

CASTLES & CRUSADES

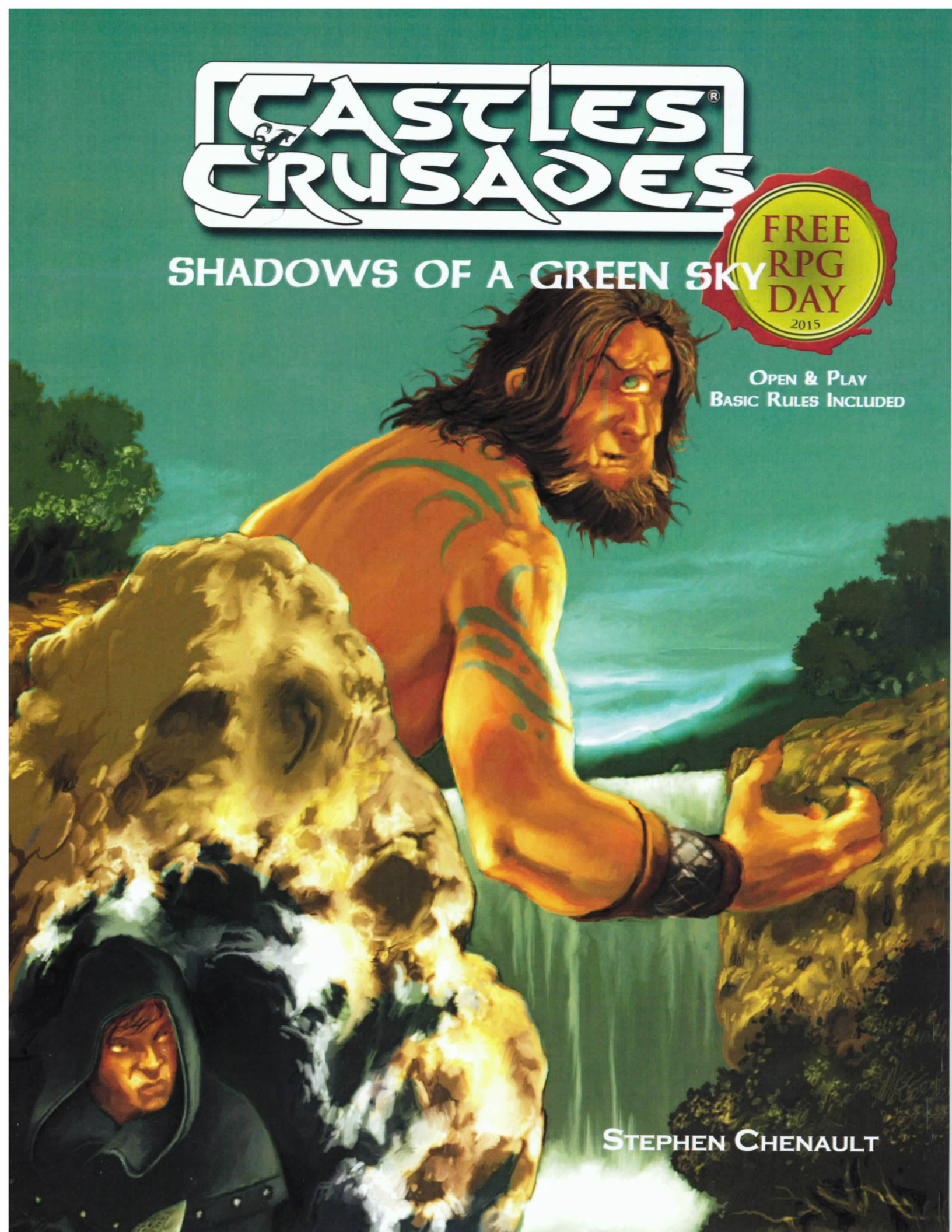
SHADOWS OF A GREEN SKY

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OPEN & PLAY
BASIC RULES INCLUDED

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CASTLES & CRUSADES®

SHADOWS OF A GREEN SKY

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SHADOWS OF A GREEN SKY

Shadows of a Green Sky is an adventure module designed for use with the Castles & Crusades Role Playing Game. Unlike most adventure modules **Shadows of a Green Sky** includes the Open & Play Basic Rules you'll need to play the game. As you read through the adventure you'll find a nice blend of story, playable adventure, and rules. You'll be able to play the game as you read it. For more advanced and complete rules to play Castles & Crusades be sure to check out the **Castle & Crusades Players Handbook**, **Castles & Crusades Monsters & Treasure** and the **Castles & Crusades Castle Keepers Guide**. They are all available at your local hobby shop or online.

Shadows of a Green Sky is an adventure module for 3-6 player characters. It has a 2nd-5th level challenge rating, in other words, the characters conducting the adventure have some experience. They are somewhat greater than a novice, though not veterans. The adventure begins beneath the shadows of an eerily green sky, when the characters encounter a group of terrified villagers fleeing into the mountains. After assisting the villagers they are told that their village elders have been captured or consumed by some terrifying force of chaos and evil and offered the job of liberating the town. In fact the green skies have brought an evil curse of the chaos-god Narrheit's making. The town elders have turned into horrid monsters and begun devouring the villagers themselves. As soon as the people fled, the monsters settled in the village, turning it into a nightmare.

It is the characters' task to cross the Misling River, fight the cyclops, infiltrate the village, enter the main town hall, and slay the monstrosity within, actually a gibbering moulder. Once successful, they are given a reward in gold and silver, as well as their likenesses set in marble for all to see.

