A Guide and Rules System for Fantasy Roleplaying

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WHERE ROLLPLAYING AND ROLE PLAYING MEET

I run my games fairly consistently. All of my games combine intense interaction between the players and myself with quick-moving, heart-stopping combats. These many moments, actions, and interactions must be woven together over a night's play through exciting storytelling and player involvement. When the tale is woven tightly, emotions are awakened, creating unforgettable moods. This is where "roll playing" and "roleplaying" meet, and the result is an electrifying evening of gaming.

Capturing a mood is difficult. It is a challenge to create the intricate interplay between a bartender who is bought and paid for by a thieves guild and a character seeking to pry information from him. The task involves descriptive text, acting, accents and a great number of things. The sounds of sword clashing upon shield, of flesh and bone grinding against metal, all this against a background of a field awash in blood and combat are all demanding to capture in narrative. How does one help players imagine the sound of a bow creaking as the arrow is drawn back? How does one make them fear that sound? The tale in the game must cascade over the players, engulfing them in a wash of emotions: fear, rage, courage, elation. Once you've captured everyone's emotions, the game is won! At that point, the game is pure fun, like a good movie – one where you forget you're in a theater.

The core of any game's philosophy has to have the goal of creating and capturing a mood charged with excitement. Anything that detracts from that objective detracts from the game. How does one capture that mood? Foremost, the rules guiding game play must be easily understood. Ideally, the basic rules of the game should be easily grasped within about fifteen minutes. A player should be able to sit down with another player, create a character, and have the basics of the game explained to them in just that time. As a foundation, the rules must be kept simple and logical, easy to comprehend and easy to enact. Expanding the game comes later, much like adding stories to a building. Start with a firm, square foundation and everything else follows.

The game must be adaptable as well. Gamers are diverse people, all with different imaginations, different tastes, and different desires. They all want to play a game that suits their tastes. Those playing should be able to add, discard, and change rules and ideas to fit their needs without worrying about the effects those changes have on the workings of the rest of the game. There should only be a few hard and fast rules. Everything else is extra.

The main impediment to these objectives is an overabundance of rules. A glut of rules unnecessarily restricts the flow of the story, and even worse, the flow of the game. Rules do serve a purpose—they codify actions and reactions during game play. However, rules can also impede the imagination. They can reduce the element of uncertainty and the emotions that come with it. They can describe too much, and thus hinder the capacity for narrative development for all participants. At its worst, codifying too much into game rules reduces emotion and mood. This misses the goal of capturing the emotions of the participants, and then, you've lost the heart of the game! An efficient and concise set of rules allows an ease of play and adaptability, and is a necessary ingredient.

A rules-light, adaptable game naturally engenders a gaming environment where one is bound only by imagination. When so unleashed, one can act without restraint to create a gaming environment that is fun for all. That is the core of this game's philosophy. That was the core of the original game. At its heart, it was intended to be a fun game to play and this game adheres to the same philosophy. Castles & Crusades is not a realistic-simulation game! Castles & Crusades is a fantasy game where imagination rules.

Stephen K Chenault

Peter Bradley 2004

CREATING THE CHARACTER

With the exception of the Castle Keeper, each person playing Castles & Crusades creates a character to use during the game. To create this character, the player begins by simply imagining the type of character he or she desires to play, be it a wandering barbarian, reclusive wizard, travelling dwarf, noble elf, a dastardly villain or virtuous knight. The player begins by generating attribute scores with dice rolls. Attribute scores define the character's physical and mental traits. Next, the player chooses a class, or profession, for the character that best fits how the character is imagined. In the same manner, the player chooses a race which best fits both the persona and class desired. Lastly, the player fills in the details: examples include technical game-related aspects of the character, such as combat bonuses, as well as the character's persona and history. These steps are outlined below and detailed in their appropriate sections.

IMAGINE A CHARACTER: Decide, in a general manner, the type of character desired. Is the character a noble dwarf fighter, a haggard half-orc barbarian, or a disdainful elf knight? Literature, film, theater and comic books are rife with examples of heroes and villains that players can draw upon for inspiration for their characters. Yet, as the creator of your own character, you can build upon these examples to create complex villainous montages or even more profoundly heroic and noble characters. Stretch your imagination! Create the character as you imagine him or her to be. In the end, imagination is the only limit when creating a persona.

ROLL ATTRIBUTES: Each character has six attributes, generated by rolling dice. The attributes are: **strength, dexterity, constitution, intelligence, wisdom** and **charisma**. Each attribute has an impact on the game and can significantly influence class selection. After rolling the dice to generate these scores, you can choose how those scores are placed. Naturally, it is important to place the scores in a manner that reflects your character concept, desired class and desired race.

CHOOSE A CLASS: A class is a basic concept upon which the character is modelled. This is one of the more difficult aspects of character creation because each class represents an archetype found in literature, film or within roleplaying games themselves. Each class should be very broadly interpreted. It is possible to have wildly diverse characters that are members of the same class. Classes should be considered examples or technical extrapolations of archetypes that provide a broad representation for the type of character desired. This is necessary in order to accommodate the needs of the player and the setting where the character's adventures occur.

Each of the thirteen classes has unique abilities and specialized areas of knowledge:

The *Fighter* is a warrior with great prowess on the battlefield.

The *Rogue* is a rapscallion and an opportunist.

The *Wizard* is a practitioner of powerful arcane magics.

The *Cleric* is avowed to a deity and dispenses divine justice.

CHOOSE A RACE: Select a race that best fits your imagined character concept. In Castles & Crusades, one can choose the versatile human, a long-lived elf, a wilful dwarf, a curious gnome, a quick-footed halfling, a forlorn half-elf, or a pernicious half-orc. Each race is unique and has its own special abilities, capacities, culture and personality. Closely examine each race prior to making a selection. In particular, ensure that the race selected does not have cultural or personality characteristics that conflict harshly with the persona of the character you wish to create.

FLESHING OUT THE CHARACTER: The most important step in character generation comes last: detailing the character's persona. The player fleshes out the details of the character's personality, physical description, world view, background, goals and motivation – including the moral "alignment" best suited to the character's personality. Then the character's starting money is determined and the player equips the character with clothing, armor, weapons and other adventuring gear. The player also determines the character's hit points – that measure of a character's ability to survive damage.

ATTRIBUTES

Attributes represent a character's physical and mental traits.

All characters in Castles & Crusades have six attributes:

Strength (Str)	Intelligence (Int)
Dexterity (Dex)	Wisdom (Wis)
Constitution (Con)	Charisma (Cha)

Each attribute has a numeric score ranging from 3 to 18. Each attribute score also has a corresponding modifier, which is a bonus or penalty added to or subtracted from certain die rolls during the game as detailed throughout the rules.

There are two types of attributes: primary and secondary. Of the six attributes each character has, the player selects a few to be primary attributes. The remaining attributes are secondary. The distinction is important when determining the outcome of many actions in *Castles & Crusades*. When a character uses a class ability, such as a rogue attempting to pick a fat giant's pocket or a ranger tracking a brigand through a dark forest, an attribute check is rolled to determine if the action is successful. Each class ability has an attribute check associated with it. If the class ability's associated attribute is one of the character's primary attributes, the character has a greater chance of successfully performing the task. The same principle holds true for the other aspects of the game in which an attribute check is required.

Attribute checks are explained in greater detail later (see *The Castle Keeper and the Game - Attributes and the Game*). For now, just remember that the selection of primary and secondary attributes significantly affects the possibility of success for many actions in the game. Attribute checks associated with a primary attribute are significantly more likely to succeed than those actions performed with a secondary attribute.

THE SIX ATTRIBUTES

STRENGTH: This attribute reflects physical strength, including the ability to lift or move heavy objects and make powerful attacks. The modifier affects melee combat and damage, and all checks for which strength is the primary influence. Characters can military press 10x their strength and dead lift 15x their strength score.

DEXTERITY: This attribute represents a character's reflexes, manual dexterity and hand-eye coordination, including the ability to dodge and defend against attacks. The modifier affects armor class, ranged combat and all checks involving dexterity.

CONSTITUTION: This attribute reflects overall health, and also represents a character's ability to withstand pain, suffer physical damage, avoid fatigue and fight off sickness or poison. The modifier affects hit points, and it applies to all checks involving constitution as the prime influence.

INTELLIGENCE: This attribute reflects mental aptitude. It represents a character's ability to learn quickly, apply that learning effectively and use deductive reasoning. The modifier affects the number of arcane spells a character can cast each day, the number of languages a character can learn and all checks involving intelligence as the prime influence.

WISDOM: This attribute reflects depth of personal experience, the ability to make well-considered decisions or judgments, and represents a spiritual connection to a deity. The modifier affects the number of divine spells that can be cast each day, attempts to turn the undead and all checks involving wisdom as the prime influence.

CHARISMA: This attribute represents strength of personality, willpower, leadership and attractiveness. It is the degree to which a character is able to influence others. The modifier affects other creatures' loyalty and reactions to the character, the number of undead the character can turn and all checks involving charisma as the prime influence.

GENERATING ATTRIBUTE SCORES

Attribute scores are generated by rolling 3d6. The player adds the results of the three dice together to create a total score that ranges between 3 and 18. This process is repeated six times. Once the six scores are generated, each score is assigned to one attribute, in any order the player chooses. When assigning attribute scores, the player should consider the race and class of the character being created. A character's race may raise or lower an attribute score, and certain attribute scores may affect a character's class abilities.

Normally, attribute scores only increase or decrease during the course of a game as a result of magic, poison, curses or other extraordinary events. Should an attribute score change during game play, the modifier changes to correspond to the new score, if applicable. It is possible for an attribute score to fall below 3 or exceed 18 during game play. However, attribute scores for characters that fall outside of this range are rare, and are usually associated with monsters, powerful magical items or other entities controlled by the Castle Keeper.

ATTRIBUTE MODIFIERS

Each attribute score has a corresponding modifier that can alter die rolls in the game. The modifier is a number added to (or subtracted from) a roll of the dice when a character uses an attribute to take an action, make a saving throw or use a class ability. For example, a character attempting to bend the bars of a prison cell would have his or her strength modifier applied to the roll. The amount of damage delivered to a foe is likewise affected by the attribute modifier. A positive modifier is called a bonus and a negative modifier, a penalty. Higher attribute scores have higher bonuses, and lower attribute scores have larger penalties. So, whether fighting a nasty troll, a hungry wyvern or avoiding the gaze of a gorgon, attribute modifiers play a decidedly important role in the game.

PRIMARY AND SECONDARY ATTRIBUTES

There are two types of attributes in Castles & Crusades: primary and secondary. Primary attributes are those physical or mental abilities in which a character is particularly well trained or very experienced in using. Secondary attributes are those the character uses with only average skill. A player selects the character's primary attributes after choosing a class and race.

Human characters have three primary attributes. Demi-human races (dwarf, elf, gnome, half-elf, halfling and half-orc) have only two primary attributes. Each class has one primary attribute associated with it that cannot be changed. The player selects the others. So, a human character receives one primary attribute designated by the class and the other two are selected by the player. If playing a demi-human character, the player can select only one additional primary attribute. For example, the primary attribute for the ranger class is strength. If the player chooses to play an elf, he or she selects one of the five remaining attributes as the other primary attribute. If it were a human ranger, the player would select two more primary attributes rather than just one. The remaining attributes are considered to be secondary.

ATTRIBUTE CHECKS

As mentioned before, the distinction between primary and secondary attributes is important. Almost all non-combat actions in Castles & Crusades for which the Castle Keeper deems a roll is necessary to determine success or failure are resolved by an attribute check.

Every check has an associated attribute. Whenever one of these checks is made, a d20 is rolled by the player. Attribute and level modifiers are added to this roll, if applicable. If the result is equal to or greater than a number generated by the Castle Keeper, called the challenge class, then the attribute check is successful.

The challenge class is a number generated by the Castle Keeper that represents the degree of difficulty for performing that action. The challenge class is generated in two steps. The first is ascertaining the challenge base. This is determined by whether or not the associated attribute is a primary or secondary one. If the associated attribute is a primary attribute, the challenge base is 12 and if it is a secondary attribute, the challenge base is 18. Next, the Castle Keeper adds or subtracts the challenge level to the challenge class. The challenge level represents the degree of difficulty the Castle Keeper believes appropriate for the action being taken. This usually ranges between 0 and 10, but can go higher. The sum total is the challenge class, and the player must roll higher than that to successfully perform the action.

> For example, a 3rd level elf ranger with a 15 wisdom as a primary attribute attempts to track a pair of wily kobolds through a mountain pass. The player rolls a d20 and adds the ranger's level (+3), attribute modifier (+1) and racial bonus (none) to the roll. If the number generated is equal to or higher than the challenge class determined by the Castle Keeper, the attempt is successful and the ranger is able to track the kobolds to their secret lair. The challenge class is the combination of the challenge base (12) and the challenge level (assume a 3 as the trail is a few days old) for a total of 15. The player rolls a 13 and adds 4 for a total of 17. This is greater than the 15 necessary so the ranger successfully tracks the kobolds to their dark and foreboding lair atop craggy hill.

A more thorough discussion of the rules and use of checks, called the SIEGE engine™, is located in the Castle Keeper's section of the rules. For now, it is just important to understand that checks involving the use of a primary attribute are far more likely to be successful than checks involving secondary attributes.

ATTRIBUTE MODIFIERS							
1	2-3	4-5	6-8	9-12	13-15	16-17	18-19
-4	-3	-2	-1	0	+1	+2	+3

CASTLES & CRUSADES IS ONE OF THE BEST SELLING FANTASY ROLE–PLAYING GAMES OUT THERE TODAY! WHY? BECAUSE IT IS FAMILIAR THE MOMENT YOU PICK IT UP, IT'S EASY AND FUN.

THE COMPLETE RULES COME WITH ALL THE TRADITIONAL RACES, CLASSES, SPELLS, MAGIC ITEMS, AND EVERYTHING ELSE YOU'VE COME TO EXPECT IN FRPGS!!

WHAT ARE YOU WAITING FOR? JOIN THE CRUSADE TODAY!!

CLASSES

The character classes each represent a broad archetype. Although each character of a particular class is bound by certain similarities, players should utilize the archetype template to build a unique character and create a unique persona. The class describes a character's capabilities in the game, and reflects only their chosen profession, training and way of life, not who they are as an entire person. Each player chooses a class that best applies to the hero he or she wishes to create and play in the game. From this, the player creates the personality and traits that define the rest of the character.

There are many types of character classes:

Fighters are brave warriors who take up arms to meet their foes in the crucible of battle. Fearless, they don themselves in the accoutrements of battle, relying upon their superior martial skills to overcome obstacles.

Rogues, rapscallions and the like make their living through nefarious and occasionally dastardly deeds. Living on the ethical edge and spending much of their lives avoiding harsh justice, these fearless villains are found in all walks of life.

Wizards delve into the mysterious worlds of the arcane and wield magic like a weapon of war. They are often possessed of an overwhelming thirst for knowledge and, as often as not, power.

Clerics are spiritually bound to a deity. They are usually members of religious orders, though some choose to live as wandering hermits. They wield the magic of the divine and, fortified with the armaments of war, become powerful emissaries for their causes.

The class descriptions define the parameters and abilities of each class. It may be beneficial for a player to consult other chapters for details about saving throws, combat or spell use before selecting a class. Each class description includes many features: the prime attribute, hit dice, alignment, weapons allowed and other aspects of the class. Most of the information needed by players is in this section. Familiarization with the class and its features is essential to playing the class well.

CLASSES AND THE CASTLE KEEPER

Before choosing a class, consult with the Castle Keeper. The type of adventure or the environment in which it occurs may help with this decision. For instance, if the Castle Keeper plans a game set in a dungeon environment, it would be disadvantageous to play a steppe barbarian. The Castle Keeper should consider creating an adventure according to the classes chosen by the players. For example, if a player decides to play a rogue who is the scion of a wealthy family and decides that this rogue enjoys pilfering the treasuries of family acquaintances, then planning an adventure in a dungeon atop a remote mountain wouldn't work out too well.

Maintaining a constant dialogue between the Castle Keeper and the players is important to an enjoyable game of Castles & Crusades. The Castle Keeper bears an awesome responsibility in the role of entertainer. To manage this, the players and the Castle Keeper should come to an understanding prior to play to ensure that everyone's needs are met to the greatest degree possible. The Castle Keeper is also responsible for ensuring that the players are playing their classes properly, and for helping players choose a class that best fits the type of adventurer they envision.

CLASS DESCRIPTION TERMINOLOGY

PRIME ATTRIBUTE: There is one prime attribute designated for each class. If the character is human, the player is allowed to choose two more prime attributes for that character for a total of three. All other races allow the player to choose only one more prime attribute for a total of two.

HIT DICE (HD): This is the die type rolled, at each level, for the character's hit points. The constitution bonus is added to the result whenever hit points are rolled. The results are cumulative, so a 5th level barbarian has 5d12 hit points.

ALIGNMENT: The suggested alignment for the class.

WEAPONS: All members of the class are proficient in the use of every weapon on this list. If a character uses a weapon that does not appear on this list, the character suffers a –4 penalty on all the "to hit" rolls with that weapon.

ARMOR: All members of the class are proficient in the use of every armor type on this list. A character may also wear any armor, but if the armor type does not appear in the list, the character cannot use any of their class abilities while the armor is worn unless the description of the ability states otherwise. Several of the classes have restrictions on the type of armor they can wear. These are listed in each class description. However, Class Reference Table 1 is supplied as a quick reference for all the classes.

The armor use restrictions reflect that class's training and experience and the limitations of it. Classes with no familiarity with certain types of armor cannot be expected to wear them and act without their abilities being hampered. For example, the rogue Felthing has grown up on the streets of Margleburg and has never before worn any armor other than leather and padded. When Felthing puts on his first set of full plate mail, it is likely that a certain amount of discomfort and restriction would hamper Felthing's ability to pick a pocket. This being the case, armor is restricted to reflect that class archetype's background.

