enough to get out of this vessel before my time was up, I was told by another that if you do not escape in an hour you will not be able to leave. Arm yourselves well and get to the room with the engineer's soul, destroy him and you may get out of this yet.

Heed my warning, one hour or you will end up like me, another passenger permanently in service to this vessel.

Sir Edwin Beantor, Knight of the Order of the Flame

THE TRAIN

CAR #1: CABOOSE

The Party wakes up in a 6×10 room with all their equipment stripped. The walls are made of steel and show signs of rust. The floor under you seems to be bouncing up and down. Leaning on the northern wall is a skeleton clutching a note (see note on previous page). You may be thinking how cliché, but after you read the note that will no longer be what is on your mind.

There is a door to the west.

CAR #2: BAGGAGE CAR

This room is filled with traveling bags and boxes. The walls are and floors are made of wood. Hanging on the walls are various sort of weaponry. If the PCs search the luggage, they will find various sorts of armor.

There are doors to the east and west.

CAR #3: PASSENGER CAR

There are ten rows of double seats on each side of the room with a window next to each seat. A blue cotton carpet lays stretched out threw the center of the room. In the seats are ghostly passengers. As the party walks by they stare blankly at them. The don't look to be hostile.

Mixed upon the ghosts are 5 skeletons with hooded robes that will jump out and attack the PCs right before they reach the west door. It is not recommended that the party attacks the ghosts, as they are 10 HD monsters. If one is attacked 1d6 more will assist the attacked ghost.

There are doors to the east and west.

5x Skeleton: (This neutral creature's vital stats are HD 1d12, AC 13, HP 8. Its primary attributes are physical. It attacks with a longsword for 1d8 points of damage.)

CAR #4: PASSENGER CAR

There are ten rows of double seats on each side of the room with a window next to each seat. A blue cotton carpet lays stretched out threw the center of the room. In the seats are ghostly passengers. As the party walks by they stare blankly at them. The don't look to be hostile.

Mixed upon the ghosts are 3 fresh zombies that will jump out and attack the PCs right before they reach the west door. It is not recommended that the party attacks the ghosts, as they are 10 HD monsters. If one is attacked 1d6 more will assist the attacked ghost.

There are doors to the east and west.

3x Zombie: (This neutral creature's vital stats are HD 2d8, AC 12, HP 10. Its primary attributes are physical. It attacks with a slam for 1d8 points of damage. They are slow, always acting last each round.)

CAR #5: PASSENGER CAR

There are ten rows of double seats on each side of the room with a window next to each seat. A blue cotton carpet lays stretched out threw the center of the room. In the seats are ghostly passengers. As the party walks by they stare blankly at them. The don't look to be hostile.

It is not recommended that the party attacks the ghosts, as they are 10 HD monsters. If one is attacked 1d6 more will assist the attacked ghost.

There are doors to the east and west.

CAR #6: PASSENGER CAR

There are ten rows of double seats on each side of the room with a window next to each seat. A blue cotton carpet lays stretched out threw the center of the room. In the seats are ghostly passengers. As the party walks by they stare blankly at them. The don't look to be hostile.

Mixed upon the ghosts are 5 skeletons with hooded robes that will jump out and attack the PCs right before they reach the west door. It is not recommended that the party attacks the ghosts, as they are 10 HD monsters. If one is attacked 1d6 more will assist the attacked ghost.

There are doors to the east and west.

5x Skeleton: (This neutral creature's vital stats are HD 1d12, AC 13, HP 8. Its primary attributes are physical. It attacks with a longsword for 1d8 points of damage.)

CAR #7: PASSENGER CAR

There are ten rows of double seats on each side of the room with a window next to each seat. A blue cotton carpet lays stretched out threw the center of the room. In the seats are ghostly passengers. As the party walks by they stare blankly at them. The don't look to be hostile.

Mixed upon the ghosts are 3 fresh zombies that will jump out and attack the PCs right before they reach the west door. It is not recommended that the party attacks the ghosts, as they are 10 HD monsters. If one is attacked 1d6 more will assist the attacked ghost.