Player characters are provided in the back. These include short rules on how to play the character, what their skills are and how to use them as well as names, equipment, etc. If you find that you have more players than characters provided, simply duplicate one, change the character's name and continue play.

BEGINNING PLAY

One person must be the Castle Keeper. The Castle Keeper, or CK for short, is the person who reads the adventure module, **Shadows of a Green Sky**, and runs the game. Essentially they narrate the adventure. This involves giving the players the back story, or introduction, for the adventure, or as much of it as they choose, reading or paraphrasing the descriptions to the players, asking the players to take action and determining the outcomes of those actions. It also involves determining what the monsters are doing at any given time and adjudicating any combat that should arise. Descriptions on how to do this are including below.

The rest of the players choose one of the supplied characters in the back of the book and they play that character. The character's name is given as well as their profession, their skills and any equipment they are provided. A much larger assortment of characters and races are given in the **Castles & Crusades Players Handbook**. It is the players task to listen to the CK and determine the best course of action for their characters.

2 CASTLES & CRUSADES

TERMS YOU'LL FIND USEFUL

CASTLE KEEPER: The person running the game, also referred to as the CK for short.

PLAYER: A person playing a character in the game.

PLAYER CHARACTER: A character in the game, or PC for short.

ATTRIBUTE: Attributes represent a character's physical and mental traits.

ATTRIBUTE CHECK: A check made on a d20 that determines whether you are successful at an action or not.

PRIMARY ATTRIBUTE: Those physical and mental abilities in which a character is particularly well trained or every experienced in using. A character or monster gains a +6 when rolling a primary attribute check.

SECONDARY ATTRIBUTE: Those attributes that the character uses with only average skill.

WHAT YOU'LL NEED

This book, some scratch paper, pencils for all participants and the following dice, preferably a set for each participant: d20, d12, d10, d8, d6 and a d4.

INTRODUCTION

In the long ago Days before Days, when the world was young and the All Father's purposes was not known, Aihrde was dark. At times the earth convulsed and vomited flame into the heavens and the All Father saw his world in the light. For this reason he plucked substance from his own being and fashion Mailahm. He cast her into the heavens as a great curtain and she blanketed the world in a silvery light. All those creatures of the Val Eahrakun, that is those who were made in the Void, marveled at the light. It was soft and silvery and altogether gentle. This was before the light of the sun fell upon mountain, hill, or lake and before Mailahm harvested her own form and set herself as the moon in the night's sky. All the world rejoiced at the grace of her light and the All Father was pleased. This age was called the Faul Mur, and it belonged to her.

But Narrheit, her brother, one of the greater of the Val Eahrakun, who later men worshiped as a god, and who was ever malicious and clever, saw her labors and the beauty of it. His mind was ever clever, at times cruel, and always bent on some malicious jest that unsettled the world of the All Father's making. He crossed the heavens and slid through a belt of Mailahm's curtained light. "Mailahm! It is clear to me that you are Erde's favorite," for this is how the Val Eahrakun and all those who came later addressed the All Father. "And this is as it should be, for he made you of himself and with purpose and design in his every thought."

"How is it so Narrheit? Our Father culls no favorites from the herd of his creation. He loves us all in his way, my light but sharpens his design."

"Nay sister-moon, he bares no love for us, not the children of his first thought, those who came to life in the emptiness of the Void, for we were aside from his purpose in that realm. But he loves you, for you are of his most eager thought."

"As you say, Narrheit. But I do not speak for others, I keep my own council and my own purpose."

"As you should sister-moon, as you should. Not all those creatures who crossed over from the Void are kind and not all look to your best interest, and they might use your wisdom or your purpose against you."

"As you say, Narrheit."

But Narrheit's intent was fulfilled, for he had divined her purpose and knew the All Father's intent. And as they spoke it came to him that he should mar it in some way, for this was his great joy under the heavens and beneath the world and in all that he did. And he left her, but some bend of the light of her followed in his wake and it longed for his touch and it changed for lust of him and turned first red, then green.

Mailahm looked upon the green light captured in her curtain, and knew it was a part of her, but it was only a small part and she smiled in sorrow, for from it she saw that harm would fall to the earth. But her's was not a power that could overcome Narrheit's and she knew that only his touch could calm the lust of that light. This she did not relish and so she carved it from her and set it adrift in the skies over the world.

So it was from that age to this, that at times, the skies turned green and doubt and wrath came to the world, for these were the echoes of Narrheit's purpose. And these were called the Shadows of Narrheit, or the Shadows of the Green Sky. Whenever the shade of it came to rest upon a place or people a madness took them, and they turned upon one another, or horrors rose from their own minds, or they were corrupted and destroyed all that they loved and thus Narrheit's purpose was met and his joy in chaos granted.

IMMESBERG

Mount Norling, more a chain of tall hills than a single mountain, once housed a thriving community of dwarves. They delved deep beneath the earth and built wondrous towers and walls upon the jumbled slopes of those gentle hills. Their realm stood between the high flat plains of the Massif and its massive Lake, Orion and the tumbled dark forests of the Twilight Wood. They thrived for many years, mining it for marble and other precious stones and in doing so they shaped the mountain and the forest, leaving their mark for all the long centuries to come.