This does not mean that the rogue would be unable to wear plate mail. Any class can wear any armor. If they do, their abilities may be affected. For example, if a wizard wears any armor they can not cast spells. Similar restrictions apply to many of the classes and in several cases only restrict the use of certain class abilities. The rogue and assassin have variable effects as described in their class descriptions.
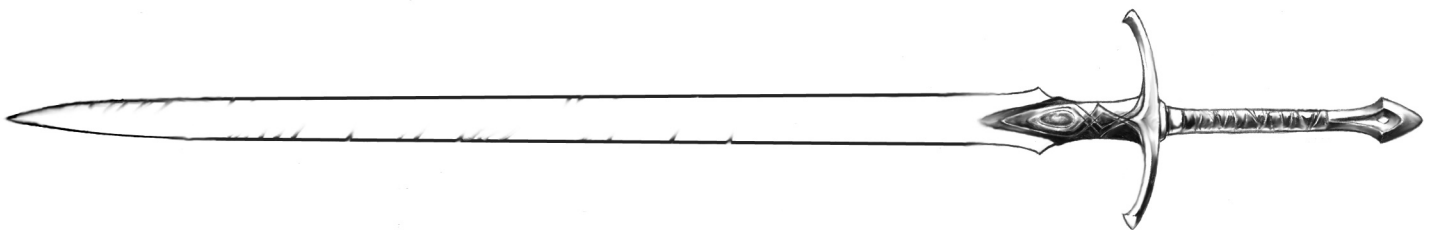
EXPLORE YOUR BOUNDARIES. C&C IS DESIGNED TO ALLOW YOU TO SHAPE AND MOLD IT AS YOU PLAY. YOUR IMAGINATION IS THE LIMIT! PUSH IT!

FIGHTER (Strength)

From the maelstrom of war and conflict great warriors arise, tested on and mastering the brutal fields of battle. These combatants nobly make war against cruel overlords and barbarous hordes, or are driven to conquest and brutish slaughter by depraved spirits and malignant desires. Found in all societies and amongst all peoples for whom battle is a constant, these are those who turn to the sword and might of arm to defeat their foes and fulfil their desires. Kings and tyrants, warriors and brigands, foot soldiers and raiders, adventurers and treasure hunters; these are all fighters.

The fighter is the archetypical warrior, superior to all other classes in armed combat. Fighters come from every geographic region and occupy all social strata. They are born with a strength of will and spirit that leads them to seek the field of battle. They find the clash of metal and the ring of steel invigorating at times, and necessary at others. Fighters do not live in fear of the melee; they face their foes with gritted teeth and steely determination, longingly anticipating the next test of their strength and skill. All fighters, regardless of background, are characterized by the will and ability to use their brute strength and swift sword to solve problems or overcome foes. Fighters are a unique breed and make their own way in the world, for ill or good.

Fighters depend on heavy armor and weaponry that require great strength and skill to wield properly. Whether sallying forth with a massive double bladed battle axe, or a delicately balanced saber of the finest steel while sheathed in plates of shiny metal, or hefting only a shield on the blood washed fields of combat, the mighty arm of these warriors rise and the weak fall beneath it. And it is the strength that carries fighters through the laborious contests of steel that mark their daily lives.

Many cultures have unique weapons, and warriors in those cultures are often trained in their use, wielding them as if extensions of their bodies. However, all weapons, regardless of make, function to the same end and the well-trained and highly skilled fighter intuitively knows the best manner in which to use them. Fearsome with any weapon, the fighter is an opponent that only the foolish underestimate and the weak regret offending.

As with weapons, the use of heavy armor is demanding upon the body. When worn by those unfamiliar with its weight and bulk, armor can be a hindrance to movement. It requires great strength and knowledge to properly wear any armor and maintain one's skill of hand while so donned. Fighters are accustomed to the bulk and weight of armor, knowing how to manage and adjust their thrusts and parries when wearing it. Once trained, a fighter knows how to adjust his or her fighting style to the weight and load of any armor in order to use it effectively.

ABILITIES

WEAPON SPECIALIZATION: At 1st level, the fighter can choose one weapon with which to specialize. All weapons are eligible, including ranged weapons such as the bow or sling. The weapon with which the fighter specializes is usually common to the fighter's culture or society, but it need not be. The Castle Keeper and player should consult to determine which weapons are available for specialization, bearing in mind culture, location and availability.

The fighter can only choose one weapon with which to specialize. Once chosen, the weapon cannot be changed. For fighters between 1st and 6th level, this specialization imparts a +1 bonus to hit and a +1 bonus to damage when being used. At 7th level and above, the bonuses increase to a +2 to hit and +2 to damage.

COMBAT DOMINANCE: At 4th level, the fighter gains an extra attack with any weapon when fighting opponents with 1 hit die. The opponents must also have a hit die type of d6 or smaller. In order to use this ability, the fighter must direct all attacks in a combat round against opponents that meet these criteria. The fighter can split the available attacks among qualified opponents as desired. This ability improves as the fighter progresses in levels. The fighter gains an additional attack for every four levels gained after 4th level. So, at 8th level, the fighter is allowed a total of three attacks, and at 12th level, the fighter gains four attacks against these opponents. This ability does not combine with the Extra Attack ability described below. This ability is only useable with melee weapons and cannot be applied to ranged combat.

For example, an 8th level fighter is battling 5 kobolds in a dank cavern. The kobolds are 1 hd and have a d4 hit dice type. When it comes time to attack, the fighter is allowed three swings against the kobolds; one swing for the class and two swings for the Combat Dominance ability. The fighter can choose to attack one kobold three times or three different kobolds one time each.

PRIME ATTRIBUTE: Strength
ALIGNMENT: Any
HIT DICE: d10
WEAPONS: Any
ARMOR: Any
ABILITIES: Weapon specialization, combat dominance, extra attack

Level	HD	BtH	EPP
1	d10	+1	0
2	d10	+2	2,001
3	d10	+3	4,001
4	d10	+4	8,501

ROGUE (Dexterity)

Ancient cities with high towers and crumbling walls, sprawling towns along coastal highways, villages, castles and hamlets all have one thing in common. They all have rogues in their environs. Their names vary: thieves, rapscallions, cut-purses, footpads, confidence men, fences, burglars, sharpers, pick-pockets or highwaymen. Their methods vary as widely as their names, but their goals and the theme of their lives are constant. Rogues steal from others. They gather ill gotten goods for their own pleasure or needs and care not a whit for payment or compensation of those they take from. Rogues make their living in the shadows, through stealth, deceit and thievery, or at times, in service to some greater purpose known only to themselves. Rogues are, simply, the ultimate thieves.

The archetypical ne'er-do-wells, rogues can be scions of the wealthiest families or simple street urchins. Some make their living by burglary, robbing wealthy merchants and pilfering the goods of many a palace. Others pick the pockets of the unwary, from the simple traveller to the noble lord. Still others find their skills best suited to plundering dungeons, unravelling riddles in dark caves, and stealing treasure from the forgotten places of the world, avoiding the laws and the lawmen of the more civilized areas of the world.

To perform their many acts of daring rogues manage on a routine basis, they must be exceedingly dextrous. A rogue must be nimble of hand and foot. They must be quick of wit and mind. When these traits are perfectly combined into a seamless coordination of mental acumen and hand-eye coordination, the rogue becomes a foe to be feared and friend never to be trusted.

It is true that there is no honor among these rogues. Every valuable is a potential source of income, and every circumstance an enticement to misdeed. They are driven by an anarchic soul and the outcast's disdain for common ethics where few laws are considered sacred and no oath is made that is not to be broken. Their only brotherhood is that of their confederations and guilds of like minded thieves, who are as loyal to one another as they are to anything else. These guilds provide protection and organized rackets, but have little more staying power than the strength of their leadership to manage an unruly and rebellious membership.

There are the rare exceptions to this generally dispiriting lot. There are burglars who steal only from wealthy and evil overlords, rob dragon's hordes, or pilfer the treasuries of malicious and cruel tyrants. However, they too are driven by the same forces that inspire other rogues, for it takes a wily and wilful individual to crawl down dark forbidding corridors and face down dragons for a peek at their hordes.

Rogues try to avoid combat as much as possible. Though not cowardly, they simply find the phrase "better to live and fight another day" more meaningful and applicable than anything to do with honor, pride or recognition of their martial prowess. Further, one might actually die in combat, and that has little value to anyone, especially to the rogue in question. As such, their weapons are generally of the smaller variety and not very impressive, being knives, daggers, saps and such, or

those that can be used from a great distance such as bows, slings and darts.

Neither do rogues have much regard for shields and armor as these hinder movement and make even simple tasks difficult. And, since rogues avoid combat as much as possible, armor becomes a useless accoutrement in most cases and in a city, attracts more attention than most rogues desire.

ABILITIES

SPECIAL: Rogues favor light armor, as it allows them to better ply their stealth abilities. Rogues may wear leather armor, a leather coat, or padded armor, and can employ small shields without any penalty to the use of their abilities. They may also wear leather helmets. A rogue may wear any other type of armor, but the character may suffer a penalty when using class abilities and wearing these armors as noted in the ability description. The penalty is equal to -1 for each point above armor class 12 that the armor confers. Restricted helmets and shields cause the rogue to suffer a –1 penalty to all abilities. All penalties are cumulative.

> For example, a rogue wearing chainmail, which confers a 15 armor class, suffers a -3 penalty to all ability checks (15-12=3). The same rogue using a large shield suffers a -4 penalty to all ability checks. If the same rogue used a metal great helm as well, the total penalty would be -5.

BACK ATTACK: A rogue normally avoids face-to-face combat if possible, preferring instead to use stealth to catch an opponent unaware. A rogue able to attack an opponent from the rear and who is unaware of the rogue's presence, gains a bonus to hit and to damage. To catch an opponent unaware, a rogue must make a successful move silently check to sneak up behind the foe, or make a successful hide check while behind the opponent. A rogue that succeeds in one or the other of these can make a back attack at a +4 bonus to hit. A successful hit inflicts double the normal damage.

When making a back attack, a rogue must use a close-quarters melee weapon. This weapon must be shorter than the character's arm. A rogue can only back attack living creatures that have a discernible anatomy. The rogue must be able to see the target well enough to pick out a vital spot, and then must be able to reach it.

This ability is affected by wearing armor not on the armor list for the rogue.

CANT: Rogues often use a street language known only to those in the trade, called cant. Code words, hand signals, demeanor, and other signs comprise the cant. The cant can be used to convey complex ideas. The language may vary to some degree both geographically and culturally, making cants unique to each region, city, or even within a city.

This ability is affected by wearing armor not on the armor list for the rogue.

CLIMB (Dexterity): This extraordinary ability allows a rogue to climb up, down, or across a slope, wall, steep incline (even a ceiling with handholds), or unusually angled natural or man made slope or incline that others would find impossible to climb. When doing so, the rogue moves at one-half the character's normal speed. A failed climb check means that the character makes no progress. A check that fails by 5 or more means that the character falls from the currently attained height, and must suffer falling damage. Rogues can not carry anything in their hands while climbing. When climbing typical natural slopes and man made inclines, such as a cliff faces or steep steps, a rogue does not need to make an attribute check to climb the surface.

This ability is affected by wearing armor not on the armor list for the rogue.

DECIPHER SCRIPT (Intelligence): This ability allows a rogue to decipher writing in an unfamiliar language, a message written in an incomplete or archaic form or a message written in code. If the check succeeds, the character understands the general content of a piece of writing. It takes 2d8 turns to decipher each page of a script. The attempt may be made only once per writing.

A rogue may use this ability to decipher arcane script if a successful check is made at a penalty of -10. This ability may not be used to decipher divine scrolls.

HIDE (Dexterity): Rogues use this ability to conceal themselves from others. A successful check means that the rogue is hidden so well as to be almost invisible. The rogue can move up to one-half normal speed and remain hidden. Hide checks suffer no penalty in this circumstance. At more than one-half and up to full speed, the character suffers a -5 penalty to the check to remain hidden. It's practically impossible (-20 penalty) to hide while running or charging.

If the character is being observed, even casually, they cannot hide. If observers are momentarily distracted, though, the character can attempt to hide. While the observer averts its attention from the character, the character can attempt to get to a hiding place. This check, however, is at a –10 penalty because the character has to move quickly to the hiding place. A rogue cannot hide if there is nothing to hide behind or conceal oneself with. Deep shadows can count as concealment at the Castle Keeper's discretion.

Rogues cannot hide and move silently at the same time until they reach 3rd level. At this level and beyond, a rogue can attempt both but must make a successful conceal and move silent check at -5. In this case, movement is reduced to one quarter the normal movement rate.

This ability is affected by wearing armor not on the armor list for the rogue.

LISTEN (Wisdom): A rogue can use this ability to listen intently and hear noises that others might not detect, even through an obstacle such as a door. Generally, a successful check indicates that the rogue has detected some sort of noise. Success indicates the rogue can hear soft sounds, like a whisper or cat stalking, while outside or in the open and up to a range of 30 feet. It also indicates success if the rogue is listening for sounds on the other side of a door, but the rogue must be adjacent to the door. However, exactly what is heard is up to the Castle Keeper's discretion as each case is unique. If listening through a stone wall, the rogue suffers a -10 penalty to the check. For other materials, vary the penalty as appropriate. A rogue can retry this ability once a round.

Only wearing a metal or large helmet affects this ability negatively.

MOVE SILENTLY (Dexterity): This ability allows a rogue to move so silently that others cannot hear the movement. The rogue can use this ability both indoors and outdoors. A rogue can move up to one-half the character's normal speed at no penalty. At more than one-half and up to the character's full speed, the character suffers a -5 penalty. It's practically impossible (-20 penalty) to move silently while running or charging.

To move silently and hide, see the hide ability. This ability is affected by wearing armor not on the armor list for the rogue.

OPEN LOCK (Dexterity): A rogue can use this ability to open any sort of mechanical lock that would normally require a key to open. A successful check indicates the lock has been opened. This ability requires the use of a set of rogue's tools, including picks, blank keys, wires or other appropriate tools. A rogue may only make one attempt per lock. If that attempt fails, the rogue cannot try to open the same lock again until gaining one more level as it is beyond the current ability of the rogue to pick it.

Only wearing a metal or large gloves affects this ability negatively.

PICK POCKET (Dexterity): A rogue can use this ability, on a successful dexterity check, to remove the contents of a pocket or pouch (or otherwise take something from a person) without being noticed. Success may require the rogue to cut the purse or pouch from the target. A penalty to check is equal to the level or hit dice of the targeted victim.

This ability also allows the rogue to perform "sleight of hand" maneuvers. A successful dexterity check indicates the rogue has hidden or moved an item in such a manner so that observers are not aware of where the item has been hidden. Such typical maneuvers are hiding a coin, sliding a card up a sleeve, performing the shell game, and the like. A penalty to the check may be applied if there is an observer present that is determined to note where an item is moved. This penalty is equal to the wisdom attribute bonus for the observer.

This ability is affected by wearing armor not on the armor list for the rogue.

TRAPS (Intelligence): A rogue may use this ability in three manners: finding, disabling or setting traps. Each use requires a separate attribute check and each check may be made only once in a given circumstance. The player must also describe how the actions are being performed to use this ability.

To find a trap, a rogue spends time intently studying and searching an area to deduce possible trap locations. It takes one round to locate a trap in a

specific area such as a lock or a doorknob, and one turn to locate a trap in a 10 by 10 foot area. A successful check indicates the rogue finds one trap, if any are present. The trap discovered is the simplest or most obvious trap in the area. If multiple traps are in an area, multiple successful checks are required to find them all. A rogue can find magical traps with this ability, although it may be much more difficult than finding mundane traps. The Castle Keeper determines any penalties to the check basing those penalties on the level or hit dice of those who set them.

To disable a trap, a rogue must first know its location. Once a trap is located, a successful check means the rogue has disarmed the trap. The attempt can only be made once and failure indicates that the rogue set off the trap. A rogue can disarm a magic trap, although it may be much more difficult than disarming a mundane trap. In most cases, rogue's tools are needed to disarm a trap. Generally, it takes 1d4 rounds to disarm a trap, depending on its complexity.

To set a trap, or to reset a previously disabled trap, a rogue must make a successful traps check. If a rogue is resetting a trap that was previously disabled, the rogue gains a +5 bonus to the check. The amount of time required to set or reset a trap depends on the complexity of the trap, typically taking 1d4 rounds.

Locating traps is not affected by the armor worn. However, disabling and setting traps is affected by wearing armor not on the armor list for the rogue.

SNEAK ATTACK: At 4th level, a rogue has learned to adapt back attack skills to more general situations. When an opponent or victim is aware of the rogue, but unsuspecting of an attack, a rogue can use the sneak attack ability. For example, a rogue could be having a conversation with a potential victim while hiding a poisoned stiletto up his sleeve, intending to strike once a piece of vital information is learned. Or, a rogue could be perched in the shadows of a tree, waiting for the perfect opportunity to fire a crossbow. Unlike the back attack, sneak attack situations do not necessarily require a previously successful hide or move silently check, although the Castle Keeper could require success in one or both, depending upon the circumstances if necessary.

A rogue making a sneak attack gains a +2 bonus to hit and a +4 bonus to damage. Ranged weapons can be used for sneak attacks if the target is within 30 feet. A rogue cannot aim with deadly accuracy from beyond that range. A sneak attack cannot be combined with back attack.

This ability is affected by wearing armor not on the armor list for the rogue.