There are doors to the east and west.

3x Zombie: (This neutral creature's vital stats are HD 2d8, AC 12, HP 10. Its primary attributes are physical. It attacks with a slam for 1d8 points of damage. They are slow, always acting last each round.)

CAR #8: DINING CAR

Upon entering the room, music can be heard at an acceptable level coming from a device in the corner of the room. Unlike the previous rooms, the PCs feel safe and content here. In the center of the room is a large dining table sitting on an ornate green carpet. A fully cooked turkey sits in the middle of the table ready to be carved along with corn, loafs of bread, bottles of wine and miscellaneous fruits and vegetables.

Upon entering this room, every party member must roll a **wisdom saving throw** or be effected by **irresistible dance** for 5 rounds.

If the party decides to eat the food, they must make a **wisdom saving throw** or be effected by the spell *gorge* (see Appendix 2: Spells). If they pass the saving throw the food will heal all damage that they have received including any diseases, curses, or level drains. If further helpings are consumed, no effects take place. If anything in the room is destroyed by the PCs a ghost waiter will appear and attack the PCs.

There are doors to the east and west.

CAR #9: SLEEPING CAR

A hallway stretches east to west with a room located to the north. Floral painting hang on the walls, along with removable candles.

There are doors to the north, south, east, and west.

CAR #9B: SLEEPING QUARTERS

This room is lined with three narrow rows of bunk beds. There is not much room to move around in here. There is a large trunk on the south wall containing

THE PHANTOM TRAIN 2

various articles of clothing.

There is a door to the south.

CAR #10: SLEEPING CAR

A hallway stretches east to west with a room located to the north. Floral painting hang on the walls, along with removable candles.

There is a poltergeist haunting the hallway (see *Appendix 1: Monsters*). It will follow and attack the party up to the engine car. If the party moves back east, it will follow up to the dining car. The poltergeist attack by throwing objects at the PCs each round causing 1 point of damage. The PCs get a dexterity check to avoid the damage. The poltergeist cannot be killed it resides within the walls of the train itself.

There are doors to the north, south, east, and west.

CAR #10B: SLEEPING QUARTERS

BARK!! BARK!!

Two Skeleton Dogs come flying out the door and immediately attack the PCs.

This room is lined with three narrow rows of bunk beds. There is not much room to move around in here. There is a large trunk on the south wall containing various articles of clothing.

There is a door to the south.

2x Animal Skeleton(Dog): *(This neutral creature's vital stats are HD 1d6, AC 12, HP 5. Its primary attributes are physical. It attacks with 2 claws or bite for 1d4 points of damage.)*

CAR #11: PASSENGER CAR

Before entering the room completely the PCs notice that there is no floor. Where the floor should be is void space. There are ten rows of double seats on each side of the room with a window next to each seat. In the seats are ghostly passengers. As the party makes their way by they stare blankly at them. The don't look to be hostile.

It is not recommended that the party attacks the ghosts, as they are 10 HD monsters. If one is attacked 1d6 more will assist the attacked ghost.

Although there is no floor, the room can be crossed as if there is one. The PCs can choose to walk over it or they can hop across the vacant seats. A dexterity check is required for each seat hopped. If a PC fails the dexterity they fall on to a sitting ghost, causing the ghost to become angry and attack.

There are doors to the east and west.

CAR #12: PASSENGER CAR

There are ten rows of double seats on each side of the room with a window next to each seat. A blue cotton carpet lays stretched out threw the center of the room. In the seats are ghostly passengers. As the party walks by they stare blankly at them. The don't look to be hostile.

Mixed upon the ghosts are 5 skeletons with hooded robes that will jump out and attack the PCs right before they reach the west door. It is not recommended that the party attacks the ghosts, as they are 10 HD monsters. If one is attacked 1d6 more will assist the attacked ghost.

There are doors to the east and west.