In time the dwarves were driven out of Norling and men came to dwell there, but the mountains stood far from the trade routes and its importance dwindled. The dwarven walls and buildings fell to ruin and men moved into houses along the slopes of the range. There they mined for marble, even as the dwarves had, and a small trade picked up between the people of Norling and the men to the north in the kingdoms and holdings of the knights of those many realms.



One such town, perhaps the largest, where the marble is mined, cut and loaded onto wagons for transport is Immesberg. A sprawling community of about 600 men, women and children, Immesberg is a free town, with no direct overlord. They are governed by a Council of Elders, all of whom are associated with the marble trade in one capacity or the other. The people are generally free to decide their own future, though many owe their livelihood to the trade in one capacity or the other, and the elders in particular.

The town itself has no particular geographic center, rather it consists of dozens of houses spread out along the slopes of Norling, in the edge of the woods and upon the banks of Misling River. The Town Hall is the main structure, and it looks as much like a two story house as anything else. Most of the town's business and governance takes place here. Caravans are assembled and supplied, money exchanged, payments made, justice meted out, taxes collected and so forth.

The town itself stands upon the eastern bank of the Misling River. The Misling creates a border between the Norlings and the Twilight Wood and town. This fast flowing torrent has only one crossing from the west and the Norlings, called the Jumbled Rocks. Crossing here is relatively easy in late summer, fall and winter as the river runs almost dry. The locals cut their marble, cart it to Jumbled Rocks and stack it. Whenever the river is down, they cart it over, when it is high, they use a rope which extends from one bank to the next to guide themselves across – though of course no marble is carted over the river during the flood season.

GREEN SKIES

Three days previous to the characters arrival above the slopes of the village the skies opened up and rain fell in buckets. The spring melt brought a torrent of water down the Misling course. Winter was at last over and spring had come to Immesberg. The joys of the early season were quickly lost however, for when the rain passed, the skies turned green. People marveled at it, for though they had heard of green skies in tales and legends, non living had ever witnessed it.

Fear gripped the town. Livestock was driven into the woods, children were herded into houses, valuables secured, doors were locked and barred, and windows shuttered. But for the Council of Elders, all remained within their homes.

As was only right and proper, these goodly men and women set themselves on watch. They wandered the streets checking to make sure all was secure and the people safe behind closed doors. They threw up fences to keep the livestock from wandering back into the town. They covered the wells to keep some creatures from poisoning them. In short they did all that the could to keep the people safe from whatever might come.

But their vigilance was their undoing, for the skies cast Shadows of Narrheit upon all that walked beneath them and the elders were taken by wild afflictions. The first to fall was Barkala the Tall. His bones stretched and his face consumed one eye so that before long he took the form of a cyclopean giant. A madness took him and Barkala stove in the head of one of his comrades and turned the skull into a cup from which he drank a deep draught of blood and brain. The others, 8 in number fled Barkala's madness and bolted themselves inside the Town Hall.

He pursued them there and flung himself at the door; all the elders gathered, setting their weight against he door to keep out the maddened giant. And there the affliction took them, their bodies began to fuse one to the other, flesh to flesh and bone and more besides. Their pains and cries were such that they carried far and wide and few were in doubt that madness and terror had come to Immesberg. Only one avoided the affliction and he fled into the cellars of the Town Hall, but the creature that came of the others tore the door asunder and crawled, walked or slid forth into the town itself.

For two days of unbound terror the gibbering moulder crawled through the town, slipping beneath the cracks of doors, or into windows. Once incide few could stand the horror and the stench and they died, consumed by its chaos, absorbed into the gibbering moulder. Many set their own houses to flame hoping to kill it, but it proved too fast or too coated in the slime of some other world to burn.

At last the survivors fled, tearing open doors and windows they leapt to freedom. Carrying their children on their backs, they crossed the river, despite its rage, and crawled up the slopes of the Norling. A dozen died in the flight, consumed by the giant or the moulder, and a dozen more were lost to the torrent of the Misling but the rest fled high and took up refuge in the old dwarven caves and beneath the walls, hoping that the magic of the old world would keep out the horrors of the new.

4 CASTLES & CRUSADES

For his part Barkala took up residence in the Misling, to keep any others from fleeing or to capture any others who might return. The gibbering moulder returned to the Town Hall, where it settled in sorry pools of its own filth and stench.

BEGINNING PLAY

The above should supply the CK with all the background information they need. The Castle Keeper is invited to share whatever information they desire with the players, but it is best to do so through role playing when appropriate. For instance, the legends of the encounter between Mailahm and Narrheit are well known, and the characters might already know about the wild and unexplained events that come with a green sky. On the other hand, they would have no knowledge of the particular chaos that has afflicted Immesberg. These details are best revealed through role playing, with the characters actually encountering and speaking with the villagers as outlined in *Desperate Refugees* below.

NOTE: If the characters need background as to why they are here inform them that they have recently delivered a package of magical components to a wizard that dwells on the shores of Lake Orion. Once delivered and paid they set their noses to the east to head for the coast and see what new adventures lie before them. To get there however, they had to cross Mount Norling, which they did after many days. They are only now coming off that trek and headed for the small town of Immesberg which the wizard told them offered safe refuge on their easterly journey.

They have only just arrived.