PRIME ATTRIBUTE: Dexterity

HIT DIE: d6

ALIGNMENT: Any

WEAPONS: Blowpipe, broadsword, cat-o-nine-tails, cestus, club, dagger, dart, light hammer, hand axe, hand crossbow, javelin, knife, light crossbow, longsword, mace, main gauche, quarterstaff, rapier, sap, shortbow, short sword, sickle, sleeve tangler, spiked gauntlet, sling, whip

ARMOR: Leather armor, leather coat, and padded (see special rule above)

ABILITIES: Back attack, cant, climb, decipher script, hide, listen, move silently, open lock, pick pockets, traps, sneak attack

Level	HD	BtH	EPP
1	d6	0	0
2	d6	+1	1,251
3	d6	+1	2,501
4	d6	+1	6,001
13+ 125,000 per level			

WIZARD (Intelligence)

Among all peoples are those who strive to understand the oft-forbidden and widely feared arcane magics of the multiverse. These few must have no fear in their quest for knowledge, as delving into the arcane involves powers and energies poorly understood by those bound to mortal planes. If not harnessed with care, unleashing these magics can cause catastrophes of great proportion and slay those who dabble in this art. The reward, however, for the diligence and willingness to plumb the depths of these magical energies is potentially great indeed. Wizards bind themselves

to this task, seeking to master eldritch sorceries and unravel the riddles and meanings of the world. They use their powers to reshape the world around them and bring princes and kings to their knees.

Wizards are the archetypical magic-users, and they are vastly superior to all others at understanding and harnessing the magic that ebbs and flows through the multiverse. They come from all social strata and can be found in all positions in society. They are often employed by kings, nobles, religious houses or other powerful individuals to whom they act as guides and advisors. In court, many seek to dominate courtly politics, and often succeed. More often though, wizards work in solitude, far away from the prying eyes and keen ears of enemies, spies and other wizards who often consider them to be untrustworthy and dangerous competitors in the quest for arcane lore. In wind-swept towers or dank dungeons, far from the din of civilization, such wizards find the solitude, quiet and safety necessary to pursue their research and carry out their oft-times dangerous experiments.

Though they come from many walks of life, all wizards have a few characteristics in common. They are intelligent, observant, diligent and have an exacting eye for detail. Their unyielding search and thirst for knowledge of the eldritch powers often generates a self-serving egomania in the most powerful of wizards. And, as they become ever more competent in harnessing eldritch sorceries and bending the world about them to their will, they suffer little distraction and afford interlopers little forgiveness when their work is interrupted.

Woe to the foes of these powerful magic-users. Incurring their wrath can mean the unleashing of horrid and terrible magics few can comprehend, and fewer still are capable of combating. A wizard's enemies are laid waste by balls of blue flame and bolts of lightning called from elemental planes or even by servants of the rulers of the nether worlds, conjured forth to act on the wizard's behalf. They can make objects disappear and transport themselves many miles away, see into the darkness and build walls of force no man can pass. The greatest of wizards are powerful beyond measure.

A wizard's pursuits and studies, along with their intense focus upon the arcane, mean a life of laboring over ancient tomes of knowledge. This leaves wizards little time to learn and become proficient in any but the most common of weapons, and not at all capable of using armor that hinders the intricate somantic movements needed to cast some of their most powerful spells. Yet this matters little to them, as wizards realize their wits and arcane powers are far more powerful than any sword, and that conjured servants offer far more protection than any armor could possibly manage.

ABILITIES

SPELLS: A wizard casts arcane spells. Wizards can only cast a limited number of spells, from each spell level, per day. The *Wizard and Illusionist Spells Per Day Table* lists the number of spells per day a wizard may cast of each spell level. For example, a 5th level wizard can cast five 0 level spells, four 1st level spells, two 2nd level spells and one 3rd level spell per day.

A wizard must prepare spells before casting them by studying from a spell book. While studying, the wizard decides which spells to prepare. Spell memorization and spell descriptions are covered in detail in *Magic* (Pg 8).

BONUS SPELLS: With a high intelligence score, a wizard gains bonus spells. If the character has an intelligence of between 13-15, they receive an extra 1st level spell. If the intelligence score is 16 or 17, the wizard receives an extra 2nd level spell, and if 18 or 19, the wizard receives an extra 3rd level spell. Bonus spells can only be acquired if the wizard is at a high enough level to cast them. Bonus spells are cumulative.

For example, a 4th level wizard with an 18 intelligence receives four 0 level spells, four 1st level spells, and three 2nd level spells. No bonus 3rd level spell is acquired until the wizard reaches 5th level.

PRIME ATTRIBUTE: Intelligence

ALIGNMENT: Any

HIT DICE: d4

WEAPONS: Club, dagger, dart, staff

ARMOR: None

ABILITIES: Spell casting

Level	HD	BtH	EPP
1	d4	0	0
2	d4	+1	2,601
3	d4	+1	5,201
4	d4	+1	10,401

SPELL BOOK: The number of spells that a wizard or illusionist has in their spell book at the beginning of play is equal to the number of spells they can cast at first level. For example, a 1st level wizard or illusionist with 14 Intelligence can cast four 0 level spells and three 1st level spells (2 + 1 bonus). So, the character would begin play with a spellbook containing four 0 level and three 1st level spells. The spells in the spell book can either be chosen by the Castle Keeper, the player, agreement between the two or randomly (*use the Spell List Charts starting on page 54 for wizards and page 57 for illusionists*).

WIZARD SPELLS PER DAY

Level	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1	4	2								
2	4	3								
3	4	3	1							
4	4	3	2							

CLERIC (Wisdom)

Upon the fields of battle, where good and evil struggle, there stride holy warriors dedicated to the service of a deity, their martial ability enhanced by divine dispensation. They obey the will of the gods, and influence others through faith in their deity's tenets, action on the field of battle, and by bringing justice or retribution to their foes .

Clerics are warrior-priests. They are religious by nature and can be found in service to a pantheon of deities or eternally bound to serve only one. From their deity or deities, the cleric receives divine powers and act as conduits of the power of their deity upon the planes of men. Yet these powers come at a high cost in service, devotion and loyalty. A cleric's divine connection to a deity is of supreme importance. This spiritual connection allows them to better understand the motives and will of their deity and to more capably and earnestly enact the deity's desire.

Deities can be of any ethos or morality: from good to evil, and from lawful to chaotic. All of the deities have priests and devotees who serve and worship them but the cleric is always of like mind and nature as the deity they worship. They never falter in carrying out their duties lest they face the most horrible of retribution and suffer the interminable revenge of an angered and betrayed power.

Typically, a cleric wields the same weapon or type of weapon favored by the character's deity or pantheon. They do this to better follow the precepts of and emulate their deity. Beyond these, clerics prefer to use those weapons that allow them a better chance to subdue and convert enemies instead of killing them outright. Through this they gain converts and servants to serve them and thence their deity. On the field of battle, where clerics spend much of their lives, they wear any armor necessary to see them through the day and on to victory.

Clerics who generally act in ways opposed to their deity's alignment and purposes, and who grossly violate the code of conduct expected by their deity, lose the use of all divine abilities and capacities for advancement, wandering alone and cursed until they atone for their wrongs.

ABILITIES

SPELLS: A cleric casts divine spells. The spells available are listed on the cleric spell list. A cleric is limited to a certain number of spells of each spell level per day. The *Cleric and Druid Spells Per Day Table* shows the number of spells per day a character of the class may cast. Clerics prepare spells each day through prayer to their deity or deities, followed by contemplation and study.

BONUS SPELLS: High wisdom indicates a greater divine connection. Clerics with a high wisdom gain bonus spells. If they have a wisdom of 13-15, they receive an extra 1st level spell. If the wisdom score is 16 or 17, they receive an extra 2nd level spell and if 18 or 19, an extra 3rd level spell. Bonus spells can only be acquired if the cleric is at a high enough level to cast them. Bonus spells are cumulative.

TURN UNDEAD (Wisdom): A cleric has the ability to turn, or even destroy, undead monsters. To turn undead, a cleric must declare the attempt as an attack and then make a successful wisdom attribute check. The character must display a holy symbol toward the undead and utter a prayer, chant or other invocation of the character's deity. Turn undead is considered a special attack and takes one round. Turn undead has a maximum range of 60 feet.

Turning undead consists of channelling divine power. The ability to channel divine power is measured by the cleric's own willpower. Accordingly, charisma, not wisdom, affects the number of undead creatures that are turned with a successful turn undead check. In most cases, the number of undead turned will be 1d12 plus the cleric's charisma modifier. When a cleric is five or more levels higher than the undead being turned, the undead are instead destroyed.

Evil clerics may, instead of turning undead, control them. An evil cleric must be at least five levels higher than the hit dice of the undead sought to be controlled. Evil clerics can also turn paladins.

Turn undead is covered in greater detail in *Turning Undead, page 17*.

WEAPON SELECTION: The cleric is only allowed to use certain weapons. One weapon must be identical to the major weapon in use by the deity which they worship. If no single deity is worshipped and a pantheon is instead worshipped, weapon selection is limited to the pantheon's major deities or the deity most closely associated with the activities the cleric intends to undertake.

PRIME ATTRIBUTE: Wisdom

HIT DICE: d8

ALIGNMENT: Any

WEAPONS: Special, club, crowbill hammer, dagger, light or heavy flail, light hammer, light or heavy mace, morningstar, quarterstaff, war hammer

ARMOR: Any

ABILITIES: Spells, turn undead

Level	HD	BtH	EPP
1	d8	+0	0
2	d8	+1	2,251
3	d8	+1	5,001
4	d8	+2	9,001

CLERIC SPELLS PER DAY

Level	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1	3	1								
2	4	2								
3	4	2	1							
4	4	3	2							

RACES

There are seven races: *human, dwarf, elf, gnome, half-elf, halfling,* and *half-orc*. Choosing a race is a vital part of character creation. Race establishes a character's abilities and weaknesses. In a more literary sense, the character's race helps to define the character's identity. Where attributes and class answer very important questions about the character, race is an equally if not more important defining factor in a character's persona. Imagine a short, stocky, dour-faced, bearded warrior girded in iron, with a fearsome axe and rimmed shield – you could very well be imagining a dwarf. Imagine a character that is tall and lithe, clear of vision, has golden hair, and is wrapped in the mysticism of the fey, and you could be imagining an elf. Characters that are small and nimble, with strong hearts, might just be halflings. If your image is of a tall bearded man, wrapped in the shimmering folds of a vermilion robe while leaning on a staff, it's probably a human. A broadly built character of grim countenance, brutish lineage, and mean disposition may be a half-orc. These are a few of the many possibilities that the player can select. The races are designed to have some latitude, allowing the player room to create a personal flavor for their character.

When choosing a race, the player should make an effort to understand the basic personality and culture of the selected race. Whether using the social descriptions developed for Castles & Crusades, or creating your own societies and cultures, successful roleplaying results from a melding of the character's personality with its racial background. Furthermore, each race has a number of inherent racial abilities. These range from full vision in inky blackness, to finding hidden doors, to hiding well in the wilderness. Read the description of each race carefully, to gain familiarity with their extraordinary abilities and limitations.

Each race has certain physical characteristics that make it unique. These characteristics are not only reflected in their various abilities, but also in their basic attributes. Each race, except humans and half-elves, requires adjustments to certain attributes. The modifications listed below are the modifications made to a character's attribute score.

For ease of reference, each race has a standard descriptive block that briefly describes the racial appearance, society and culture, and other racial traits.

LANGUAGES: This is a list of languages that members of the race are likely to learn in typical circumstances. The languages on this list can change at the Castle Keeper's discretion. Characters with high intelligence have the potential to learn a number of additional languages. The number of additional languages is equal to the intelligence modifier.

SIZE: Each race varies in size, but all fall into the broad categories of medium or small. Small indicates a height of between 3'6" and 4'5". Medium refers to a height of between 4'5" and 6'9".

MOVEMENT: The movement rate is provided in feet. It refers to the distance a character can normally move in one round. Jogging doubles the listed movement rate, and running or sprinting quadruples the normal movement rate.

TYPICAL CLASSES: Each race is most commonly associated with the listed classes. This list of preferred classes can be changed at the Castle Keeper's discretion, but both Castle Keeper and player should confer prior to making a decision.

ATTRIBUTE MODIFIERS: This refers to the modifications that are applied to the attributes of all members of a given race.

CLASS MODIFIERS: Several of the races have modifiers that apply to class abilities.

The races described in the Players Handbook all age at differing rates. Elves and humans have significantly different life spans. These are described below. Ages are given in years. The ages listed below denote the age at which that race enters that age category. For example, a 1001 year old elf is considered old. The ages listed below should be considered default ages but the Castle Keeper is encouraged to adjust them as fits their campaign.

When using the age of a character as a significant part of their background, the Castle Keeper should be aware of the significant impact that lengthy ages of several decades or more would have on that character's personality. Such a character's worldly knowledge and even the way they interpret and perceive the world around them would be affected. Further, a character's realization that they have only a few decades to live as opposed to several dozen decades further impacts their personality.

RACIAL AGES

RACE	MIDDLE	OLD	VENERABLE	AGE LIMIT
Human	35	53	70	+2d20
Dwarf	225	350	550	+2d%
Elf	500	1000	1500	+6d%

DWARF

Dwarves hail from the depths of the earth, and have lived there for ages beyond count. Much like the stone they resemble, dwarves possess great fortitude and an indomitable will of granite. They are a proud, loyal, and honorable people, with lives said to be as long as the tunnels they delve beneath wind-scoured mountains. Reknowned for their stonework and metal crafting, dwarves expend much of their lives perfecting their skills and mining ever deeper for rare ores and gems. There, in those dark recesses, the dwarves have unearthed many abominations and clashed with ferocious enemies, for the underworld is home to innumerable, and usually baneful creatures, who consider dwarves their mortal foes.

DESCRIPTION: Dwarves resemble the rock and stone they so love. They are short, stocky and muscled from years of labor at the forge, or from tunnelling through the earth. Dwarves grow long beards and moustaches that are considered a symbol of maturity and honor; the most renowned dwarves have great, thick beards sweeping to their feet. From hours at the forge and difficult work at the mines, dwarven skin is dark, ruddy, and fissured, even at an early age. Their deep-set eyes tend to be blue, hazel or gray and sharp enough to pierce the gloom of the underworld.

PERSONALITY: Dwarves feel bound by codes of honor that obligate them to kin and kingdom. They consider themselves eternally beholden to their parents and immediate kin, for their parents brought them into the world. Likewise, the dwarven kingdom serves as both guardian and a source of succor, so an enormous debt is also owed to the dwarf's kingdom and homeland. These are debts many dwarves consider irredeemable. At its most extreme, the code obliges dwarves to sacrifice all in the name of kith, kin and kingdom, even if the cause is unjust or hopeless.

The dwarves are also bound to another code that, at its simplest, requires just compensation to be paid for service dutifully rendered. This code guides all of their business and interpersonal dealings.

Dwarves place high value on their skills both as craftsmen and warriors – and rightly so. Dwarves are meticulous and patient. All possess an expert's attention to detail, and granite determination, regardless of the undertaking at hand. Their expertise in the crafting of metal is without equal in the world, and their steadfastness in battle is as certain as a mountain is strong.

Dwarven stubbornness is nothing more than an expression of the codes of loyalty, debt, obligation and the determination they project into their daily lives. Dwarves are slow to shift loyalties and loathe breaking oaths, doing so only in dire circumstances. The word of a dwarf is as valuable as gold and gems, flowing from generations of tradition and belief. Many mistake the dwarven disposition for greed and avariciousness, and some believe dwarves simply take advantage of all they can in both business and war. In reality, the dwarven personality stems from a sense of duty, loyalty and just compensation enforced by centuries of tradition.

RACIAL AFFINITIES: Dwarves associate with many demi-humans and humanoids, though their relations are poor with almost all of them. Relations with elves are often strained – dwarves do not understand elven psychology, and do not consider their codes of honor to be particular or reliable. Dwarves work well with halflings in business matters, but tend to limit interactions to commercial relationships. Human cultures and society vary widely, so dwarven relationships with humans vary widely as well. To dwarves, humans can appear as honorable as any dwarf, or as loathsome as a goblin. Dwarves often consider gnomes to be their friends and allies. Gnomish culture most closely mirrors dwarven social and cultural mores. However, certain gnomish characteristics can ignite a dwarf's short temper, particularly if gnomes and dwarves find themselves coveting the same resources.

Dwarves bear great enmity for goblins, orcs and their kin, for they are locked in a timeless struggle beneath the earth. With these creatures, dwarves have few dealings other than by the sharp edge of a sword or axe. Another hated enemy of the dwarves are the ogres and giants often found in mountainous passes. Giants treat dwarves as a tasty food source, and ogres prey upon tempting dwarven caravans. Dwarves are always wary of these enemies, and war with them constantly.

ENVIRONMENT: Most often, dwarves live beneath the earth in great halls of stone, stretching for miles under expansive mountain chains. These dwarven kingdoms often extend deep into the bowels of the earth as they mine ever further for precious metals and stones. Some clans, however, spend much of their lives above ground, building tunnels only for mining, and not as abodes. These dwarves live in areas where massive underground stoneworks are difficult to build, due to lack of proper stone or simple impracticality. Small dwarven communities can be found in even the most remote of environs, for dwarves explore the world's borderlands, ever searching for new veins of ore.

RACIAL TRAITS AND ABILITIES

ANIMOSITY (Elves): The disparate personalities of dwarves and elves have resulted in eons of misunderstandings, squabbles and even wars between the two races. Dwarves consider elves to be disloyal and untrustworthy partners in war or trade. As a result, dwarves suffer a -2 penalty to charisma checks when dealing with elves to whom they are not closely associated.