5x Skeleton: *(This neutral creature's vital stats are HD 1d12, AC 13, HP 8. Its primary attributes are physical. It attacks with a longsword for 1d8 points of damage.)*

CAR #13: PASSENGER CAR

There are ten rows of double seats on each side of the room with a window next to each seat. A blue cotton carpet lays stretched out threw the center of the room. In the seats are ghostly passengers. As the party walks by they stare blankly at them. The don't look to be hostile.

Mixed upon the ghosts are 5 skeletons with hooded robes that will jump out and attack the PCs right before they reach the west door. It is not recommended that the party attacks the ghosts, as they are 10 HD monsters. If one is attacked 1d6 more will assist the attacked ghost.

There are doors to the east and west.

5x Skeleton: *(This neutral creature's vital stats are HD 1d12, AC 13, HP 8. Its primary attributes are physical. It attacks with a longsword for 1d8 points of damage.)*

CAR #14: PASSENGER CAR

There are ten rows of double seats on each side of the room with a window next to each seat. A blue cotton carpet lays stretched out threw the center of the room. In the seats are ghostly passengers. As the party walks by they stare blankly at them. The don't look to be hostile.

It is not recommended that the party attacks the ghosts, as they are 10 HD monsters. If one is attacked 1d6 more will assist the attacked ghost.

There are doors to the east and west.

CAR #15: PASSENGER CAR

There are ten rows of double seats on each side of the room with a window next to each seat. A blue cotton carpet lays stretched out threw the center of the room. In the seats are ghostly passengers. As the party walks by they stare blankly at them. The don't look to be hostile. One of the ghosts is smiling and waves hello to the party as they walk by.

Mixed upon the ghosts are 3 fresh zombies that will jump out and attack the PCs right before they reach the west door. It is not recommended that the party attacks the ghosts, as they are 10 HD monsters. If one is attacked 1d6 more will assist the attacked ghost.

There are doors to the east and west.

3x Zombie: *(This neutral creature's vital stats are HD 2d8, AC 12, HP 10. Its primary attributes are physical. It attacks with a slam for 1d8 points of damage. They are slow, always acting last each round.)*

CAR #16: SLEEPING CAR

A hallway stretches east to west with room located north and south. Floral painting hang on the walls, along with removable candles.

There are doors to the north, south, east, and west.

CAR #16B: SLEEPING QUARTERS

This room is lined with three narrow rows of bunk beds. There is not much room to move around in here. There is a large trunk on the south wall containing various articles of clothing. Two skeleton cats are sleeping on one of the beds.

There is a door to the south.

2x Animal Skeleton(Cat): *(This neutral creature's vital stats are HD 1d6, AC 12, HP 3. Its primary attributes are physical. It attacks with 2 claws or bite for 1d4 points of damage.)*

CAR #17: SLEEPING CAR

A hallway stretches east to west with room located north and south. Floral painting hang on the walls, along with removable candles. Five skeleton rats are

THE TRAIN

scurrying across the floor.

There are doors to the north, south, east, and west. The door to the west is locked. If the PCs inspect the walls they will find 3 levers on both the north and the south wall. All the levers must be pulled simultaneously to open the locked door. If the party does not contain enough members to pull all the levers, they can approach Walnd and he will come out to pull a lever. The party can also walk back to *Car #15* and ask the smiling ghost to come back with them and pull a lever.

5x Animal Skeleton(Rat): *(This neutral creature's vital stats are HD 1d6, AC 12, HP 1. Its primary attributes are physical. It attacks with 2 claws or bite for 1d4 points of damage.)*

CAR #17B: SLEEPING QUARTERS

This room appears to be for someone of great importance. A single ornamental bed resides on the west wall which contains a resting human. A small furnace is located on the northern wall below a window. To the south is a bookshelf lined with classic literature, and to the east is a table with a royal purple table cloth with gold trim.

The resting human is Walnd. He fought his way this far solo and is resting from his wounds. Walnd's current HP is at 30. He will answer any of the PCs questions about the train but will not join their party. He purposely boarded the train hoping to defeat the train into submission, forcing it to drop him off to his home plane.