DESPERATE REFUGEES

The adventure begins as the characters come over the rise and encounter the villagers huddled beneath the walls of an old dwarven ruin. The CK should read or paraphrase the following description to the players. This represents what they see as the game begins

As you top the rise the eerie green tint to the sky that you've been seeing all day becomes all the more real as the heavens above you seem virtually bathed in it. But beneath you, perhaps 200 feet down the ridge line, you see and hear a large group of people. They are huddled beneath the walls and ruins of an old keep. Bedraggled and worn looking, with few belongings, they seem distressed, indeed, the weeping children and the mad scramble of men and women to repair the walls around them, highlights their fear. In the distance a pall of smoke hangs over what can only be the ruins of a village.

Assuming the party approaches the villagers, the latter scramble to form a line of defense, gathering what few weapons they have. They have no idea who or what the players are or what they are doing.

As the players approach one villager steps forward, a young man with a bow in his hand and a handful of arrows. He calls to them to stop and talk.

WISDOM ATTRIBUTE CHECK: The characters might notice how terrified and hungry the villagers are and realize the dire nature of the plight. Ask each player to make a wisdom attribute check. To do this, ask them to roll a d20, and add their level and their attribute bonus, if they have one, to the number rolled. If it is a primary attribute they should also add 6 to the roll. If the result is equal to or greater than 18 they notice the desperate plight of the villagers. This should come into play as they roll play the encounter.

The CK may desire to role play the encounter. In this case, assume the person of the bowmen and talk to the characters. The players must of course assume the persons of their characters, affecting whatever mannerisms and speech habits they desire. Through role playing the CK can reveal the whole terrible story, as related in *Green Skies* above, to the players, through reading verbatim or paraphrasing the section.

During the course of the conversation the CK should read or paraphrase the following: "There are but two of the monsters that we know of. There is a one-eye giant that holds the only river crossing, Jumbled Rocks. He eats flesh raw and should be approached carefully. The other creature, a true monstrosity has taken up residence in the Town Hall, the only whole building left on the river's banks! They'll have to both be killed to get our village back!"

If the CK does not desire to role play the encounter then simply relate what has happened to the village to the players and tell them that the villagers are offering them the princely sum of 1000gp to go to the village and destroy the evil that has consumed it.

In any case the villagers offer the characters 1000gp to free their village of the monsters and they offer to carve their likenesses in marble and set them up, overlooking the river, for all to see.

NOTE: It should be noted that the characters provided in the back of *Shadows of a Green Sky* have a good alignment and attacking the villagers would be wholly out of their realm of possibility.

GAME PLAY: ATTRIBUTE CHECKS

As the characters move down the ridge to the river and the inevitable encounter with the cyclops it is natural for them to ask what actions they are able to take. Questions like "can I sneak down the ridge?" or "can we see the cyclops?" or "does it look as if I can swim the river?" are all natural and should be encouraged. The answer to almost any question asked by a player in reference to actions that his character can take, should be "yes, you can try."

Players can try almost anything. Whether they succeed or not is an entirely different story. To succeed they must make a successful attribute check by rolling a d20.

EXAMPLE: A player asks if his character can hide behind a boulder. The CK asks them to make an attribute check. It can be any attribute the CK desires: strength, dexterity, constitution,

wisdom, intelligence, or charisma. Hiding and sneaking is generally determined by dexterity, so in this case the CK might ask them to make an dexterity check.

The difficulty of the task is either pre-determined in the module, or it must be determined by the Castle Keeper.

Success of a check is achieved when the roll, plus its bonuses, equals or exceeds the target number assigned by the adventure or the CK. The target number is equal to 18 plus the challenge level as assigned by the CK.

EXAMPLE: To hide behind the boulder, and keep the cyclops from seeing him, is an attempt at outsmarting the cyclops. The challenge level is five, because the monster's hit dice is 5d10. Therefore the target number is 23, 18 base, plus the CL of 5. The character must meet or succeed 23 on their d20 to sneak down the hill.

The character now rolls the d20. They add their level and any attribute bonus they have to the roll, the resulting number must meet or exceed the target number.

NOTE: A characters always adds their level to an attribute check. This represents the amount of experience they have and their ever increasing ability to achieve tasks. A 2nd level fighter adds 2 to any attribute check. A 4th level rogue adds 4 to any attribute check. A 14th level character adds 14 to any attribute check.

EXAMPLE: The 3rd level fighter is trying to sneak down the hill. They have no special ability to sneak and gain no bonuses for it. A roll on a d20 comes up 14. The fighter adds his level, +3 and his dexterity bonus. In this case his dexterity is 15 and he is able to add +1. His total is 18. He did not meet or exceed the required 23 to hide behind the boulder.

TERMS YOU'LL FIND USEFUL

CHALLENGE LEVEL: The difficulty of any task. Also referred to as CL. These numbers are randomly determined by the CK and based on how easy or tough or impossible a task should be. An easy task might have a CL of 1-3. A tough task might have a CL of 4-8. A hard task might have a CL of 9-12. An impossible task might have a CL of 13+. The CL is added to the base 18.

NO CHECK REQUIRED: Not all actions require an attribute check and might be an automatic success. For instance, if a character wishes to kick dirt on a fire, this action is easy enough to do, requiring no special skills or abilities.

MISLING RIVER

To get to the town and the town hall the characters must cross the Misling River. It is early spring and the river is flooded, and worse, the river has a massive current. There is only one close crossing, Jumbled Rocks Ford, and it is held by the cyclops. The characters must pass down the slope to the river to get at the crossing or the cyclops.