DEEPVISION: Ages spent beneath the earth in the dark and quiet places of the world have imbued dwarves with the ability to see in darkness where a human would find it impenetrable. This vision extends up to 120 feet in even the darkest of nights and deepest of tunnels. Colors tend to erode with deepvision, and objects appear in many shades of gray. It is otherwise like normal sight, and dwarves can function well with no light at all. Bright lights, such as from a lantern or other light source, spoil deepvision. A dwarf requires one turn to adjust his or her eyes when a light source is extinguished before gaining full use of deepvision.

DETERMINE DEPTH AND DIRECTION: The world beneath mountains and in the deeps of the earth is the natural home of the dwarf. Dwarves can sense their approximate depth underground as naturally as a human can sense which way is up. The dwarf can determine direction underground just as easily.

ENMITY (Goblins/Orcs): Eternal wars against goblins and orcs have created an undying crucible of hatred for these vile creatures. When in combat against goblins or orcs, this fury and hatred allows dwarves a +1 bonus to hit these creatures. Dwarves have a similar distrust of half-orcs. Dwarves find inter-breeding with goblinoids to be the worst of all sins, and their powerful antipathy towards pure goblinoids negatively affects dwarven relations with half-orcs. Dwarves suffer a -4 to charisma checks when interacting with half-orcs, goblins and orcs.

DEFENSIVE EXPERTISE (Giants/Ogres): Long regarded as a food source by many giants, dwarves have developed considerable expertise in fighting them. Combined with their small size, this tactical expertise allows dwarves to offer resistance to the powerful giants. When fighting giants or ogres, dwarves receive a +4 bonus to armor class.

RESISTANT TO ARCANE MAGIC: As unshakeable as granite or iron, dwarves are particularly resistant to arcane magic. They receive a +3 bonus to all saving throws against arcane spells and spell-like effects.

RESISTANT TO FEAR: Dwarven loyalty, duty, stubbornness and honor lend them courage where other races might falter. Dwarves receive a +2 bonus to all saving throws against fear.

RESISTANT TO POISONS (Constitution): Dwarves are imbued with great constitutional fortitude. Poisons that might fell a normal human are less likely to affect a dwarf. Dwarves receive a +2 bonus to all poison saving throws.

STONECRAFT (Wisdom): Dwarves spend much of their lives carving halls, castles and underground fortresses out of solid rock, so they possess an extensive knowledge of stoneworking and construction. They possess almost a sixth sense in this regard which gives them various bonuses and abilities.

Dwarves are capable of spotting unusual or unique construction or stonework features including new construction, unfamiliar architecture, sliding walls, stonework traps, unsafe stone surfaces, unstable ceilings and secret or concealed doorways constructed or disguised as stone. A dwarf passing within 10 feet of one of these features is entitled to a wisdom check at +2 to recognize the feature, as if actively looking for it. Should a dwarf actively search for these features, the bonus to the wisdom check is +4. When examining a feature, a successful wisdom check reveals other bits of knowledge, such as which race created the feature, its approximate age, and if applicable, the approximate value of a stone or metal object.

LANGUAGES: Common, Dwarven, Gnome, Goblinoid, Halfling, Elven, Ogrish, Giant, Troll

SIZE: Small   **MOVEMENT:** 20 feet

TYPICAL CLASSES: Fighter, Rogue, Barbarian, Cleric, Bard

ATTRIBUTE MODIFIERS: +1 Constitution, -1 Dexterity

ROGUE AND ASSASSIN MODIFIER: +2 find traps in structures only

ELF

Elves are an ancient, almost timeless, race. They embody the grace and beauty of the natural world: as well as its strength, and at times, its unremitting wrath and fury. Elves live exceedingly long lives, giving them a degree of patience unknown to other races, and affording them the opportunity to acquire a vast knowledge of the world and its history. This makes elves well informed and sage-like in their depth of knowledge and perspective. This, combined with their natural dexterity and lithe movement, makes them appear almost ethereal to those who behold them for the first time.

DESCRIPTION: Elves vary in size and coloration, depending on their nature. Generally, elves are light skinned and pale in color, although light green skin hues are not unknown. At maturity they average 5 feet 6 inches in height, and weigh around 115 lbs. Their "ethereal" nature lends them an unnatural grace and beauty. Elves have thin, sharp facial features with large, searching eyes that can vary widely in color. Their ears are long, tapering to a point at the ends, and they often wear their hair long and unrestrained.

PERSONALITY: Elves, being long-lived, possess tremendous patience. An overriding sense of near-immortality affects an elf's every thought and action. Other races misinterpret this patience as indolence, laziness and an uncaring attitude, since other races cannot afford to wait decades to act on a matter. Elves know that they have time to act, for the centuries stretch before them where other races have mere decades. When pressed, however, elves are capable of quick deliberation and speedy action, though usually not as quick as their shorter-lived allies might prefer.

Elves relish beauty, both natural and crafted. Their farsighted vision allows them to see the shapes of things to come, and more, they can see the shapes of things that could be. Where others might see a young sapling that one day must grow into a great oak, an elf sees a sapling that, molded with care and patience, can grow into a tree of great trunk and arching branch that will lord over the forest. This sight grants them the patience to make a craft of their natural environment. They shape the rocks where they dwell, and cultivate trees and gardens over many years, thus molding their surroundings to create a garden of beauty in the natural world. They apply this same care to shaping and drawing out the natural beauty in all things, from simple stones and gems to gardens, forests and hills. Likewise, the same attention is given to the crafting of weapons and armor, to spells, and even to the care of beasts. All things flourish under an elf's care if given time and safety from the world's interruptions.

An elf's shaping of the world is accomplished with time. Time is the essential element in creating any item of beauty and time is something many elves have. The same applies to an elf's use of magic. When magic is crafted by an elf, it is treated with the same care and patience that the elves apply to all things. Time is the forge upon which arcane forces are shaped and bent to perfection. Flawless and powerful magical spells and items are greatly valued and coveted by the other peoples of the world and by elves as well. When complete, elven magics are of divine perfection and immense power; but more than this, their beauty is beyond comparison and oft times, beauty is the source of its magical power.

This love for beauty and the desire to shape the world brings elves their greatest joy and greatest sorrow. Their timeless vision allows them to see both the beauty and the tragedy in all things, so that elves are filled with overflowing joy and limitless sorrow. Looking into their future, they see their lives and creations becoming marred and spoiled by others, be they dwarf, human, orc or even the ravages of time.

These qualities imbue most elves with a fatalism of surpassing depth. Their near-immortality creates a peculiar unease with death for their attachment to the living world is more profound and deeply felt than that of most other races. Together, these conflicting notions of time create a burgeoning and even contradictory desire to control and even stop the advancement of time, the forge of their life's creation and the crucible of their doom. In many ways, elves become mired in their history, and change little as the world changes around them. At times, this leads elves to avoid many situations that don't directly threaten them, or that they feel would bring unnecessary harm to their creations.

RACIAL AFFINITIES: Most elves prefer the company of other elves. They associate well with halflings and gnomes, but generally do not live in close proximity to settlements of those races.

Humans present interesting dilemmas for elves to ponder, for humans combine the most noble and ignoble aspects of all creatures. As such, elves are very selective about their human associations and have a guarded approach to their interactions with humans. Dwarves are treated with an aloofness bordering on disdain; for elves find them nearly unfathomable save for one commonality. Elves, like dwarves, also dislike and distrust all goblinoid races.

ENVIRONMENT: Elves prefer living in serene environments, far from turbulent, troubled lands. Often associated with forests and wilderness areas, elves will also live in open savannah or dense urban environments of their own making. Elvish cities are different from human settlements, having more in kin with dwarven settlements – both races tend to incorporate natural surroundings into both their architecture and living spaces in their communities.

RACIAL TRAITS AND ABILITIES

ENHANCED SENSES: Elvish physiology is blessed with enhanced vision and hearing. Elves can see farther than humans in just about every circumstance, including torchlight, and can see clearly enough to read a road sign or spot a shield device up to two miles distant when outside during the day. They can also hear very well, and receive a +2 bonus to all checks involving listening.

TWILIGHT VISION: Even under starlight, moonlight or torchlight, elves have exceedingly good vision. They can distinguish color and detail under these conditions for up to one mile but only if they are outside.

MOVE SILENTLY (Dexterity): This ability allows an elf to move silently in wilderness areas. The elf can move up to one-half normal speed at no penalty. At more than one-half, and up to the character's full speed, the character suffers a -5 penalty to the check. It's practically impossible (-20 penalty) to move silently while running or charging.

SPELL RESISTANCE: Elves are particularly resistant to spells and spell-like abilities that charm or unnaturally cause sleep. When making saving throws against these types of spells, an elf receives a +10 bonus.

SPOT HIDDEN DOORS (Wisdom): Elvish vision and keen senses allows them to spot secret, hidden and concealed doorways. An elf merely passing within 5 feet of a secret, hidden or concealed doorway is entitled to a wisdom check to spot the door, as if the elf were actively looking for it. When an elf actively searches for such doorways, the bonus to the wisdom check is +2.

WEAPON TRAINING: Elves are taught the ways of combat at a young age, and their long lives allow them to become skilled in weapons favored by their society. Elves begin play with a +1 bonus to hit with one of the following weapons: composite longbow, composite shortbow, longbow, shortbow, longsword or shortsword.

LANGUAGES: Common, Elf, Dwarf, Gnome, Goblin, Halfling, and Orc
SIZE: Medium   **MOVEMENT:** 30 feet
TYPICAL CLASSES: Fighter, Ranger, Rogue, Wizard, Druid, Knight, Bard
ATTRIBUTE MODIFIERS: +1 Dexterity, -1 Constitution

RANGER MODIFIER: +2 move silent, +2 to find traps
ROGUE AND ASSASSIN MODIFIER: +2 listen, +2 move silent, +2 Find traps

HUMAN

Humans are the most diverse of the races. Their strength and power derives from their adaptability to different environments, cultures and societies. Where the other races are tied to the world around them in one manner or another, humans alone have no innate affinity for the world, beyond that of a master craftsman to his tools and creations. Their ability to adapt allows humans to maintain close contact, and even intermingle with demi-humans and humanoids, if they deem it necessary, expedient, or desirable. Diversity is a hallmark of this race and humans can be any class.

DESCRIPTION: Humans range greatly in height and weight, and in other physical features such as skin and hair color. Males typically stand between 5 feet 6 inches and 6 feet 2 inches, with females being slightly shorter, although both sexes occasionally exceed the average height. Humans tend to adapt physically to their environments, leaving some with pale skin coloration in cold climates and others with darker skin coloration in warmer climates. Since humans are exceedingly migratory, however, these generalizations do not always apply. Human weight also varies extraordinarily and is as much dependent on diet as culture.

PERSONALITY: As with their physical traits, humans range greatly in temperament. They seem to the longer-lived races to move through life with a speed born of desperation. Their short lives give them a burning desire to create and control the world around them and their own mortality. This causes humans to see the world in a unique fashion. All things are tools to humans in their quest for immortality.

Humans lack empathy for the other races, especially elves. Their short lifespans create an awareness of the importance of things few others understand. Life is precious, and the wealth of it must not be wasted on frivolous things. In the passage of history, death marks one's life and can give it meaning and only through a life well spent can one gain immortality. Oft times the world's greatest heroes are humans, who consider themselves to be in conflict rather than harmony with the world, and willingly lay their lives low in that eternal struggle.

Humans are born with an innate spirit of competition that configures itself into a race for grand achievements, and a constant striving to rise above their circumstances. Whether to the benefit or detriment of those around them, many humans act only with regard to their own needs and from a sense of superiority over all other races and beasts.

RACIAL AFFINITIES: Humans interact well with most other races. They have no innate prejudices, but are often taught at a young age who is an enemy and who is a friend. A human's enemies and friends are determined more by expediency and mutual benefit rather than any innate prejudice.

ENVIRONMENT: Humans can be found in any environment or climate, though they usually prefer to live above ground.

RACIAL TRAITS AND ABILITIES

PRIMARY ATTRIBUTES: Because of the unique nature of humankind, humans choose an additional primary attribute, for a total of three.

LANGUAGE: Common
SIZE: Medium   **MOVEMENT:** 30 feet
TYPICAL CLASSES: Any
ATTRIBUTE MODIFIERS: None

COMPLETING THE CHARACTER

The last and most important step in character creation is to create the character's persona. Attributes, class and race are the framework of the character. Finishing the character requires adding detail to the characters that dice or rules have little impact on. The character's persona is made up by their motivations and fears, their looks and alignment, their deity, name and purchasing equipment, etc. This can be done in great detail or more generally, according to players preference.

After generating the final statistics related to class and race, the player should determine the character's physical description, decide on any particular mannerisms and at least get in mind the basics of a personality. Some players may want to go further and develop a world view, background and motivation. Some of the character's traits are quantified in game terms such as alignment, which summarizes the character's overall worldview. Finally, the player equips the character with clothing, armor, weapons and adventuring gear, and then chooses spells.

PERSONA

The character's persona and appearance are entirely the choice of the player designing that character, keeping in mind the campaign setting and the needs of the Castle Keeper and other players. A character's appearance is the perfect opportunity to establish the persona the player envisions for the character. Choose hair and eye color, body size, build, looks, and mannerisms. Does the dwarf have a pot belly with a crooked nose or stocky with broad shoulders? Pay attention to the type of equipment the character will use. Does the fighter carry a simple wooden warboard or heavy kite shield? These small details help to establish a character's personality and is an excellent manner with which to convey it.

Once the appearance is finished, consider the character's personality traits. Is the character hot-tempered, mild mannered, mean spirited, slow witted, determined, arrogant or any other of the vast sum of traits to choose from? The list of personality traits is inexhaustible. It is worth bearing in mind that personality traits may be influenced by both the character's race and class: a roguish character of halfling ancestry is likely significantly different than a roguish character of elven ancestry.

ALIGNMENT

Alignment represents the basic and most essential aspects of a character's worldview and moral outlook. Alignment is a description for the fundamental moral outlook of every sentient creature. Is the character good or evil, chaotic, lawful or even neutral? Alignment is a very basic description and acts as an ethical and motivational guide for characters, non-player characters and monsters.

Alignment categories are fairly general and there is much room for interpretation within each category of alignment. A lawful good character may be a wandering knight devoted to the service of his liege lord or some higher calling, intent upon stamping out evil in the land. On the other hand, a lawful good wizard may devote himself to acquiring ancient arcane magic in order to create a library for the benefit of all. A chaotic evil rogue may be a bandit robbing whomever and wherever he can for his own personal hedonistic desires, or a cleric devoted to the wanton destruction of man's accomplishments and eradication of those with whom the cleric disagrees. There is great variation within each of the nine alignment categories described below. They should be used as a general guideline for motivation, actions, ethos and worldview.

There are nine possible alignments: *lawful good, neutral good, chaotic good, lawful neutral, neutral, chaotic neutral, lawful evil, neutral evil, or chaotic evil.* Each alignment, except true neutral, is composed of two aspects.

CHOOSING A DEITY

In fleshing out the character, it helps to choose a deity or pantheon of deities whom the character calls upon (or even curses) in times of need. A deity adds a depth to the character that cannot be captured in any other way. When Quintus Marius Antoninus draws his gladius to give combat, he calls to his ancestors to welcome him on the Elysian Fields, where he may live in happiness, free of care, forever. A shout like this from a player before a combat begins is likely to charge everyone at the table and capture both the spirit of the character and the game. Here is a man who fears war, but never death, for at the end of the sword lies his reward. It's a simple matter that goes a long way toward developing the character's personality and background and inherently adds theater to game play.

Choice of a deity is not required. Yet, in a world of fantasy where deities are presumed to exist, it is an oft overlooked aspect of character creation. After all, what is a norseman without Valhalla? It is important to note that these deities do not exist, and if you find yourself shouting for Valhalla or the Elysian Fields every morning before you plunge your spoon into your cereal then you should seek medical attention immediately.

Players should consult with their Castle Keeper when choosing their deities. You should not feel restricted to the mantra of having one deity, or even a named deity. The ancient Athenians paid homage to Athena, but they sacrificed and even called upon Poseidon before they crossed the sea. Polytheistic societies tend to be open in their religious devotion, with gods rising and waning in power. In monotheistic societies, one deity reigns supreme. Animistic societies turn to a host of spirits for their explanations of the world. In short, take into consideration the kind of religious society the character comes from. Consult with the Castle Keeper to work out what is best for the theme of the game and the idea of the character, and choose accordingly. Garnok, a half-orc fighter, might call upon Kain, the god of war, whilst he wades with sword and shield through a howling pack of iron clad goblins; when he must choose whether to leap across a 60 foot bottomless chasm while wearing iron mail, he seeks inspiration from Finarkin, the god of wisdom; all the while, he'll still be carrying a small pouch around his neck with iconographic figures of his totems in it.

Clerics and druids draw their power from the deity, pantheon of deities or whatever supernatural forces they have allegiance to. In choosing a deity, consultation with the Castle Keeper is necessary to learn more about a particular deity or pantheon and what benefits they can give a cleric as well as what is required of that cleric. Though clerics are restricted in their choice of weapons, it is not uncommon for this restriction to be ignored, allowing the character to wield a weapon similar to that of their deity or from the pantheon worshipped. Odin bore a spear in his battles with the giants and Kali and is often seen with a bow. His devoted followers might likewise accoutre themselves. Castle Keepers may allow cleric's to use a weapon associated with a patron deity.

The cleric and druid must hold true to the common belief system of their deity. They must be the same alignment as their deity and possess the same world view. A cleric who pays homage to a goddess of wisdom should not approach problem-solving with unreasoning violence, but rather with calm and wisdom. A druid who needlessly destroys flora and fauna is certainly breaking a covenant with their deity. Clerics and druids who break with their deity or act against them are denied their spells and abilities.