There is a door to the south.

Walnd: He is a 15th level fighter, chaotic-neutral, human. His vital stats are 10d10+20 HD, 115 HP, AC 21 (+1 DEX, +4 full chain suit), MV 30 ft. His primary attributes are strength, constitution, charisma. His attributes are strength 24* (manual of gainful exercise +6), dexterity 15, constitution 18, intelligence 13, wisdom 14, charisma 16. His basic to hit bonus is +15. He speaks the common language. He carries a +4 flaming longsword, +2 hand axe (giant bane), boots of the winterlands, ioun stone (clear), horn of blasting, bag of holding (type IV), ring of regeneration, misc. coins.

CAR #18: ENGINE CAR

All around the room are levers and pipes. On the western wall is a huge furnace with large amounts of coal burning in it. The floor is made of steel and is covered in grease. There is a sconce hanging from the ceiling giving off barely enough light to see. If the party hits the sconce the candle will fall and start the oil on fire.

The greasy floor has the same effect of the spell *grease*.

If the party leaves to the southwest; and the poltergeist is still alive, it will over ignite the furnace causing flames to fan out on to the PCs. Every member must roll a **constitution saving throw** or suffer 1d6 damage.

There are doors to the southwest and the east.

LOCOMOTIVE

Upon entering this room the door slams shut and locks. In front of you is a panel with levers and buttons spread among it. Under the panel there are gears moving and metallic strings twisted and spread out in different directions. A transparent face appears above the panel howling "Beeeeee Gonnneee!". Suddenly, everything in the room comes to life and moves to attack the PCs.

The Locomotive is possessed by a Haunt (see *Appendix 1: Monsters*), which can be found in *Appendix 1: Monsters*. The haunt's purpose in afterlife is to bring the dead to their final destination. Being alive the PCs are delaying the last stop, so the haunt will fight till every PC is dead. If the party defeats the haunt, the train will return the PCs to where they originated.

There is a door to the east, but it is sealed shut.

Haunt: *(This neutral creature's vital stats are HD 5d8, AC 20, HP 36. Its primary attributes are mental. It attacks by launching miscellaneous objects from around itself at it's targets causing 1d4 points of damage.)*

APPENDIX 1: MONSTERS

HAUNT

NO. ENCOUNTERED: 1
SIZE: Medium
HD: 5 (d8)
MOVE: 30 ft.
AC: 20
ATTACKS: 1 (no damage)
SPECIAL: Dexterity Drain, Immunity to Normal Weapons
SAVES: M
INT: Very to High
ALIGNMENT: Any
TYPE: Undead
TREASURE: Nil
XP: 175+5

The haunt is an undead tied to the spot of its death. It appears as a ghostly image, a floating, incorporeal form that vaguely resembles its form before death, be it man, dwarf, gnome or some other humanoid. In its living form, the haunt had some mission or task that needed to be completed. So great was the compulsion to finish this deed that, even in death, the creature seeks to fulfill its final task. To this end, the haunt will attempt to take over a corporeal body, caring not for the original inhabitant. The single-minded focus on this task has driven the creature insane. So great is this compulsion that it cannot be turned as normal undead.

A haunt can be of any alignment and its task can be anything from the mundane (replace the stone in the wall thus covering the secret hiding place) to the extraordinary (travel to a distant land and deliver a message of peace, then return); from the safe (to see my son that was born after I died) to the dangerous (revenge my family by killing the ancient red dragon that murdered them all).

COMBAT: Once the haunt finds a suitable victim (it will choose someone that seems to be able to complete its task, so its choice will vary and is dependent upon the GM to properly choose a victim), it will attack with its incorporeal fists. These attacks do no damage, but will drain 1d3 points of dexterity per successful strike. When a creature has been reduced to 0 dexterity, the haunt will be able to enter the helpless body. Once it does, it will begin its journey. The haunt can only be hit with magical weapons.