The river's west bank, the side upon which the characters are presently standing, consists of a long flat shelf of ground. There are several piles of marble here. This is the marble that the villagers cut, but have not had the opportunity to get across the river. The piles are stacked upon the shelf. There is also a marble statue here. The cyclops is lounging with his back propped against the statue. There is a rope that crosses the river, anchored on the statue on the west bank, and a similar statue on the east.

FINDING ANOTHER CROSSING

The characters can attempt to cross the river another way, by constructing a rope bridge, finding another ford, swimming it or any of a number of methods that they may concoct. If they do manage to negotiate the river away from the Jumbled Rocks Ford, allow them entry into the village. The cyclops is not likely to see them as it is watching the slopes above, however, they will still have to deal with it eventually.

NORTH FORD

There is one ford north of the Jumbled Rocks, North Ford. It lies 12 miles up river and requires a day's walk and climb to get to it. The return journey, back down the river, is also a full day's journey. Any of the villagers can tell them this, or they can explore in that direction. The journey is tiresome and difficult.

The CK may want to spice up the journey with an encounter with a wandering monster. If so and they end up fighting the monster, refer to *Combat* below for rules in conducting a combat.

The gargoyle has assumed the form of a statue overlooking the river bank. He waits until the characters have passed him and then he attacks.

If they investigate the statue/gargoyle they must make a wisdom attribute check in order to successfully recognize the creature.

WISDOM ATTRIBUTE CHECK: The characters might notice the gargoyle is not a statue. Ask each player to make a wisdom attribute check. To do this, ask them to roll a d20, and add their level and their attribute bonus, if they have one, to the number rolled. If it is a primary attribute they should also add 6 to the roll. If the result is equal to or greater than 23 they notice the creature is breathing.

If it is detected, it attacks immediately.

Note: The attribute check's base target number was 18, but modified by the monster's hit dice, $18+5$ is 23.

GARGOYLE (*This chaotic evil creature's vital stats are HD 5d8, AC 16, HP variable. Its primary attributes are physical. It attacks with 2 claw for 1d3, a bite for 1d6, or a gore for 1d4 points of damage. It flies at a speed of 75 feet per round. It has darkvision 60 feet, and is able to appear as a stone statue by freezing itself in place.*)

NOTE: Overland journeys are often fraught with the dangerous encounters. There are monsters that dwell almost everywhere in fantasy environments.

Once they come to North Ford, they can attempt to cross it. However, crossing this ford is not easy. Each character must make a dexterity attribute check to get across. If they fail the check they suffer 1d4 points of damage, and must make the check again, taking damage each time they fail or until they successfully cross the river.

DEXTERITY ATTRIBUTE CHECK: The characters may fall while crossing North Ford. Ask each player to make a dexterity attribute check. To do this, ask them to roll a d20, and add their level and their attribute bonus, if they have one, to the number rolled. If it is a primary attribute they should also add 6 to the roll. If the result is equal to or greater than 15 they successfully cross the river. If they fail this check they fall into the water and are battered around for 1d4 points of damage.

SWIMMING ACROSS

The river itself is fierce, with a violent current. Swimming it will be challenging. Allow all characters observing the river to make an intelligence attribute check to determine the relative danger of the river.

INTELLIGENCE ATTRIBUTE CHECK: The characters might notice how powerful the river is. Ask each player to make an intelligence attribute check. To do this, ask them to roll a d20, and add their level and their attribute bonus, if they have one, to the number rolled. If it is a primary attribute they should also add 6 to the roll. If the result is equal to or greater than 18 they take note of how dangerous the water is.