Clerics, and even some druids, require holy symbols or icons representing their deities or the supernatural powers. These symbols serve as a conduit between the deity and the character. They range in size, shape and form, and can be worn as necklaces, pendants, bracelets, rings or any other jewelry. Rods, staves, wands, sceptres and even weapons can serve as holy symbols. The shape and design of the symbol should be limited only by the type of deity, style of game, and the imagination of the player.

STARTING COIN

Every character begins the game with some coin of the realm. The amount depends upon the character's class and is listed below. However, that can be amended to fit the needs of the campaign. Less coin should be made available in grittier or low fantasy campaigns and more coin made available in high fantasy campaigns. Social standing can also affect the amount of coin available.

The following equipment list contains the cost, effects, and weight for each item. It is not an exhaustive list, so the Castle Keeper should expand it as needed, basing prices on comparable items in this list.

EQUIPMENT

Armor

Armor Type	Cost	AC Bonus
Cloth	2 gp	+1
Padded	5 gp	+1
Leather	10 gp	+2
Cuir Bouille	35 gp	+2
Ring Mail	40 gp	+3
Studded leather	25 gp	+3
Chain shirt	100 gp	+4
Scale Mail	50 gp	+4
Breastplate	200 gp	+5
Chainmail	150 gp	+5
Banded Mail	250 gp	+6
Splint Mail	200 gp	+6
Platemail	600 gp	+7
Full Plate	1500 gp	+8
Buckler	15 gp	+1
Shield,	3 gp	+1
Shield, Large	7 gp	+2
Coif, Chain Mail	20 gp	+4
Coif, Leather	4 gp	+2
Helm, Norml	10 gp	+5
Helm, Great	20 gp	+8

Weapons

Weapon	Cost	Dmg
Axe, Hand or Throwing	8 gp	1d6
Axe, Two-Handed	20 gp	1d12
Bardiche	8 gp	1d10
Battleaxe	10 gp	1d8
Club	—	1d6
Crowbill	10 gp	
Cutlass	10 gp	1d6
Dagger	2 gp	1d4
Flail, Light	8 gp	1d8
Flail, Heavy	15 gp	1d10
Halberd	10 gp	1d10
Hammer, Light	1 gp	1d4
Lance, Light	6 gp	1d6
Lance, Heavy	10 gp	1d8
Longspear	5 gp	1d8
Longsword	15 gp	1d8
Lucerne Hammer	60 gp	1d12+1
Mace, Light	5 gp	1d6
Mace, Heavy	12 gp	1d8
Morningstar	8 gp	1d8
Partizan	10 gp	1d10
Pick, Light	4 gp	1d4
Pick, Heavy	8 gp	1d6
Pike & Awl Pike	5 gp	1d8
Quarterstaff	—	1d6
Ranseur	10 gp	2d4
Rapier	20 gp	1d6
Scimitar	15 gp	1d6
Scythe	18 gp	2d4
Spear	2 gp	1d8
Sword, Bastard	35 gp	1d10
Sword, Short	10 gp	1d6
Sword, 2-Handed	50 gp	2d6
Trident	15 gp	1d8
Voulge	12 gp	1d10
War Hammer	12 gp	1d8

Missile/Ranged

Weapons	Cost	DMG/Range
Arrow (20)	2 gp	—/—
Bolts (10)	1 gp	—/—
Crossbow, Light	35 gp	1d8/80 ft.
Crossbow, Hand	100 gp	1d4/30 ft.
Crossbow, Heavy	50 gp	1d10/120 ft.
Dart	5 sp	1d4/20 ft.
Javelin	1 gp	1d6/30 ft.
Longbow	75 gp	1d8/100 ft.
Longbow, Comp.	100 gp	1d8/110 ft.
Shortbow	30 gp	1d6/60 ft.
Shortbow, Comp.	75 gp	1d6/70 ft.
Sling	—/	1d4/50 ft.

Common Equipment

Item	Cost
Armor and Weapon Oil	1 gp
Backpack	2 gp
Barrel	2 gp
Bedroll	1 sp
Blanket	5 sp
Boots Heavy	1 gp
Boots, Soft	4 sp
Case, Map/Scroll	1 gp
Chalk (per piece)	1 cp
Chest, Empty	2 gp
Cloak	5 sp
Clothing	1-10 gp
Crowbar	2 gp
Flask	3 cp
Flint and Steel	1 gp
Grappling Hook	1 gp
Hammer	5 sp
Holy Symbol	1-100 gp
Holy Symbol, Silver	10-1000 gp
Holy Water (in glass flask)	30 gp
Ink 1 oz.	8 gp
Lantern, Bullseye	12 gp
Lantern, Hooded	7 gp
Lockpick Set	30 gp
Mirror, Small Steel	10 gp
Oil (1 pint)	1 gp
Pack, Shoulder	2 gp
Parchment (10 pcs)	5 gp
Pole, 10 ft.	2 sp
Pouch, Large	1 gp
Pouch, Small	5 sp
Quill	1 sp
Razor	5 sp
Rope, Hemp (50 ft.)	1 gp
Rope, Silk (50 ft.)	10 gp
Sack, Small	1 sp
Sack, Large	5 sp
Shovel	2 gp
String (50 ft.)	4 sp
Tent	10 gp
Tinderbox	1 sp
Torch	1 cp
Whetstone	1 gp

Provisions

Item	Cost
Ale, Flask	4 cp
Rations (1 day)	5 sp
Rations (1 week)	3 gp
Wine, Common	2 sp
Wine, Fine	10 gp

Mounts, Livestock and Tack

Item	Cost
Cart	15 gp
Chariot	100 gp
Dog	5 gp
Donkey	8 gp
Feed (per day)	5 cp
Horse, Heavy	200 gp
Horse, Light	75 gp
Mule	25 gp
Pony	30 gp
Riding Equip	36 gp
Wagon	35 gp
Warhorse, Heavy	400 gp
Warhorse, Light	150 gp
Warpony	100 gp

MAGIC

Magic lies at the heart of fantasy.

In Castle & Crusades wizards and clerics cast spells. The method of preparation and the casting of a spell is generally the same for both classes. They must prepare their spells daily for casting. This applies to both arcane and divine magic. However, differences do exist between arcane magic and divine magic, including the details of preparation, casting, and spell acquisition.

TERMINOLOGY

Magic in Castles & Crusade is defined by a language of game terms with which Castle keepers and players of spell-casting characters should be familiar.

ARCANE MAGIC: The type of magic learned by wizards.

DIVINE MAGIC: The type of magic granted to clerics by deities.

SPELL: The formula a character uses to harness magic and give it form.

SPELL SLOTS: The number of daily spells for each level that a character can cast as shown by the tables appearing in the character's class description.

BONUS SPELLS: Additional spells that can be cast each day due to high attribute score.

KNOWN SPELLS: The spells in a wizard's spell book or the spells allowed by a cleric's deity from which a character can select and prepare daily spells.

PREPARED SPELLS: The spells a character has memorized.

SPELL RESISTANCE: A special ability possessed by certain monsters and characters that may negate spells cast against them. (See page 26.)

WIZARDS

Wizards learn complex, arcane formulas to harness magic and create magical effects.

These spells are known as arcane spells, and a wizard inscribes them in his own, individually unique language in a spell book. A wizard must study their spell book each day in order to prepare spells for casting. Wizards learn and add new spells through gaining a level, copying from another spellbook, finding scrolls and new spellbooks, or through research. As described in the wizard class, the wizard's level limits the number of spells the wizards can prepare and cast each day. A wizard's high intelligence score might allow the wizard to prepare bonus spells each day as well.

Each day, a wizard memorizes and prepares spells. A wizard must have access to a spell book to study. Until the wizard prepares spells from a spell book, the only spells the wizard has available to cast are the ones that the character already had prepared from the previous day or those not yet used. A wizard needs to sleep and rest for eight hours each day before preparing spells. In addition, it takes 15 minutes per spell for a wizard to study a spell book and memorize the spell for the day. The same spell can be prepared for use more than once each day. Each preparation counts as one spell toward the wizard's daily limit for each spell level.

Once a wizard prepares a spell, it remains in the character's mind until the character triggers it or until the character abandons it. Upon casting, the spell is purged from the character's mind. Certain other events, such as the disruption of a spell during casting, the effects of magic items, or special attacks from monsters can wipe a prepared spell from a character's mind.

CLERICS

Clerics cast spells through divine dispensation. A cleric's deity allows the cleric access to certain powers in order to express his will upon the in the world. Clerics must pray or meditate to receive their spells and need not study to access them. However, a cleric must follow the precepts of their deity or risk losing access to this awesome power.

Clerics select and prepare spells ahead of time through prayer and meditation at a particular time of day. Some deities set the time or impose other special conditions for granting spells to their clerics. The time required to prepare spells is eight hours of rest followed by 15 minutes of prayer or meditation for each spell. A cleric may pick any spell from the cleric spell lists unless the character's deity imposes a restriction.

of divine spells, the character learns new spells from that level automatically. A high wisdom is a boon and allows the cleric to cast extra spells if they have attained the class level required to cast that spell level.

CASTING A SPELL

Most spells take 1 round to cast. A spell that takes 1 round to cast comes into effect during the caster's turn for that round. Spells that take more than 1 round to cast come into effect during the caster's initiative turn on the last round of the casting time for the spell. Many spell durations are measured in rounds, minutes, hours, or some other increment. When the time is up, the magic goes away and the spell ends.

A character must make all pertinent decisions about a spell (range, target, area, effect, etc.) when the character begins casting. The character must make some choice about whom the spell is to affect or where the effect is to originate, depending on the type of spell.

Most harmful spells allow an affected creature to make a saving throw to avoid some or all of the effect. A saving throw against the character's spell has a challenge level equal to the level of the spell caster.

SPELLS

Each spell in the list below follows the same format. The spells are categorized alphabetically by level. Following the spell's name is the effect and the casting details of the spell. A spell with an asterisk (*) next to it means it is reversible for the opposite effect.

CLERIC SPELLS

0-LEVEL CLERIC SPELLS (ORISONS)

1. Detect Chaos/Evil/Good/Law: Reveals the chosen aspect in creatures, spells, or objects within 50 ft. for 10 min/lvl.
2. Detect Poison: Detects poison in one creature or small object touched.
3. Light: An object shines like a torch for 10 min/lvl.
4. Purify Food and Drink *: Purifies 1 cu. ft./level of food or water.

1ST-LEVEL CLERIC SPELLS

1. Bless *: Allies within 50 ft. gain +1 attack and +1 on saves against fear for 1 turn/lvl.
2. Command: One subject obeys one-word command for 1 round.
3. Cure Light Wounds *: Cures 1d8 +1/level damage (max +5).
4. Detect Undead: Reveals undead within 60 ft. for 1 minute/lvl.
5. Protection from Chaos/Evil/Good/Law: Creature touched gains +2 AC and saves against chosen aspect for 2 rds/lvl.
6. Sanctuary: Opponents can't attack the caster, and the caster can't attack for 1 rd/lvl.

2ND-LEVEL CLERIC SPELLS

1. Aid: Target gains +1 to hit and on fear saves for 1 turn/lvl, and 1d8 temporary hp.
2. Darkness: 20-ft. radius sphere of supernatural darkness lasting 10 min/lvl.
3. Delay Poison: Stops poison from harming subject for 1 hour/level.
4. Hold Person: Holds one person helpless for 1 round/level.
5. Remove Paralysis: Frees one creatures from paralysis, hold, or slow.
6. Silence: Negates sound in 15-ft. radius for 1 min/lvl.

WIZARD SPELLS

0-LEVEL WIZARD SPELLS (CANTRIPS)

1. Dancing Lights: Creates figment spheres of light or humanoid shape for 1 minute
2. Detect Magic: Detects spells and magic items within 50 ft for 1 min/lvl..
3. Light: An object shines like a torch for 10 min/lvl.

4. Prestidigitation: Performs minor trick or task, such as change color, open box, hide item, mend cloth.

1st-Level Wizard Spells

1. Comprehend Languages: Understands all spoken and written languages for 10 min/lvl.

2. Hold Portal: Holds doors shut for 1 min/lvl.

3. Magic Missile: Strikes for 1d4+1 hp; +1 missile/two levels above 1st.

4. Read Magic: Reads magical writings, scrolls, and spellbooks for 10 min/lvl.

5. Shield: Blocks magic missiles, conveys +1 to saves, AC 18 (hand-hurled), AC 17 (other ranged), AC 14 (other attacks).

6. Shocking Grasp: Touch delivers 1d8 +1/level hp electricity damage.

7. Sleep: Put 2d4 HD of creatures into comatose slumber for 1 min/lvl.

8. Spider Climb: Grants ability to walk on walls and ceilings for 10 min/lvl.

2nd-Level Wizard Spells

1. Acid Arrow: Strikes for 2d4 hp + 2d4 hp each round for every three caster lvls.

2. Invisibility: Subject is invisible for 10 min./level or until it attacks.

3. Knock *: Opens or locks door, item, chest, etc, even if magically held.

4. Levitate: Subject moves up and down at caster's direction for 10 min/lvl.

5. Locate Object*: Senses direction toward object (specific or type).

6. Mirror Image: Creates decoy duplicates of the caster (1d4 +1/ three levels, max 8).

7. Strength: Subject gains 1d4+1 Str for 1 hr./level.

8. Web: Sticky webs fill 25 x 25 ft. area immobilizing creatures failing Dex save.

THE CASTLE AND ITS KEEP

The rules are the easy part

The following section delves further into the rules the Castle Keeper needs to know in order to run an effective and enjoyable game. However, from the outset, several of the Castle Keepers responsibilities and the game's nature need discussing.

Designing a gaming session or series of sessions interlocked by plot or theme can be an onerous task but a very fulfilling one as well. To do so requires the Castle Keeper to create a plot or environment in which the players find great interest. The players must overcome challenges, be they monsters or traps, conquering evil demons, pillaging dungeons, defeating dragons or even rescuing the damsel in distress. There is no limit to plots and story lines a Castle Keeper might develop in order to entertain the players. Imagination is the only limit to your creations - everything is possible in a fantasy world.

To find this balance takes time and experience, so no easy, foolproof method can be offered but some friendly advice is proffered. If you start off with these few pieces of advice, you will be well on your way to creating memorable and fun adventures. Do not make insurmountable tasks or monsters so easy to overcome as to present no challenge. Both can damage a game. Do not give away too much treasure or magic nor too little. Do not be afraid to allow a character to die or live. Do not solve problems for the players. Do not force players to take certain actions; allow for fluid plots, encourage the players to use their imagination and create a tale to which the players write an ending.

Now, on to more rules.

Rule One

The first rule of Castles & Crusades is that all rules are servants of the game. This is an important concept to bear in mind and the most important rule in Castles and Crusades. The rules are designed to allow for an even playing

field. They are a set of guidelines from which everyone can begin playing with one another in a consistant and mutually digestible manner. However, to further the ends of playing the game, the Castle Keeper is encouraged to change, amend, add to or subtract from the rules as fits the needs of the adventure, the players or the overall feel of the game.

The rules are your servant not your master!

ATTRIBUTES & THE GAME

Throughout the game, the Castle Keeper and players must resolve whether or not specific actions succeed or fail. These actions might include tracking a band of goblins, detecting a trap, swimming a mighty river or resisting the effects of a giant snake's poison. To resolve these situations and others, a player rolls a d20 and adds the character's level and the attribute modifier of one of the character's six attributes that is being checked against. If the total score exceeds the number representing the difficulty of conflict requiring the check, the character succeeds.

This simple attribute check mechanic for resolving conflicts underlies the whole of the game and is called the SIEGE engine™. The name SIEGE engine™ reflects the attribute check because all conflicts in Castles & Crusades involve an attacker and a defender, just as if an army were laying siege to a castle's walls. The SIEGE engine™ mirrors the game's story-based theme of characters seeking to overcome the challenges before them.

Before describing the SIEGE engine attribute check in more detail, it is important to note that only those activities which have a significant chance of failure, as determined by the Castle Keeper, should be resolved by a dice roll. In most cases, narrative development and not chance should guide the game. Judicious use of the attribute check is essential to maintaining the fast flow of action and adventure. There are instances in which the attribute check is required. These include all class ability checks and saving throws, and those other instances where the Castle Keeper deems a check necessary to resolve a conflict.

Once it is decided an attribute check is needed, the Castle Keeper must identify the attribute to be checked against. In most cases, the answer is obvious. In the case of class abilities and saving throws, the appropriate attribute has already been identified. With class abilities, the associated attribute is in the ability's description. For example, when Melth the rogue picks a pocket, a dexterity attribute check must be made to determine success. Saving throws, which are discussed below, list their associated attribute.

Non-specified situations requiring a check are typically easy to resolve as well. The attribute descriptions located at the beginning of the book should aid in deciding which attribute to associate with specific actions. For example, Bjorn attempts to push a statue over onto the kobold war chief Krublet. The statue is exceedingly heavy, even for the great Bjorn. The Castle Keeper might require an attribute check against Bjorn's strength.

Once the associated attribute is chosen, the Castle Keeper must calculate the character's chance of success. The chance of success is determined by a number called the challenge class (CC). The challenge class mirrors armor class in that to succeed, the attribute check result must be greater than or equal to the challenge class.

To determine the challenge class, two simple steps are required. The Castle Keeper must determine the base chance of success (challenge base), and the level of difficulty of the challenge involved (challenge level).

The first step in calculating challenge class is to determine the challenge base (CB). The challenge base is always either a 12 or an 18. Challenge base is dependent on whether or not the attribute being checked against is a character's prime attribute or secondary attribute. If the attribute is prime, the challenge base is 12. If the attribute is secondary, the challenge base is 18. Returning to our example, Bjorn the fighter has a strength prime attribute. Thus, the challenge base for his action would be 12. If Bjorn were a wizard, and strength was a secondary attribute, his challenge base would be 18.