Once the haunt has possessed a body, it will immediately set upon the task at hand. If the creature spoke common during its life, it can converse with someone of a like understanding (this is true, of course, for any language). While it will not stop to talk, it will inform the party of its mission. If they choose to assist it, or choose to let it go alone, is of no consequence to the haunt. If, however, they want to see their possessed friend again, they have no choice but to accompany the haunt, for it will not relinquish its host until the task is complete.

Alignment means little to the haunt at the beginning of its journey. After its final task is complete, however, the haunt will take this into consideration. If the haunt and its victim are of opposite alignment along the good / evil dichotomy, the haunt will attempt to kill its victim. It will accomplish this in any way possible, even performing an act that an outsider would see as suicide. It may jump from a lofty peak, force a sword through its chest or ingest a known poison. If nothing else, it will choke itself (no hit roll needed, 1d4 points of damage per round). Once the haunt has chosen this action, it is very difficult to stop.

THE PHANTOM TRAIN 5

HAUNT, POLTERGEIST

NO. ENCOUNTERED: 1
SIZE: Medium
HD: 1 (d4)
MOVE: 30 ft.
AC: 15
ATTACKS: Nil
SPECIAL: Telekinesis, Immunity to Normal Weapons
SAVES: M
INT: Average
ALIGNMENT: Neutral Evil
TYPE: Undead
TREASURE: Nil
XP: 50+1

The poltergeist is an invisible undead spirit that haunts a specific area. Sometimes this area is one that it was close to in life, but more often than not, the area is the place the poltergeist was killed. The creature itself is invisible and incorporeal, and cannot itself attack, nor can it be struck with normal weapons. Poltergeist are twisted, angry creatures that only want to inflict pain and suffering on the living.

COMBAT: The poltergeist will use small objects (less than ten pounds) to pummel intruders (dishes, rocks, books, etc). If successful, the object will do 1d2 damage (more or less depending on situational modifiers left up to the GM). Anyone struck with an object must make a charisma check or become horrified, as if under a *fear* spell cast by a 4th level wizard.

As the poltergeist is invisible, it is difficult to attack. If its location is somehow determined, it can be attacked, albeit with a -4 on all attack rolls against it. Normal weapons cannot harm it, but magicked weapons will. Silver weapons impart double their normal damage. If a Cleric attempts to turn the undead, he will gain an automatic +5 to his roll. All magic will work as intended against the creature, and holy water will do 2d4 points of damage per splash.

SKELETON, ANIMAL

NO. ENCOUNTERED: 2-20
SIZE: Small / Medium
HD: 1 (d6)
MOVE: 20 ft.
AC: 12
ATTACKS: 2 claw or bite for 1 (d4)
SPECIAL: Undead
SAVES: P
INT: None
ALIGNMENT: Neutral
TYPE: Undead
TREASURE: Nil
XP: 5+1

Animal carcasses that are the target of *Animate Dead* are raised as animal skeletons. Anyone casting the spell solely on dead animals can gain up to twice his level in HD, as opposed to his level in HD per the spell *Animate Dead*. In other words, a 5th level cleric, while normally only able to raise 5HD worth of Undead, may raise 10HD worth of animal skeletons. Only small creatures can be raised as such, no bigger than a large dog.

While having no special attacks or abilities per se, they are immune to *sleep*, *charm* and a variety of mind-controlling spells, as well as taking half damage from slashing or piercing weapons.

COMBAT: Depending on the animal, the skeleton will either claw-attack

twice for 1d4 or bite for 1d4. Quadrupedal creatures will mainly use the two-claw attack, while avian and invertebrate creatures will rely on the bite. In all things, the GM should be the final adjudicator in the type of attack for unusual creatures.