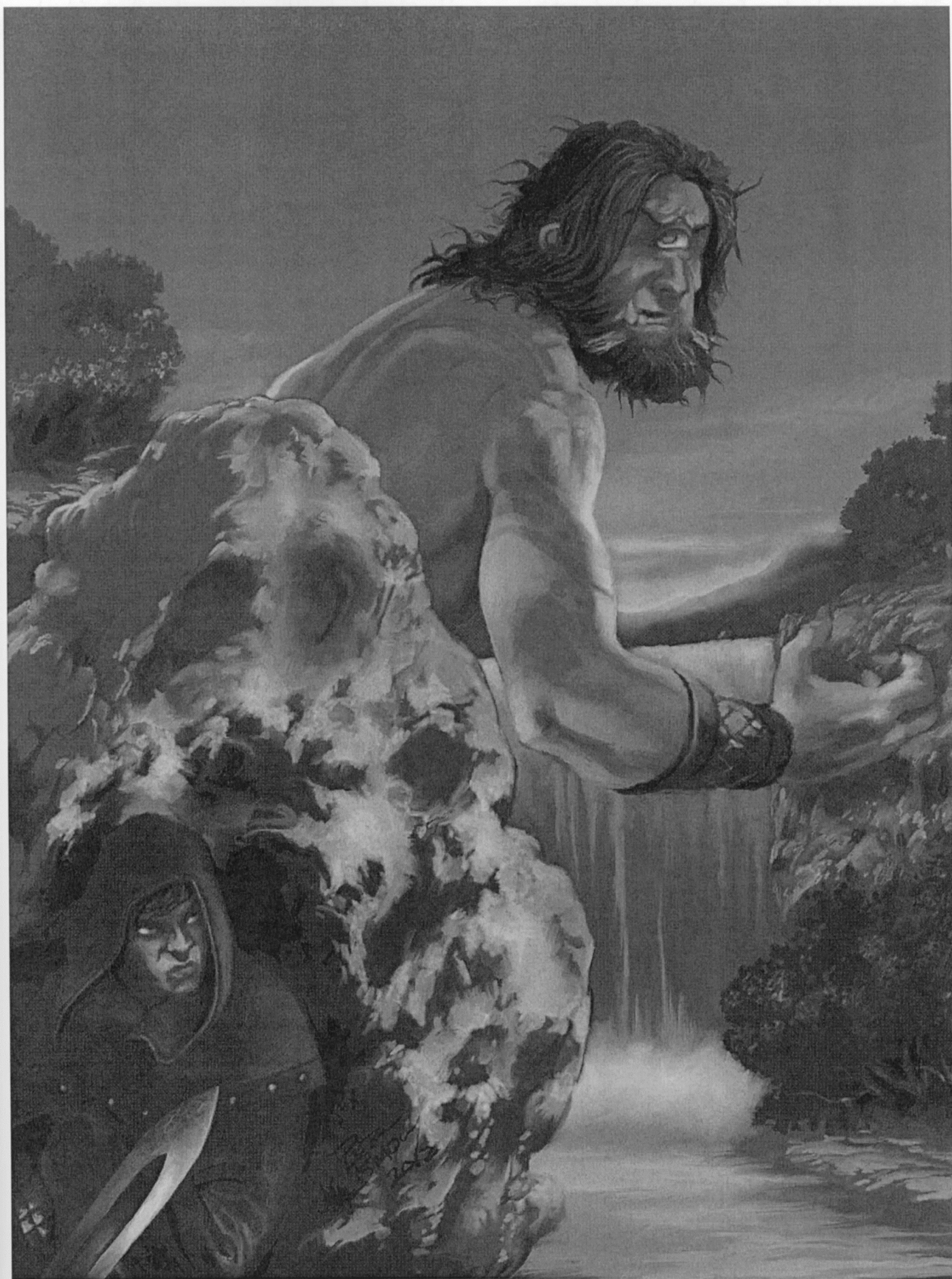
If they still wish to try to swim the river they must make a dexterity attribute check equal to or greater than 22. If they succeed, they successfully cross the river.

DEXTERITY ATTRIBUTE CHECK: The characters might attempt to swim the river. Ask each player to make a dexterity attribute check. To do this, ask them to roll a d20, and add their level and their attribute bonus, if they have one, to the number rolled. If it is a primary attribute they should also add 6 to the roll. If the result is equal to or greater than 22 they successfully cross the river. If they fail, they are swept up in the current and suffer 1d8 points of damage. Each round after that they may attempt to pull themselves from the water by making another dexterity attribute check. Each failed check results in 1d8 points of damage, until they exceed their number of hit points or successfully cross the river.

Once across the river they can enter the village. Skip *Jumbled Rock Ford* to *Town Hall Meeting*.

JUMBLD ROCK FORD

The ford is the only safe and logical way to cross the river. The CK should read or paraphrase the following description to the players. This represents what they see as they approach or look down upon the river.



The river tumbles down from the north and west in a series of herculean falls. The violence of each raises clouds of water and mist that blanket the river in an ominous fog. Below the falls the river widens across two shelves of rock, one on either side of the river. There a small army of multifaceted rocks jut from the river flow, breaking the noise of its strength. Below this the river narrows again and offers little, if any passage. On each shelf on either side of the river, tall, stone statues stand, each shaped as if holding something and indeed a thick rope stretches across the hole width of the river, offering the traveler a safe grip on any crossing. But on the western bank, where you stand, is the cyclops. Leaning against the statue holding the rope, back to back as it were, he gazes tiredly up the slopes of the hill.

The cyclops has been sitting against the statue for over a day. He is very bored and is constantly nodding off. Each character should make a wisdom attribute check to determine if they notice the giant's head occasionally nodding.

The cyclops is roughly 10 feet tall. He is naked but for the club he wears, but his skin is twisted and scarred in places, as if patched together from so many rags. He is bald, with one large eye dominating a disgruntled forehead.

WISDOM ATTRIBUTE CHECK: The characters might notice how exhausted the cyclops is by his nodding head. Ask each player to make a wisdom attribute check. To do this, ask them to roll a d20, and add their level and their attribute bonus, if they have one, to the number rolled. If it is a primary attribute they should also add 6 to the roll. If the result is equal to or greater than 19 they notice the giant is falling asleep and then waking up about every 5 minutes.

If one of the characters notices that the cyclops is sleeping they can impart this knowledge to the others through role play or through simply telling them. What they do with the information is completely up to them.

NOTE: It is very likely that the the characters will begin attempting actions that are not covered by the written text. Refer to *Game Play* above to help determine the necessary attribute checks they must make to attempt any actions.

GAME PLAY: MONSTERS

Monsters take actions with attribute checks in the same way players do, as noted above, with a few noticeable exceptions.

Monsters always add their hit dice total to any attack roll or attribute check they must make. A 4 HD monster adds 4 to its attack or attribute check, an 8 HD monster adds 8 and a 14 HD monster adds 14.

EXAMPLE: Each time a lesser cyclops attacks they add 5 to their attack roll because they have 5 HD.

A monster does not have normal attribute listings. They have either none, physical or mental. If they have none they do not

add anything but their HD to their attribute check. If they have physical attributes they also add 6 to any check that might require a physical check: strength, dexterity, and constitution. If they have mental attributes they add 6 to any check that might require a mental check: intelligence, wisdom and charisma.