The second step in calculating challenge class is determining the conflict's challenge level (CL). The Castle Keeper has vast discretion in determining challenge level. Although the task sounds difficult, it is actually fairly easy. Challenge level is nothing more than the level of difficulty of the action attempted or the reaction made.

The simplest way to determine challenge level is by referencing the level or hit dice of the non-player character or monster to which the character making the check is acting against or reacting to. In such cases, challenge level is equal to the level or hit dice of the non-player character or monster involved. A monster's challenge level is equal to its hit dice; a spell's challenge level is equal to the level or hit dice of its caster; a trap's challenge level is equal to the level of the person who set it. For instance, if an 8 hit dice creature uses a paralyzing gaze ability on a character, the challenge level would be 8. If a 6th level wizard cast a spell on a character for which a saving throw is allowed, the challenge level would be 6. If a rogue attempts to deactivate a trap set by another 4th level rogue, the challenge level would be 4.

There are more arbitrary situations that require the Castle Keeper to create an adequate challenge level. If a character is attempting a task such as making an extraordinary jump or swinging on a rope to grab an object, the Castle Keeper needs to assign a difficulty to the task. A good way to assign such a challenge level is to think of the task's difficulty as if it were a monster, and then assign a challenge level equal to the hit dice of the monster imagined. In this way, a level or hit dice can be assigned tasks such as swimming a river, knocking down a door, jumping a pit or catching a falling object. For example, a character might wish to jump over a 6 foot wide pit. Assuming the character is unarmored and has room to run and jump, this is a fairly easy task that is perhaps equivalent to the degree of difficulty involved in a 1st level fighter combating a 1 HD monster. Thus, the Castle Keeper assigns a challenge level of 1. However, if the character is heavily weighted down, leaping across the space could be deemed a 2 or higher.

As a rule of thumb, a challenge level of 1 to 5 is adequate for easy tasks. For difficult tasks, a challenge level of 6 to 10 works well. For very difficult tasks, a challenge level of 11 to 15 suffices. Heroic actions require a challenge level of 15 to 20 or even higher. When in doubt, err on the low side since it never hurts a game to have a character succeed in something difficult.

After the challenge base and challenge level are determined, the Castle Keeper adds them together. The sum is the challenge class for the attribute check. The score is the number which the player must beat on the check.

In short, the process of the attribute check involves the player rolling a d20 and adding the character's level and the appropriate attribute modifier. That total number must be equal to or greater than the challenge class, as determined by the Castle Keeper.

Before concluding, it is recommended that the Castle Keeper keep the challenge class secret. By keeping it secret, anticipation and the unknown thrill of success or failure is maintained in the game. Simply telling the player that the attribute check is made against a prime attribute or secondary attribute conveys an idea of the base chance of success, and allows the player to make the attribute check roll. The player would then convey the total result to the Castle Keeper without knowing what score is needed to succeed. The Castle Keeper then narratively describes success or failure.

SAVING THROWS

A saving throw is simply an attribute check made by a player for the character to avoid damage or other unwanted alteration or harm caused by a creature, situation, or effect during game play whether the gaze of a basilisk, the breadth of a dragon, a spell or even a trap. A player makes a saving throw in the same manner an attribute check is conducted. The following are the most common types of saving throws in Castles & Crusades. They are dealt with individually as each is unique and needs explanation. The Castle Keeper should also be able to better extrapolate from the following how to associate attributes and actions.

TYPES OF SAVING THROWS

There are six different kinds of saving throws. They correspond to the six attributes: strength, intelligence, wisdom, dexterity, constitution, and charisma. Any effect that causes a saving throw is associated with an attribute. The situations and effects that trigger a saving throw generally fall into one of the following categories. This list is not definitive.

SAVE TYPE	CATEGORIES
STRENGTH	Paralysis, Constriction
INTELLIGENCE	Arcane Magic, Illusions
WISDOM	Divine Magic, Confusion, Gaze Attack, Polymorph/Petrification
DEXTERITY	Breath Weapon, Traps
CONSTITUTION	Disease, Energy Drain, Poison
CHARISMA	Death Attack, Charm, Fear
VARIABLE	Spells (see spell descriptions)

BREATH WEAPON (Dexterity or Constitution): Any character caught in the area of effect of a breath weapon must make the appropriate saving throw or suffer the breath weapon's full effects. The type of saving throw necessary is described with the monster or spell which causes the saving throw. Generally, the character must dodge the effects of a breath weapon, so a dexterity check is appropriate, but on occasions gaseous clouds require a constitution saving throw.

CHARM (Charisma): Charm spells or spell-like abilities allow a charisma saving throw to avoid being overcome by the charm. A failed save means the character suffers the effect of the charm spell.

CONFUSION (Wisdom): Confusion spells or spell-like abilities allow a wisdom saving throw to avoid being overcome by confusion. A failed save means the character becomes confused for an amount of time as specified by the spell or ability.

A confused character's actions are determined by a 1d10 roll, re rolled each round with the following results: 1 wander away (unless prevented) for 1 minute (and don't roll for another random action until the minute is up); 2-6 do nothing for one round; 7-9 attack the nearest creature for one round; 10 act normally for 1 round. Any confused creature who is attacked automatically attacks the attackers on the next turn.

DEATH ATTACKS (Charisma): Death attacks are rare and only a few monsters and the rare artifact have them. In most cases, death attacks allow the victim to make a charisma save to avoid the affect, but if the save fails the character will die instantly.

DISEASE (Constitution): When a character is injured by a disease attack such as from a ghoul, touching an item smeared with diseased matter or consumes disease-tainted food or drink, the character must make an immediate constitution saving throw. If the character succeeds, the disease has no effect, for the immune system has fought off the infection. If failed, damage occurs after an incubation period. The description for each disease will give the details on the effects following the incubation period. It is recommended that the Castle Keeper roll these constitution saving throws for the player so that he doesn't know whether the disease has taken hold.

ENERGY DRAIN (Constitution): An energy drain attack takes away levels or attribute scores from the victim unless a successful saving throw is made. Most energy drain attacks require a successful melee attack. Mere physical contact is not enough. The full effect of an energy drain, such as the number of levels taken away, is specified in the monster, magic item or spell description causing the drain. If it is not specified, one level is removed.

A character who loses a level this way suffers the effects of the drain immediately. The character loses one hit die of hit points of the appropriate class, and all other class abilities are reduced to the new level. If a familiar or companion creature has abilities tied to a character who has lost a level, the creature's abilities are adjusted to fit the character's new level. The victim's experience point total is immediately set to the midpoint of the previous level.

Characters drained below 1st level becomes a 0 level character with no class or abilities. A character drained below 0 level is instantly slain. Depending on the creature that killed the character, the character may rise the next night as a monster of that kind. If not, the character rises as a wight.

Lost levels or attribute scores remain until removed by spell, such as

restoration, or other means. Sometimes, level or attribute loss is temporary and will return to normal in a day's time.

A creature gains temporary hit points each time it successfully uses a natural energy drain ability. Unless specified otherwise, the creature gains the amount of hit points that the victim loses. Energy drain through spell or magic item does not grant temporary hit points unless their description indicates otherwise.

FEAR (Charisma): Spells, magic items and certain monsters can affect characters with fear. The character facing a monster who emanates fear or who has a spell cast upon him makes a charisma saving throw to resist the effect. A failed roll means that the character is affected by the fear, as detailed in the spell or monster description.

GAZE ATTACK (Wisdom): Each character within range of a gaze attack must attempt a saving throw each round at the beginning of his turn. Generally the character can avoid the gaze with a successful wisdom check. In many instances, the situation is more appropriately handled without a saving throw through narrative and role playing. If necessary, the Castle Keeper may require a saving throw. Failure indicates the character was unable to avoid the gaze and suffers its effect.

MAGIC/ILLUSION (Intelligence or Wisdom): This category is for spells cast by creatures or from scrolls. It is a catch all for magic not covered by one of the other saving throw categories.

Arcane or divine spells cast by a magic item or other object, or a spell-like ability possessed by a creature or item usually allow a saving throw to negate, lessen, avoid or resist their effect. If the type of magic is arcane, then an intelligence saving throw is made. If divine, then a wisdom saving throw is made.

In some cases, the specific effect of the spell calls for another type of saving throw. All charm spells, whether cast by creature, item or spell-like ability make a charisma saving throw (see above). Other saving throw categories not covered by this catch all would include paralysis, polymorph, energy drain, death attack and fear.

PARALYSIS/ CONSTRICTION (Strength): Some monsters and spells have the supernatural or spell-like ability to paralyze or hold victims, immobilizing them through magical means. Paralysis works on a character's body, but a character can usually resist it with a strength saving throw. The effects of spell, monster constriction and/or paralysis are discussed above in the spell descriptions or in *Monsters & Treasure*.

PETRIFICATION/ POLYMORPH (Wisdom): Arcane and divine magics can cause creatures and characters to change their shapes, sometimes against their will. The victim may make a wisdom saving throw to resist the polymorph. Polymorphed creatures retain their own minds, but have new physical forms.

A petrified character is not dead if a majority of the body is intact. No movement or actions of any kind can be made, not even mental ones while petrified. Strength and dexterity scores are effectively (but not actually) reduced to 0. There is no awareness of what is occuring since all of the senses have ceased operating. If a petrified character cracks or breaks but the broken pieces are joined with him as he returns to flesh, he is unharmed. If the character's petrified body is incomplete when it returns to flesh, the body is also incomplete.

POISON (Constitution): When a character takes damage from a poisoned weapon, an item smeared with contact poison, consumes poisoned food or drink or is otherwise poisoned, he must make a constitution saving throw. If he fails, he suffers the poison's initial damage (usually ability damage). Even if he succeeds, he typically faces more damage a short time later. Sometimes, the additional damage allows for another saving throw.

SPELLS (Variable): Arcane and divine spells sometimes allow a saving throw to negate, lessen, avoid, or resist the effect. Each spell description indicates the type of saving throw including those spells cast from scrolls, wands, rings or other magical devices.

TRAPS (Dexterity): When a character sets off a trap, a dexterity saving throw is allowed to avoid all or some of the effects of the trap. Each trap is unique and the effects of a successful or failed saving throw should be designated beforehand.

SPELL RESISTANCE

SPELL RESISTANCE (SR) is a special defensive ability. A defender's spell resistance is like an armor class against magical attacks. If a spell is being resisted by a defender with spell resistance, the caster of the spell must make a check (1d20) at least equal to or greater than the creature's SR for the spell to effect that creature.

Spell resistance applies even if a given spell also allows a creature a saving throw. The effects of SR, if any, are applied first, and then the creature may also make a Save. In most cases, SR applies only when a resistant creature is targeted by the spell, not when a resistant creature encounters a spell that is already in place, such as a wall of iron.

TURNING UNDEAD

The cleric has the ability to turn undead, allowing the cleric to cause undead creatures such as skeletons, ghasts, ghouls and even vampires to turn away from the cleric and possibly flee or cower in fear. Turn undead is a special attack.

To turn undead, the cleric must have a holy symbol device and show it to the undead creature. Turn undead is a wisdom attribute check for the cleric. The challenge level for the turning is the monster's hit dice. So, a cleric rolls a d20, adds his level and wisdom bonus. This must be greater than 12 plus the hit dice of the creature being turned to be successful. The number of undead turned is 1d12 plus the cleric's charisma score modifier.

GAINING LEVELS

Characters gain levels as they adventure. Gaining levels equates to becoming better and more experienced at one's chosen profession. To gain a level, the character must accumulate enough experience points to meet the next levels experience point progression (EPPs). The EPPs for each class are located in the appropriate class description and are gained by successfully completing an adventure, killing foes, successfully performing actions, collecting treasure or possibly as rewards for good role playing. The Castle Keeper awards experience points as described in the rules but always has the right to add or subtract experience points for role playing well or poorly. Details on awarding experience points are located in the Monsters and Treasure Guide and only outlined here.

Experience points are awarded by the Castle Keeper to the players either on an individual basis or collectively. The experience points awarded are for monsters killed or overcome, treasure acquired, good role playing and successful adventuring.

Monster experience points are located in the monster manual. Experience points awards for treasure acquired is equal to the gold piece value of all the treasure picked up in the course of adventuring. Optionally, the Castle Keeper may not allow this or only some percentage of the treasure's value as this may speed up the rate of level progression depending on the amount of treasure acquired. For experience points awarded for defeating monsters and role playing see the Monster and Treasure Guide. Bear in mind, the Castle Keeper does not have to award this amount if the player did a poor job of role playing but can if he wants to.

Once enough experience points are acquired to advance a level, the character must train for the number of weeks equal to the level reached before receiving the benefits of that level. For example, a 6th level cleric, upon acquiring the experience points necessary to reach 7th level, must train for 7 weeks before receiving the benefits of that level. Once training is completed, the character gains the extra hit points, spells or abilities that level confers upon the class.

COMBAT

INTRODUCTION

Much of the excitement playing Castles & Crusades occurs during combat. Whether a knight facing a horde of bloodthirsty orcs, a rogue facing off with a nefarious pirate or a cleric cornering an evil demon, the ensuing combat is often the climax of many roleplaying sessions. Combat is also the nexus of many rules in Castles & Crusades. Managing that combat is often a challenging affair as the Castle Keeper must not only know all the rules but, to maintain a sense excitement through description and action, the Castle Keeper must know how to apply the rules fluidly as part of the roleplaying experience.

To facilitate this, the rules for combat have been kept as simple as possible with much maneuver room left for Castle Keeper caveat to enable a narrative development that is equally as important to the game as the rules. The rules

have been designed to organize the action in combat but, as the essence of combat is its narrative, an understanding and manipulation of these rules to support the narrative is also essential.

OUTLINE OF A COMBAT ROUND

Combat occurs in rounds. Each participant acts in an order established by the roll of a die (d10), called initiative. Characters take an action like moving, attacking and opponent, quaffing a potion, or casting a spell. When a character swings or engages in melee, the player rolls a die (d20) to hit the opponent. If the resulting number is greater than the armor class of the character's opponent, a hit is scored. If the hit is successful, damage is determined. If a character casts a spell, the affects occur immediately unless noted otherwise in the spell description. Creatures follow the same procedure, only the Castle Keeper manages those actions.

SAMPLE COMBAT ROUND

With a furious scream and battle axe in hand, Angthar, a fighter, leaps off a narrow ledge into a troop of goblins scouting near his village. He lands amidst them, reigning blows left and right as they scratch and claw to get away from Angthar's deadly blade.

The Castle Keeper and the player both roll to determine if the goblins are surprised by Angthar's sudden attack. A d10 is used to determine who goes first in the combat round. The Castle Keeper rolls a 4 for the goblins and the player rolls a 7 for Angthar. Angthar, a 5th level fighter, gets to swing first. The player rolls a d20 and adds Angthar's strength bonus (strength 14, +1 attack bonus) and bonus to hit (+4) to the roll. The player rolls a 12, then adds a +1 and +4 for a total of 17. The goblins are only wearing leather armor so have an armor class of 12. Angthar hits a goblin with his battle axe. The battle axe does 2-8 (2d4) damage. The player rolls the 2d4 and adds +1 to the roll (Angthar's strength bonus) for a total of 6 points of damage. The goblin only has 4 hit points so dies with one swing of the battle axe.

Angthar lands a devastating blow upon one goblin, cleaving it down before it could even pull out its sword to defend himself. But the goblin captain screams a blood curdling war cry and charges into the fray while his warriors attack the lone barbarian in their midst. It is the goblins turn to swing for an attack. Angthar is surrounded and the goblins get six attacks. Luckily, Angthar is wearing magical chainmail taken from a giant's treasure horde some years ago.

COMBAT TERMS

The following is a list of common terms use for combat rules.

ATTACK ROLL: This is a d20. When making a melee attack, a d20 is rolled, modifiers added and subtracted to determine if an attack is successful.

BONUS TO HIT: This is a feature distinct to each class and is added to the attack roll.

CLOSING: This is the determination of who sees whom and how they act in order to move into contact with one another.

COMBAT ROUND: This is the amount of time it takes for all those involved in the round to take an action or move.

DAMAGE: If an attack is successful, damage is delivered. The amount depends on the weapon or item being used.

ARMOR CLASS: All monsters or player characters attacked have an armor class. In large part, this is dependent on the type of armor being worn but in some cases armor is natural and just an abstraction for how difficult it is to strike and damage an object or creature. Armor class normally ranges from 10 to 20 but can extend even higher.

HIT POINTS: This is the amount of damage a character, creature or object can take before being killed or broken.

INITIATIVE: This is a roll used to determine the order of action in a combat round. Initiative is determine by the roll of a d10.

RANGED COMBAT: Melee with ranged weapons, that is, weapons that are thrown or propelled and can strike at a distance of greater than ten feet.

COMBAT ROUND

The combat round is ten seconds long during which all the characters and monsters get a chance to act. Generally, only one action is allowed. A round is about 10 seconds long but this is more an abstraction than an exact amount of time.

SURPRISE

Surprise is a situation in which an one party catches another party unawares and unprepared for combat. Before any other action takes place, surprise must be determined. For this to happen, both parties must be unaware of the other or one or the other must be attacked so suddenly as to be unable to have had time to prepare for actions. In many instances, the Castle Keeper must make decisions as to whether surprise is actually possible. In those instances in which surprise is possible, there is always a chance something could go awry and the surprise does not occur, so a determination must be made. There are two types of surprise. One is that in which an ambush occurs and the other is an accidental encounter. In both cases, if the surprise is successful, the surprising party is allowed one free round of activity. This is followed by normal combat rounds.