APPENDIX 2: SPELLS

GORGE

LEVEL: Wizard 8

CASTING TIME: 1

RANGE: Touch

DURATION: 2d6 rounds

SAVING THROW: Wisdom negates

SPELL RESISTANCE: Yes

COMPONENTS: V

This spell causes the target to eat uncontrollably. The victim will continuously eat until the spells duration expires. If there is no food available, the victim will eat anything around them, dirt, cloths, etc. A **wisdom saving throw** is allowed each round of the spells effect to stop the eating. If the victim does not pass a saving throw by the end of the spells duration, the victims stomach explodes and the victim dies.

GREASE

LEVEL: Wizard 1

CASTING TIME: 1

RANGE: 25 ft. + 5 ft./lvl.

DURATION: 1 rd./lvl

SAVING THROW: Dexterity partial

SPELL RESISTANCE: No

COMPONENTS: V, S, M

With the utterance of the arcane tongue, this spell fills a 10 ft. by 10 ft. area with a slimy slippery grease. The summoned grease makes keeping one's footing almost impossible and requires any beings on foot attempting to pass through the area to make a **dexterity saving throw** to avoid losing their footing or falling. Individuals making their saving throw may only move at half speed.

Alternately the spell may be cast on a single object, such as a sword, wand, staff or other such weapon, making the object impossible to hold onto unless a successful **dexterity saving throw** is made. A successful Save must be made each round in order to efficiently wield the greased weapon or held item.

The material spell component for this spell is a pinch of lard or a slice of fatty undercooked bacon.

IRRESISTIBLE DANCE

LEVEL: Wizard 8

CASTING TIME: 1

RANGE: Touch

DURATION: 1d4+1 rounds

SAVING THROW: None

SPELL RESISTANCE: Yes

COMPONENTS: V

The living subject feels an undeniable urge to dance and begins doing so, complete with foot shuffling and tapping. The spell effect makes it impossible for the subject to do anything other than caper and prance in place. The effect imposes a -4 penalty to Armor Class and a -10 penalty on dexterity saving throws, and it negates any AC bonus granted by a shield the target holds.

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 & Crusades: Players Handbook, Copyright 2004, Troll Lord Games; Authors Davis Chenault and Mac Golden.

Castles & Crusades: Monsters & Treasure, Copyright 2005, Troll Lord Games; Authors Robery Doyle and Stephen Chenault

Castles & Crusades: Monsters & Treasure, 2nd Printing, Copyright 2007, Troll Lord Games; Authors Robery Doyle and Stephen Chenault

Castles & Crusades: Players Handbook, 2nd Printing, Copyright 2006, Troll Lord Games; Authors Davis Chenault and Mac Golden.

Haunted Highlands, Copyright 2006, Troll Lord Games; Author Casey Christofferson.

Castles & Crusades: Players Handbook, Personalized Edition, Copyright 2007, Troll Lord Games; Authors Davis Chenault and Mac Golden.

Castles & Crusades: Players Handbook, 3rd Printing, Copyright 2007, Troll Lord Games; Authors Davis Chenault and Mac Golden.

Castles & Crusades: Monsters & Treasure, 3rd Printing, Copyright 2009, Troll Lord Games; Authors Robery Doyle and Stephen Chenault

Castles & Crusades: Players Handbook, 4th Printing, Copyright 2009, Troll Lord Games; Authors Davis Chenault and Mac Golden.

Castles & Crusades: Classic Monsters, Copyright 2012, Troll Lord

Games; Authors Kim Hartsfield.

Adherer from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene and Clark Peterson, based on original material by Guy Shearer

Aerial Servant from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax

Al-Mi'raj from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene and Clark Peterson, based on original material by Roger Musson

Algold from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene and Clark Peterson based on original material by Mike Ferguson

Ant Lion from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax

Apparition from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene and Clark Peterson, based on original material by Underworld Oracle

Ascomoid from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax

Atomie from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax

Aurumvorax from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax

Babbler from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene and Clark Peterson, based on original material by Jeremy Goodwin and Ian McDowell.