EXAMPLE: If a lesser cyclops has to make a dexterity check to swim the river, they gain a +6 on that check.

FIGHTING ONE EYE

If the characters take note of his sleepy condition by making a successful wisdom attribute check as noted above, they are able to attempt to approach the cyclops undetected and attack him before he is able to throw any boulders. He will wake as they approach however, unless they are able to make a successful dexterity check and sneak up upon him.

DEXTERITY ATTRIBUTE CHECK: The characters might be able to get within striking distance without waking up the giant. Ask each player to make a dexterity attribute check. To do this, ask them to roll a d20, and add their level and their attribute bonus, if they have one, to the number rolled. If it is a primary attribute they should also add 6 to the roll. If the result is equal to or greater than 19 they gain initiative (see *Combat* below) on their opening attack on the giant. In other words they can swing before the giant can.

Regardless of whether the characters approach undetected or not, the cyclops is not that asleep and he wakes up as they attack him or approach. If they are unable to notice he is sleeping or to approach undetected he spies them coming down the slope and immediately begins throwing boulders. He has two at hand. He throws them at a random character, determined by a die roll, and then scoops up his club and waits for them to approach.

NOTE: If the characters have bows, spears, magic spells or other ranged attacks, they are able to make the attack from a distance and can do so without fear of engaging the cyclops and his club, until he charges them or strikes them with a boulder. Refer to *Combat* below.

The cyclops fights to the death. He will not give any quarter, nor ask for any. He attacks the party up the hill if they do not approach the river crossing. If they do he waits by the river and fights them there. If they run he pursues a random character.

CYCLOPS, LESSER (*This chaotic evil creature's vital stats are HD 5d10, AC 15, HP 48. His primary attributes are physical. He attacks with a large club for 1d10+2 points of damage. Any attack the cyclops makes is done at a -2 due to poor depth perception. He is able to throw boulders up to 200 feet for 1d8 points of damage.*)

GAME PLAY: COMBAT

When characters encounter a monster they have several choices in front of them. They can avoid the encounter, attempt to treat with the creature, or attack the creature. These are called encounters. More often than not the encounter involves battle,

particularly when that monster is evil. The creature's nature is explained in the monster book (**Monsters & Treasure**, **Monsters & Treasure of Aihrde** and **Classic Monsters**) or in the stat block in any given adventure module.

EXAMPLE: The lesser cyclops is described as chaotic evil in the above stat block.

When combat occurs it is resolved, like the attribute check, through the use of dice and the first step is to determine who goes first. This is determined by an initiative roll. The player or players and CK each roll a d10. The player or CK who rolled the highest number acts first. Each player can take one action during a combat round. Once their action is declared, the person with the next highest initiative roll acts, and once done, the person with the next highest roll, etc. Once everyone has taken an action, the round is complete. The next round begins with another initiative roll and so on until the battle is over.

NOTE: The CK often keeps their dice rolls secret, hidden behind a game screen or similar device. This allows them to better control the outcome of a battle. For instance, the CK may desire a character to avoid death and fudge a roll, making it lower than it actually was.

The actions characters can take include melee, spell use, and missile fire.

MELEE: Melee includes using a hand held weapon or body part. The one meleeing rolls a d20. They add their Base to Hit (noted as BtH on the character reference sheet) or their hit dice in case of a monster, to the roll. They also add their strength modifier, if they have one, and any magical bonuses, such as a magical item, to the roll. If the modified number is equal to or greater than the target's AC, they score a hit.

EXAMPLE: The lesser cyclops swings his club at the fighter. The fighter has a 17 AC. The cyclops rolls a d20, with a result of 14. His hit dice, 5, is added to the 14, and 2 is subtracted for poor depth perception, for a total of 17. The cyclops hits the fighter.

MISSILE FIRE: Missile fire includes ranged weapon attacks, such as a bow, spear, or javelin. The one firing the missile rolls a d20. They add their Base to Hit (noted as BtH on the character reference sheet) or their hit dice in case of a monster, to the roll. They also add their dexterity modifier, if they have one, and any magical bonuses, such as a magic item, to the roll. If the modified number is equal to or greater than the target's AC, they score a hit.

SPELL USE: Spell use includes any magical spell cast by a player, such as a cleric or wizard, or a monster. Spells include defensive spells, offensive spells and spells of effect. Defensive spells generally improve the target's defenses against physical or magical attacks. Offensive spells cause damage to the target. Spells of effect impact an area around a target. Read each spell description carefully to learn what they do.

MAGICAL ATTACKS AND ABILITIES: Some monsters have magical attacks and abilities, and some characters have extra abilities. The CK, or player, should be aware of them and use

them when appropriate. Generally speaking they cannot be used in conjunction with an attack or other spell use.

DAMAGE

Damage is dealt on any successful hit that occurs. The damage is listed on the character sheet or in the monster stat block.

EXAMPLE: The cyclops does 1d10+2 points of damage on any successful hit.

A battle ends when the damage inflicted to one of the opponents is greater than their hit points. More involved rules, such as surviving beyond zero hit points, are covered in the **Castles & Crusades Players Handbook**.

TERMS YOU'LL FIND USEFUL

INITIATIVE: A roll on a d10 to determine who swings first in the combat round.

ROUND: A round represents a 10 second slot of time in which all participants are allowed one action.