ACCIDENTAL ENCOUNTER: This occurs if both parties are unaware of one another and suddenly come upon each other. One or both parties can be in motion. In this case, each side makes a dexterity check. If it is successful, they have surprised the other party. It is possible that both parties can be surprised, in which case, surprise is negated and the round proceeds as normal. If one party succeeds in the dexterity check while the other fails, the failing party is surprised. This allows the surprising party one full free round of action while the surprised party is not allowed to act. If both fail the dexterity check, no surprise occurs and the round proceeds as normal. To make a dexterity check for accidental surprise, the character or monster with the greatest chance for success makes the check.

AMBUSH: The other type of surprise occurs when one party lies in wait for another. In this case, the surprising party must have prepared an ambush and be well hidden. It is up to the Castle Keeper to decide if this is even possible or if the characters or monsters have the capacity to manage such an action. To determine if the ambush is successful, the ambushing party makes a wisdom check and so to the ambushed party. If the ambushing party is successful and the ambushed party is not, the ambushing party is allowed one free round of action. If both are successful, then a determination of surprise is made. In this case, the ambushed party has no chance of surprising the ambushers though, only preventing a surprise. If both fail, the round proceeds as normal. As with accidental surprise, the character or monster with the highest chance for success rolls the check.

INITIATIVE

The order of action in a combat round is determined by an initiative roll. Each combatant or party rolls a d10. Those with the highest number go first and actions descend from there. There are two manners of establishing initiative.

Initiative is individual. Each party member rolls for initiative and each monster encountered rolls initiative. All involved then act when it is their turn. In the case of ties, the one with the highest dexterity goes first. In case of equal dexterity, initiative between those is determined by the higher dexterity score and if that is equal, a simultaneous action occurs. This method has the advantage of allowing more individualized action and better replicates the unorganized sense of action on the battlefield. Initiative is staggered each round. Staggering initiative means that the parties re-roll initiative each round.

For those with weapons of greater than 10 foot length facing those with weapons of less than 6 foot length and when a large creature is fighting a medium size or smaller creature, in the first round only, they are allowed to swing at opponents first if they approach within ten feet regardless of initiative and if they have not already taken an action that round. This counts as an action for that round.

For example, Hambone the Halfling draws his short sword and charges a gnarly stone giant who just crushed his companion with a mighty oaken club. Screaming in a rage driven by revenge and loss, Hambone leaps forward. The stone giant, mirthless and fearless, sweeps his club around aiming at Hambone's head. Hambone ducks and dodges as he charges and Stankee the stone giant's massive club glances off Hambone's shoulder as the halfling moves in and slices a gash in Stankee's leg.

In this instance, initiative is rolled. Hambone gets a 9 and the stone giant gets a 3. Hambone wins initiative and acts first. He intends to charge forward and attack the stone giant. In so doing, Hambone must move 15 feet and attack. The stone giant is large and Hambone is small. The stone giant has an effective closing range of 10 feet and as Hambone enters that 10 foot radius, the stone giant is allowed to swing. The giant swings and hits the halfling.

Hambone then moves in and swings himself. The round is over and the rounds proceed as normal from there.

Combat Actions

In a combat round, the players and their opponents are able to take many actions including drawing weapons, attacking, moving, casting spells, turning undead, firing missile weapons, and quaffing potions to name just a few. The actions available in a single round are listed below. The list is not exhaustive and it is up to the Castle Keeper to adjudicate as to how long many actions take place and whether or not they can occur in a single round. Following the list is a more detailed explanation of those actions.

Attack	Cast Spell
Use Class Ability	Use Item
Charge	Full Move

Full Move: If no other action is taken, a character or creature can move up to their full movement. This includes jogging (2x normal move rate) and running (4x normal move rate).

Attack: This is melee. The attacker is allowed to attack for full effect, including ranged attacks. This can be accompanied by a short move. This is covered under in greater detail under melee below.

Cast Spell: A character is allowed to cast one spell. Several spells require two or more rounds to cast, in which case the character must wait until the following round for the affects of the spell to take place. This action can be accompanied by a short move only. This move is not in addition to normal movement.

Use Class Ability: The character or monster is allowed to use any class ability that they have. Most class abilities take only one round to accomplish. Those that do not are described as such in the appropriate class ability. This action can be accompanied by a short move only. This move is not in addition to normal movement.

Use Item: An item that is carried and is readily available can be used. This includes drinking potions, using wands, casting a spell from a scroll, activating magical abilities of magical artifacts, use of equipment, lighting a torch/lantern, casting grappling hook etc. This action can be accompanied by a short move only. This move is not in addition to normal movement.

Movement in the Combat Round

Once initiative or surprise is determined, those who can act are allowed to move. Movement rates are listed in the racial descriptions. These movement rates indicate the distance a character or monster can move in a round. For characters or monsters that are carrying a lot of gear, movement can be reduced at the Castle Keeper's discretion. Movement is listed in feet. Movement is, like the round, an abstraction. It is a manner of establishing the space various characters and creatures can move in a given period of time. Movement can take place in a straight line, curved or corner cutting. The only things that can interfere with movement is running into obstacles such as tables and, importantly, other creatures. There are three types of movement: normal, jog, run.

Normal Movement: This is the movement listed in the racial and monster description section. In a single round, a character or monster can move their full movement but not attack or take a full round action, though they can draw weapons and do other simple actions.

Jog: In this case movement is doubled. The character is considered to be moving fast. As with normal movement, the character can take a half movement at the jog rate and attack but take no other full round action.

Run: In this case movement is quadrupled. The character is considered to be moving very fast. As with normal movement, the character can take a half movement at the run rate and attack but take no other full round action.

Charging

Charging is a special type of movement such that after the end of the movement the character or monster engages in melee and has the intent of using the leverage from the charge to inflict greater damage should a hit be scored. To charge, a character must either jog or run in a straight line in the direction of the enemy. They must expend at least one half their run or jog movement points.

A successful charge has two effects: a bonus to damage if a successful hit is scored and a penalty to armor class for the one charging. In a charge, a successful hit gives a +2 to damage but a -4 to armor class for the remainder of the round. If the charge takes place such that an opponent has an opportunity to swing due to length of weapon, the opponent gets to swing with the armor class adjustment for the charger. If a successful hit is made, the charge attack is negated, though the movement and normal attack is still allowed.

Melee

Melee occurs after characters have closed for combat and one or both swings to hit an opponent for damage. Melee consists of several steps. It is important to note that the to hit roll does not necessarily represent one swing, rather, it represents several swings either one of which may deal a damaging blow or a series of small blows that cause damage.

First, the character swinging rolls a d20 to hit. To this result, minimally, the class' bonus to hit is added. If applicable, many variables are added to the die roll. These include but are not limited to: strength bonus, magical weapon bonus, racial modifiers, class ability modifiers, back attack modifiers, spell effect modifiers, combat to hit modifiers and situational modifiers. All of these are covered in their appropriate section of the rules except situational modifiers and combat to hit modifiers which are covered below.

Situational modifiers are those the Castle Keeper deems appropriate for the situation. These are often in those situations which are impossible to make rule for and the Castle Keeper must use reason to determine what modifier is applied. For example, should a character be swinging across a room on a rope, holding a sword in one hand and decide to take a swing at someone he is passing over, the Castle Keeper must decide the appropriate modifier to hit.

In general, situational to hit modifiers can be broken down into three categories: hard, difficult and heroic. For tasks that are hard, up to a -5 can be subtracted from the die roll and for those that are difficult up to a -10 is subtracted from the die roll. For heroic actions up to a -20 can be added but modifiers in that range should be exceedingly rare if ever even used. The instance above is ridiculous but happens in the movies all the time so will probably happen in a game at one time or another. An applicable modifier would be between -4 and -8.

Combat to hit modifiers include the following or related events. These modifiers are use per Castle Keeper's discretion though are generally applicable.

Opponent Unaware	+4
Opponent Prone	+5
Opponent Prone and defenseless	+10
Opponent is at lower elevation	+2
Fighting from horseback or unstable platform	-2
Firing range weapons form horseback or unstable platform	-4

After adding or subtracting all modifiers from the to hit roll, if the resulting number is higher than the opponent's armor class rating, a hit is scored and damage applied.

Armor Class

Armor class is the defensive capacity of the opponent. It takes into account an active defense (aware of the combatant), armor worn and a general ability to withstand attacks. It does not represent armor alone. It can also include the toughness of hide or a natural ability to avoid being hit - like a fly. Armor class is primarily determined by the armor worn though as this offers the most immediate protection.

Armor class starts at 10 and goes up as high as modifiers allow. The following is a list of the armors and the modifier applied to arrive at an armor class.

Armor type and AC

Armor	AC
Clothing, none	+0
Padded, Cloth	+1
Leather Cuir Bouille (boiled leather)	+2
Studded Leather, Hide, Ring Mail	+3
Chain Shirt, Scale Mail	+4
Chainmail, Breastplate	+5
Splint Mail, Banded Mail	+6
Platemail (pieces of plate and chainmail)	+7
Full Plate (solid metal suit)	+8
Shield	+1

Apply a character's dexterity modifier to the character's armor class any time that character can physically react to an attack. Characters lose their dexterity modifier when they are surprised, unaware of an attacker, or when they are restrained or otherwise rendered immobile. Dexterity never applies to missile attacks.

Other modifiers can apply to armor class at the Castle Keeper's discretion depending upon the nature of the combat and the situation the combatant and their opponents are in. Also, many spells and magic items can be used to enhance armor class.

Shields are a special case. The +1 modifier is used for all shields but, small shield only offer the bonus against one opponent, medium shields against two opponents and large shields against three opponenets.

Ranged Combat

Ranged combat is much like melee combat except it occurs with ranged weapons. The differences are that for all ranged weapons, the to hit modifier is not the strength bonus but the dexterity bonus. Magical bonuses apply as well as any situational modifiers deemed necessary. There are no backstab or back attack bonuses for ranged weapons.

There are two type of ranged weapons, hand thrown or thrust and mechanically driven. Hand thrown weapons are those whose momentum and distance cast are dependent upon a character's strength. These include javelins, daggers and spears. Mechanically driven weapons are those whose momentum and thrust are dependent on the mechanism which propels them forward such as crossbows and bows. When a successful hit is scored with a thrown weapon, the strength bonus is added to damage. Mechanical devices do not receive this bonus.

Cover and concealment influence ranged weapon attacks. Whenever an opponent is over ten feet distance from the combatant, cover and concealment modifiers apply.

Concealment

Concealment includes those circumstances where nothing physically blocks an attack, but there is something that interferes with the attacker's accuracy, causing the following to hit adjustments:

¼ concealment	-2 to hit	light fog, light foilage
½ concealment	-4 to hit	dense fog
¾ concealment	-6 to hit	dense foliage, near total darkness
Full concealment	-10 to hit	attacker blind, defender, invisible, total darkness, pea soup fog

Cover: A character who takes cover gains a bonus to AC, as follows:

¼ cover	+2 AC
½ cover	+4 AC
¾ cover	+6 AC
Full cover	+10 AC

Ranged weapons that miss their target continue to fly on and can potentially hit another target if the ranges is under 50 feet. If the target of the attack is missed,

the projectile continues in a straight line and hits anything in its path.

Ranged weapons also have range increments listed in the weapons chart. There is close, medium and far ranges. Modifiers to hit apply to each range increment. If the target is in the medium range, a -2 to hit applies and if at long range a -4 to hit applies.

Damage

Hit Points represent the amount of damage, physical and mental, a character or monster can take before passing out or dying. Hit points are reduced by weapons damage, magical spells and poisons, amongst other things.

If a hit is successful, damage is assessed and hit points are reduced. Damage delivered from a blow by a weapon depends on the weapon being used. The weapons chart in the equipment section has all the pertinent information regarding damage by weapon type. Damage is applied immediately and the results are immediate. If a character or monster dies as a result of the damage inflicted, it gets no opportunity to swing, cast spells or anything else.

In general, when '0' Hit Points are reached, the character nearly passes out. They are not dead but incapable of acting or passed out due to blood loss and physical or mental damage. Those so wounded can do little more than crawl from the battlefield or call out for help. They recover consciousness in 1-6 hours and can move at ½ their normal move rate but can not participate in combat, cast spells, turn undead or other similar actions.

At -1 to -6 hit points, the character is unconscious and needs bed rest to recover unless healed. Hit points are recovered at a rate of two per day plus constitution bonus if resting and being well cared for. If the conditions are harsh and daily wound washing is not available, healing occurs at a rate equal to the constitution bonus only (negatives are treated as 0). If magically healed, the creature can only return to '0' hit points and must rest 24 hours before being healed again or recovering any more hit points.

At -7 to -9 hit points, the creature is mortally wounded and loses one hit point per round after reaching -7 hit points. First aid stops hit point loss but does not increase hit points and 24 hours must pass before the healing process can begin. The affects of magical healing occur immediately.

At -10 hit points, death occurs. Death is irrevocable except by resurrection, reincarnation or similar spells.

Combat Maneuvers

Players try all manner of inventive actions during combat. It is impossible to enumerate and describe all the possibilities and it is unproductive to try and do so. However, some of the more common combat maneuvers and their effects are listed below.

Dodge: A character can dodge up to three attacks in a round sacrificing their own attack. They gain a +2 to their armor class.

Disengaging from Combat: The character is allowed to take a half move with no attack and normal armor class. The attacker can follow. If the character chooses to take a full move, no attack is allowed and the combatant receives an extra attack at +2.

Disarm: A fighter, rogue, or cleric can disarm an opponent. The character must successfully hit an armor class equivalent to the HD or level of the opponent +18 to successfully disarm him (example, a fighter would need 23 to disarm a 5 hit dice creature). The opponent receives a dexterity bonus, if applicable, to his rating.

Rear Attack: Attacking a defender from behind gives the attacker a +1 bonus to hit. The thief does not get to add this to his back attack bonus.

Unarmed Combat

Unarmed combat is similar to armed combat except that no melee weapons are used, only natural weapons, such as claws or fists. Many creatures use unarmed combat when fighting. This is covered in the appropriate creature descriptions. There are three essential types of unarmed combat: pummeling, overbearing and grappling. Each method follows the same basic principle but with different modifications to the to hit roll and type of damage inflicted. Damage receive from unarmed combat is not the same as damage received in normal combat. It heals at a rate of 1 point per turn plus one's constitution bonus.

Pummeling: This is the use of fists, feet or other body parts to inflict damage on an

opponent, much like a boxer or a kung-fu fighter. The combatant rolls a d20 to hit, adds the strength modifier and any appropriate modifiers the Castle Keeper deems necessary. A successful hit causes 1-2 hit points of damage plus a strength bonus.

OVERBEARING: This is use to knock an opponent down. This is a common tactic in wrestling and varying styles of hand to hand combat as well as when an animal charges someone and knocks them over. The combatant rolls a d20 to hit and adds a strength modifier if any. Armor class is differentiated based on size. For each size difference larger add 2 to the opponents armor class. For each size difference smaller subtract 2 from the opponent's armor class. If the hit is successful, the creature is knocked over. One can not knock over an opponent more than two sizes larger than the attacker. The creature is considered prone and any following attack receives a

+5 to hit. The prone creature can stand the next round and take a full round action except a full move. In addition, the opponent takes 1-2 points of damage.

GRAPPLING: This is used to grab and hold a person as with classical wrestling or when a snake constricts its body around its prey. Grappling is directed at holding an opponent and subduing him. It is enacted by rolling a d20 and adding strength bonus and basic attack bonus to the die roll. The opponent's armor class is based on dexterity and strength bonus as well as size. Should an attack be successful, the opponent is held and can not act except to attempt and break the hold. Breaking a grappling hold is done by making a combination of opposed strength checks. The combatant and opponent both roll a d20 and add their strength bonuses. If the one being held has the higher roll, the hold is broken.

CASTLE ZAGYG: THE WORKHOUSE OF YGGSBURGH TOWN
by Jeffrey P. Talanian

"When life is fraught by debt or indigence, the most impoverished citizens of Yggsburgh are sentenced to serve at The Workhouse . . ."

The Workhouse of Yggsburgh is a large, walled in, cruciform-shaped complex where debtors, orphans, paupers, the elderly and infirm are placed for relief of want. Treated briefly in *Castle Zagyg Vol. I, Yggsburgh* by Gary Gygax, this comprehensive version of the encounter area is drawn directly from the forthcoming module, *Yggsburgh Town: Town Halls District* from Troll Lord Games.

Within this encounter you will find such notable non-player characters as the Warden of Debtors, Brandon Beasley; the corrupt Captain of the Guard, Basil Holdar; and the rotund cleric of Berchta, Pious White. Workhouse security and staff are also detailed, as well as officer and inmate uniforms, workhouse life (admission, inmate classification, rules & regulations, daily routine), and detailed descriptions of the entire complex. This excerpt also includes an adventure hook, detailed maps, and a malign fey-creature drawn from folklore, the spriggan.

THE WORKHOUSE

Reason: Should the characters suffer indigence or are otherwise sentenced to serve for debts accrued, this is the place they will be sent.

Sign: Under the Yggsburgh coat of arms, an inscription reads, *"For the Instruction of Youth, The Encouragement of Industry, The Relief of Want, The Support of Old Age, and The Comfort of Infirmity and Pain."*

ENCOUNTER: Released from the Workhouse.

The Workhouse is a large building complex of 120-foot frontage, with basement and four floors above it. It has a staff of 14 guards and 16 servants. The average inmate population is around 170 persons, though up to 250 inmates can be accommodated. The Office of the Warden of Debtors is located here. He is in charge of the Work House and income paid down on the debt by inmates.

This structure is built of rough-hewn, ashlar stonework, a walled in cruciform design with supervisory octagonal hub. The square-walled perimeter is a 12-foot single-story structure containing workshops and utility blocks that enclose the inmates' exercise yards.