Banderlog from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax

Basilisk (Greater) from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax

Blindheim from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Roger Musson

Blood Hawk from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Ian Livingstone

Boalisk from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax

Boggart from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Roger Musson

Bonesnapper from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Ian Livingstone

Buckawn from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary

Gygax

Carbuncle from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Albie Fiore

Caryatid Columns from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Jean Wells

Caterwaul from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Albie Fiore

Cave Fisher from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Lawrence Schick

Clubnek from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by M. English

Coffer Corpse from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Simon Eaton

Cooshee from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax

Crab (Giant) from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax

Crabman from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene and Erica Balsley, based on original material by Ian Livingstone

Crypt Thing from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Roger Musson

Dakon from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Ian Mc Dowall

Dark Creeper from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Rik Shepard

Dark Stalker from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Simon Muth

Death Dog from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Underworld Oracle

Death Knight from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene

Devil Dog from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Louis Boschelli

Dire Corby from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Jeff Wyndham

Disenchanter from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax

Doombat from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene and Clark Peterson, based on original material by Julian Lawrence

Dragonfish from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Albie Fiore

Dragonnel from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax

Drelb from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc. Author Scott Greene, based on original material by Gary Gygax

Dustdigger from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax

Ear Seeker from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene and Eric Balsley, based on original material by Gary Gygax

Eblis from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax

Executioner's Hood from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax

Eye Killer from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Ian Livingstone

Firedrake from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Dave Waring

Firesnake from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Michael McDonagh

Flail Snail from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Simon Tilbrook

Flind from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by J.D Morris

Flumph from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Ian McDowell and Douglas Naismith.

Folarren from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Ian Livingstone

Frost Men from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Julian Lawrence

Gorbel from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Andrew Key

Gorgimera from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax

Gorilla Bear from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Cricky

Hitchcock

Hangman's Tree from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax

Haunt from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Harold Johnson and Tom Moldvay

Hippocampus from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax

Hoar Fox from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Graeme Morris

Hound of Ill Omen from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Mike Roberts

Huecuva from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Underworld Oracle

Iron Cobra from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Philip Masters

Jaculi from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Philip Masters

Kamadan from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Nick Louth

Kech from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax

Korred from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax

Land Lamprey from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax

Lava Children from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Jim Donohoe

Lurker from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax

Magnesium Spirit from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Nick Louth

Mantari from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by David Wormell

Margoyle from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax

Mihstu from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax

Mongrelmen from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax

Muckdweller from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax

Mudman from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax

Necrophidius from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Simon Tilbrook

Nereid from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax

Nilbog from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Roger Musson

Ogrillon from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene and Erica Balsley, based on original material by R.K.R. Chilman

Pech from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax

Phantom Stalker from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Ian Livingstone

Piercer from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene and Clark Peterson, based on original material by Gary Gygax

Poltergeist from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Lewis Pulsipher

Quickling from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax

Rock Reptile from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax

Russet Mold from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax

Sandling from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Lawrence Schick

Sandman from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Roger Musson

Scarecrow from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Roger Musson

Screaming Devilkin from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Philip Masters

Skeletal Warrior from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Nigel Morgan

Skulk from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Simon Muth

Spriggan from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Authors Scott Greene and Erica Balsley, based on original material by Roger Moore and Gary Gygax

Squealer from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax

Stone Guardian from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Lenard Lakofka

Stun Jelly from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Neville White

Taer from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax

Thessalhydra from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax and Wizards of the Coast

Throat Leech from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Ian Livingstone

Vegepygmy from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax

Volt from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Jonathon Jones

Wind Walker from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax

Witherstench from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Jonathon Jones

Yellow Musk Creeper from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Albie Fiore.

Yeti from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax

Zombie (Yellow Musk) from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax

PYROLISK: Forgotten Foes © 2010 Tricky Owlbear Publishing, Inc.; Authors Mark Gedak and Stefen Styrsky.

Bluffside: City on the Edge Copyright 2012, Samurai Sheepdog.

The Phantom Train Copyright 2013, Samurai Sheepdog.