Guards. There are 14 guards serving here. In charge is the Warden of Debtors, Master Brandon Beasley, a square-jawed man with beady eyes and broad shoulders. He is assisted by Captain of Guards, Basil Holdar, a tall man of grizzled countenance and gray-streaked hair. Neither involve themselves in combat save in the direst of circumstances, such as if the town is at war. They supervise four Serjeants of the Guard and eight guards, together maintaining order in the Workhouse.

WARDEN OF DEBTORS, MASTER BRANDON BEASLEY *(He is a 5th level, lawful neutral, human fighter whose vital stats are HP 25, AC 12/18. His primary attributes are strength, constitution, and dexterity. His significant attributes are strength 13, dexterity 16. He carries a longsword, club, and dagger. When arrayed for battle he wears chainmail hauberk and also carries a medium shield)*

CAPTAIN OF GUARDS, BASIL HOLDAR *(He is a 6th level, lawful neutral, human fighter whose vital stats are HP 30, AC 12/17. His primary attributes are strength, constitution, dexterity. His significant attributes are strength 16, dexterity 16. He carries a bastard sword, club, and dagger. When arrayed for battle he wears a chain hauberk.)*

SERJEANTS OF THE GUARD x4 *(They are 3rd level, lawful neutral, human fighters, HP 15, AC 14. Their primary attributes are physical. They carry scale mail, shortsword, and club.)*

GUARDS x8 *(They are 2nd level, lawful neutral, human fighters, HP 10, AC 13. Their primary attributes are physical. They carry studded leather, club, and dagger.)*

Priest. There is one cleric serving the Workhouse. He is in charge of examining admitted inmates (casting *cure disease* as necessary), holding chapel services, and instructing youths. Pious White is a rotund man, tonsured, with heavy jowls, ruddy cheeks, pointy nose, and close-set eyes. He is a priest of Berchta, the major goddess of cleanliness and industry. He wears a black cassock (long, close-fitting garment), sandals, leather phylactery, and a helmet-shaped cloth hat colored magenta. Pious White is entrusted with the religious education of boys and girls, three hours per day, six days per week. He is unsparing of the rod with naughty boys.

PIOUS WHITE *(He is a 7th level, lawful neutral, human cleric of Berchta whose vital stats are HP 27, AC 10. His primary attributes are intelligence, wisdom, charisma. He carries a staff and 4 potions of cure disease. Clerical spells: 0-5, 1st-4, 2nd-3, 3rd-2, 4th-1.)* He is not given to combat save in direst of circumstances.

Staff. The serving staff of sixteen attends to the aged, infirm, and youngsters under seven years of age. They tend to the stable and see to the conveyance of materials trucked in and out of this location. They also oversee the kitchen, larders, and bakehouse, among other duties. Some of the staff reside in loft apartments above the stable house just outside the workhouse proper. The serving staff are paid though must pay for their own food and accommodation space, so they net about a copper a day.

SERVING STAFF x16 *(These are simple commoners.)*

Law Officer Uniforms. The uniforms of the Law Officers working here are indigo (navy blue), yellow-striped surcoats and stockings, like cloaks in colder weather. All surcoats and cloaks have a red badge on them. The Warden has one with a gold mace, his Captain a silver one. Serjeants have three silver staves in upright position, the guards have a pair of them.

Inmates Uniforms:

Men. Men are provided shirts of a pattern of broad, vertical stripes of washed out blue on an off-white background, with ill-fitting trousers tied with cord below the knee. In cold weather, they may be afforded a coarse jacket while working in the yard.

Women. The women wear a shapeless, ankle length dress of similar pattern. Beneath these exterior garments underdrawers are worn, a shift and long stockings, with a poke bonnet on their heads.

Boys. Boys are provided a uniform like that of men, though these are often improperly sewn and too long, so as to provide for growth but impeding movement nonetheless.

Girls. Girls are provided a dress of stout woolen material, good for winter, but generally worn all the year round.

WORKHOUSE LIFE

The Workhouse employs paupers and the indigent at profitable work, whether they be needy or criminal, young or old, infirm, healthy, or insane. It is difficult to distinguish this place from a house of correction, and this is the intent. Conditions are deliberately harsh and degrading in order to discourage the poor from relying on relief.

Admission. A pauper requesting relief or a debtor so sentenced to serve must sit in the waiting room prior to being interviewed. They are searched, then conveyed to the appropriate receiving ward -- men, women, boys, and girls; families are thus split up at this point. At the receiving ward the inmate is stripped (former clothes being cleaned and stored), washed, and issued a uniform. Here they remain until examined by the attending cleric (Pious White), who will treat them (if necessary) and determine to which classification (see below) they belong. The inmate is then conveyed to the appropriate ward.

Inmate Classification.

- Children (boys and girls) under 7 years of age.

- Boys ages 7 to 12.

- Able-bodied men, and young men of age 13+.

- Aged and/or infirm men

- Girls ages 7 to 14.

- Able-bodied women, and young women of age 15+.

- Aged and/or infirm women.

Rules and Regulations.

1. All inmates (except the sick, aged and infirm, and young children) shall rise, be set to work, leave off work, and go to bed as dictated. They shall be allowed intervals for their meals as notified by the ringing of a bell. During such times of meals, silence, order and decorum shall be maintained.

2. Boys and girls shall for at least three of the working hours every day be instructed in the principles of the Tenoric Faith, and other such instruction so calculated to train young people habits of usefulness, industry, and virtue.

3. Diet of the inmates shall be so regulated as in no case to exceed in quantity and quality of food so prescribed, with the ordinary diet of the able-bodied laborers be greater than that of the aged and infirm.

4. Any inmate residing in the workhouse of his or her own free will (and not sentenced to serve by judge or law enforcer) may quit the workhouse at any time. The Warden must be provided three hours previous notice; however, no able-bodied inmate having a family may so quit without taking the whole of such family with him or her, unless the Warden otherwise directs. Nor shall any inmate, after so quitting the house, be again received into the house without a court order.

5. Any inmate who neglects to observe the rules as are applicable to him or her; who shall make any noise when silence is ordered; use obscene or profane language; by word or deed insult or revile any other inmate in the workhouse; who shall not duly cleanse his or her person; neglect or refuse to work; or pretend sickness; and/or disobey any of the legal orders of the Warden or other superintendent, will be deemed disorderly and shall be placed in apartments provided for such offenders or shall otherwise be distinguished in dress and placed upon such diet as the Warden shall prescribe.

The Daily Routine. The workhouse day begins when the rising bell rings out at dawn. After prayers, breakfast follows. Inmates then work (see below) from 7:00am until noon. After an hour for lunch, work resumes until supper from 6 to 7pm. This is followed by evening prayers, then bed by 8pm at the latest:

- breaking stones to be sold for road making (this done in the exercise yard)

- oakum picking — teasing out the fibers from old hemp ropes to be sold to the shipwrights.

- corn grinding using mill stones to make flour

- crushing gypsum (used in plaster manufacture)

- chopping wood (this done in the exercise yard)

- laundry— cleaning uniforms.

- sack making (cloth and burlap)

- kitchen duty — cooking or serving food to other inmates, stocking the stores and larder.

- piggery duty — cleaning the piggery, feeding the pigs, slaughtering the pigs.

- shoveling coal, carting coal

- Inmates can also be hired out as cheap labor to other locations as dictated by the Warden per need of the town, such as the Municipal Plumbing Supply *(Town Halls District #1)* or Town Lumberyard *(Town Halls District #4).*

Discipline. Discipline is strict, and unruly inmates are dealt with harshly. Refusal to work or attend a chapel service can result in a bread and water diet and/or confinement, as will impertinent language used against a guard. Indecent language or profanity can result in hard labor for three weeks. Fleeing the workhouse with an inmate uniform will result in a flogging at the whipping post; fleeing debtors sentenced here may be branded and sent to the gaol. Naughty boys will be flogged at the whipping post, and this happens nearly every day, as all boys are naughty -- it's axiomatic!

GROUND FLOOR

Waiting Hall. Where inmates wait to be processed.
Searching Room. Where inmates are stripped, searched, and cleaned before being sent to a receiving room.
Porter's Room. Where staff will store inmates clothes and possessions; where inmates uniforms are stored.
Boys and Girls School. Where boys (up to age 12) and girls (up to age 14) are instructed in virtues of the Tenoric Faith by Pious White, including lectures on being industrious and responsible citizens.
Bread Room. Where bread from the Bakehouse is crated and stored.
Bakehouse. Where dough is rolled on a large table and bread is baked in a large brick oven.
Flour and Mill room. Where four is ground and stored in cloth sacks.
Coals. Where coal (brought up from the basement) is stored for the central hub furnaces, kitchen, and bakehouse.
Work Rooms. There are five work rooms. One for women, girls, and boys, respectively, and two for men. (Refer to "The Daily Routine" above.)
Receiving Rooms. There are four such wards where admitted inmates spend two days being treated and interviewed. Washing rooms are adjacent to these.
Laundry. Where female inmates launder.
Refractory Ward. Where rule-breakers can be confined.
Dead House. Where the dead are place until cremation at a local temple.
Piggery and Slaughterhouse. Where pigs are raised and butchered.
Kitchen, Larder, Scullery. Where inmate nourishment is produced.
Day Rooms. Of variable use. Where the old and inform sit during the day, and also children under 7. When inmate population is high, these rooms can be converted to bedrooms.
Yards. The yards are used for both work and after lunch break time/exercise. The men's yard has a well.
Serjeants' Station. Where the four Serjeants of the Guard keep office and station, with water closet within.

FIRST FLOOR

Guard Station. Where the entire guard staff of 14 meet to break shifts, discuss duties and issues, etc. Adjoining here are a Captain's office, strong room (with 500-1,500 gold in mixed coin), and closet.

GIRLS' BEDROOM. Eight double beds here in which up to 25 girls (ages 7-14) can sleep.

MEN'S BEDROOMS. Two rooms, each with 10 single beds. These two bedroom usually reserved for the aged and infirm, as less stairs are involved.

WOMEN'S BEDROOMS. Two rooms, each with 10 single beds. These two bedroom usually reserved for the aged and infirm, as less stairs are involved.

DINING HALL. Where meals are served in shifts to men, women, and children.

CAPTAIN'S QUARTERS. These are the private quarters of Captain Basil Holdar who resides here alone, with no external family to speak of. He is provided a water closet and storage closet. Holdar has a good eye for talent. He will summon select inmates whom he believes can be of other use -- the young and clever orphan with a knack for thespianism, for example. Such persons are conveyed to the Beggarmaster, "Alf" Drumly *(CZY encounter #51)* for training. A young man or woman who declines the "offer" is threatened with pillory time at the gaol. A secret tunnel is located in the coal storage wing of the basement, and this is where the conveyance takes place. The Warden is unaware of this operation. (See **basement** for more.)

SECOND FLOOR

BOARD ROOM. Where the staff is assembled by the Warden of Debtors to discuss issues and policies. Clerk's office is used by staff who scribe paperwork, with adjacent records storage and supply closet.

BOYS' BEDROOM. Eight double beds here in which up to 25 boys (ages 7-12) can sleep.

MEN'S BEDROOMS. Two rooms, each with 10 single beds.

WOMEN'S BEDROOMS. Two rooms, each with 10 single beds.

CHAPEL. Devoted to Berchta, the major goddess of cleanliness and industry. In the northwest and southwest corners are *holy water* basins. Oak pews line the center of the nave, with side aisles for standing. In fresco running between the windows north and south walls is a pastoral scene of laborers threshing a field of corn. They are all handsome, smiling people, seemingly joyful to be at work. The pulpit has a beechwood altar, and behind the altar are stained glass windows. Two staff members assist Pious White in services; he also has choir boys sing at the dawn service. When holding a service or ceremony, the priest will don a surplice (white gown with wide sleeves) over his cassock and a fiddleback chasuble (sleeveless, hooded vest) over all. The vest is magenta, embroidered with runes of the Tenoric faith and a depiction of Berchta -- an old woman with beady eyes and a long nose.

PRIEST'S QUARTERS. This is where Pious White resides alone. He has a vestry closet (also with propitiate materials) and a water closet.

THIRD FLOOR

Children's Bedroom. One large bedroom with 15 double beds in which up to 50 children (boys and girls under 7 years of age) are placed.

Women's Bedroom. One large bedroom with 23 single beds.

Men's Bedroom. One large bedroom with 23 single beds.

Warden of Debtors Office. Where the Warden of the Workhouse will hold private meetings with select individuals, such as politicians, judicial officials, and noblemen.

Warden's Lounge/Dining Hall. Where the Warden's family gather. Master Beasley has a wife, Mistress Constance, and two young children. Dining table, bronze wall sconces, brass chandelier, imported rug from the Far East (worth 500 gp), ivory chess set (worth 250 gp), cushioned chaise lounge, and family portraits.

Warden's Master Bedroom. Where the Warden and his wife rest; four-poster, oak armoire, oak bureau, and bookshelves. One drawer in the bureau has a false bottom under which 750 gp worth in assorted gems are stashed.

Guest Bedrooms. One for the children, the other kept vacant for guests. Each with two beds, bureau, and armoire.

BASEMENT

The basement of the Workhouse is a low-ceiling (5-foot) flagstone slab floor with surrounding foundation of stone block and mortar. It is of cruciform shape, like the building above, the central hub being noted for its large furnace where inmates will shovel coal.

Hub. The furnace pipes heat to the entire central hub, lead flues running in the walls.

North Wing. Emergency Ward. Kept with several pallets and straw mattresses in the instance that the Workhouse becomes overpopulated. Up to 50 additional inmates can be placed here in dire circumstances.

South Wing. Storage area for surplus tools (many in need of repair) and materials used in the work rooms.

East Wing. Where food stores are kept, such as kegs of beer, barreled wheels of cheese, and sacks of lentils and grain.

West Wing. Where coal and chopped wood is stored for the furnace. Coal is trucked to the ground floor coals room, then conveyed to this location, for lack of a basement service entrance.

There is a secret door here that leads to the Thieves' Guild Underground (*CZY encounter #52*). When the Captain of the Guards Basil Holdar so arranges, young inmates of potential are sent here to shovel coal. From here they are conveyed to the Beggars' Brotherhood (*CZY encounter #51*) via secret passage by a pair of spriggans -- malign little people with furry bodies, large luminous eyes, and long tails. The potential "beggars" are brought directly to the Beggarmaster by recommendation of the Captain, who receives supplemental income from this endeavor. The Warden of Debtors is quite unaware of his main man's duplicity, this potentially resulting in conflict between the two should the Castle Keeper wish to further develop this hook.

SPRIGGANS x2 (*These chaotic evil creatures are HD 1d8, HP 7, AC 17. Their primary attributes are physical. They carry a dagger and two darts. Special: invisibility, confusion.*)

The spriggans will always arrive *invisible* before the scheduled meeting time so as to assess the situation. If they feel the situation is dangerous or otherwise threatens the secrecy of the Underground, they will hide and then flee to inform their leader. When attacking they will do so while *invisible*, one attempting a touch attack to *confuse* the opponent while the other attacks with a weapon.

ADVENTURE HOOK: Released from the Workhouse.

What follows is a hook that "brings the party together" at the first level when running an Yggsburgh campaign -- the way the characters come to know one another, as it were, at The Workhouse. The characters are of lowly beginning, having fallen on hard times and consequently convicted of indigence, either for debts accrued, or possibly having checked themselves in for lack of any other alternative. Having been stripped of their clothes and washed, issued uniforms and set to work, they are of the more capable sort as compared to the very young or the old and infirm. They've been shoveling coal, breaking stone, chopping wood, crushing gypsum, etc.; they attend services at the Chapel, and they sleep in rooms as appropriate to gender. Perhaps a few of the characters have gotten to know one another.

One morning, the Warden of Debtors summons them to his office. By guard the characters are conveyed to his third floor office where they are served brandy, wine, salted fatback, and cheese -- the finest grub they've eaten in weeks! The Warden informs them that he's had his eye on them each and all, having been apprised of their capabilities by Pious White. He knows that they are each capable of much more than the Workhouse. He has an offer . . .

The offer is the purview of the Castle Keeper, who can use this hook as a segue to other adventures in this series. Perhaps the Warden offers them preset equipment, armor, weapons, and transportation; alternatively, he may offer them a sum of gold to be split and so used to purchase equipment. Either way, the Warden should have a reason for this sponsorship: an item he desires, a percent of the future coinage won, or perhaps political recognition by his peers should the characters perform some good deed in his name.

NEW MONSTER:

SPRIGGAN

NO. ENCOUNTERED: 2-5
SIZE: small (or large)
HD: 1(d8) +3 (or 4d8+5)
MOVE: 40-ft
AC: 17 (15)
ATTACK: by weapon type (dagger, darts)
SPECIAL: Spells and Thief Skills
SAVES: Physical
INT: Average
ALIGNMENT: Chaotic Evil
TYPE: Fey
TREASURE: 1
XP VALUE: 60+3

Spriggans are ugly, malign little (2-foot tall) people with furry skin, long tails, and luminous eyes. They are found on the fringes of society -- sewers, abandoned buildings, vacant areas, etc. In their natural state they are sometimes mistaken for cats. They revel in causing mischief of the most sadistic species, and are noted for being proficient thieves.

Combat: Spriggans often work in tandem, using their *confusion* and *invisibility* powers to rob their victims and escape before violence. Rare spriggans may also use a special form of *alter size* in which they transform to 10-foot height. In giant form, they become 4d8 (+5) HD creatures, AC 15.

Spell-like abilities: *confusion*, *invisibility* (1/day), as if by a 5th level caster. 1 per 10 spriggans can use a variant of *alter size* (giant) at will.

Thief abilities: Spriggans have all the abilities of a 5th level thief with 19 dexterity.