NO CONTEST: It is important to remember that Castles & Crusades is not a contest between the CK and players in the traditional sense. The CK's role is to adjudicate and make a fun and interesting game, not to beat the characters in battle.

CROSSING THE RIVER

Once the cyclops is dead, the characters can contemplate crossing the river. As noted earlier the Misling River is in flood. The spring melt is sending waters down from the higher Norling Mountains into the narrow channel of the river, making it fast and treacherous. The only safe crossing lies over the Jumbled Rocks Ford.

Two statues have been constructed, one on either side of the river. Each statue holds the end of a rope. The characters can cross the river by holding onto the rope. Normally this is not a difficult task, but due to the water's currents there is a small chance that someone will slip and fall, despite the rope. Allow each character a dexterity attribute check. If they roll a natural 1, they lose their footing and slip into the water.

DEXTERITY ATTRIBUTE CHECK: The characters might slip and fall despite the rope. Ask each player to make a dexterity attribute check. This is an unmodified attribute check. Ask each player to roll a d20. If the unmodified result is 1 the individual falls into the river and suffers 1d4 points of damage. They should be allowed to grab the rope on another unmodified roll. If they roll a 1 they miss, suffering another 1d4 points of damage until they succeed in holding onto the rope.

GAME PLAY: CRITICAL HIT/FUMBLE

A natural 20 and a natural 1 are often considered by Castle Keepers and players to be special rolls that generate automatic outcomes. These are called crits and are referred to as natural

1s or critical fumbles, or natural 20s or critical hit. There are no hard and fast rules concerning a critical hit or fumble, however the following are the easiest.

NATURAL 1: Automatic miss. An attacker drops his weapon or loses his spell.

NATURAL 20: An automatic hit. An attacker does maximum damage +d4 bonus damage.

For more complete rules on critical hits and fumbles refer to the *Castles & Crusades Castle Keepers Guide*.

TOWN HALL MEETING

The village of Immesberg sprawls along the eastern bank of the Mislung River. It consists of several hundred houses, but most of these are out of sight, in the forest, or tucked away in the many dales and gulches that mark the foot hills of the Norling. There is however a large cluster of buildings, built upon the banks of the river, surrounding the large, two story, Town Hall. These are roughly a dozen in number. The Town Hall itself sits upon the river, its back windows overlooking the water's flow. The rest of the houses are tightly compacted along two narrow lanes. This is the village core.

The village core is now in ruins. All the houses except for the Town Hall have burned to the ground. It is their unlucky fate to have suffered the wrath of defense. One of the occupants, in his mad zeal to destroy the chaos of the gibbering moulder that slipped into his house, set the whole edifice aflame. The flame leapt from building to building, until all but the Town Hall were engulfed, their occupants burned alive or fled across the river.

In short, all that remains of the village core is the Town Hall and the ruins of a dozen houses. The gibbering moulder has retreated and taken up residence in the Town Hall.

The ford is only a few hundred yard from the village core. The characters pull themselves up out of the water, just south of the core and the Town Hall. If they crossed the river other than at the Jumbled Rock Ford, they find themselves just north of the river, in the same spot. The CK should read or paraphrase the following description to the players.

The pall of smoke hanging in the air is immediately explained. Before you stands a ruin of burnt out houses. A dozen or more wrecks stand, their naked walls blackened and open to the sky. Burnt beams jut at odd angles from the wreckage. Windows gape wide, revealing a hollow interior, held together by the silence of their own collapse. From it all small wisps of smoke snake their way into the clear air above, a testament to how hot and long the fire burned. On the far side of the blackened husks there stands a lonely structure. Two stories tall, with a columned porch only slightly blackened by the flame, it can only be the Town Hall. It looks down at you, seemingly in open contemplation of your coming doom, almost as if, if houses could ponder such things, that your demise is welcome.

Though a sentient creature, the moulder does not keep watch upon the village, the ruined houses, the forest, river or slopes of the Norling. There is no chance that the gibbering moulder will spot the party as they approach as it is not watching.

NOTE: The fact that the characters might be taking actions against a monster that the monster cannot in any way impede should not stop the CK from allowing an attribute check roll. Assign an attribute to the check and ask them to roll. Though the CK knows the outcome, the players do not. This is a perfect way to build suspense. In this instance, if they take any actions that they think might counteract the gibbering moulder, or that might allow them to approach undetected, the CK should allow them to make an attribute check. As with any roll they should add their bonuses for level and attribute. No matter what they roll they succeed. In the case of a very low roll, a non definitive response will keep the suspense going.

EXAMPLE: The rogue wishes to sneak through the ruined buildings and approach the Town Hall. The gibbering moulder is not watching the village and the rogue can do so undetected. But to keep the mystery going, the CK asks them to roll a move silently check. This is a dexterity check. The d20 roll results in a 2. After adding the level bonus of +3, the primary attribute bonus of +6, and the attribute bonus of +2, the result is 13. The CK remarks: "The rogue moves silently up to the side of the Town Hall, seemingly undetected." The mystery remains. Had the cleric rolled the 2 and after level and other bonuses come up with a total of 5, it would be obvious to all that they failed the check, though there was no check to fail. The CK might remark: "You move forward but trip over a board and bring down a small avalanche of debris. But after the dust settles, there is no movement or sound. If you were detected, you can't tell."

However, if the cyclops was bypassed by the party swimming the river or crossing on the North Ford there is a chance that the cyclops may spot the characters as they approach the Town Hall on the other side of the river. Allow him a few wisdom checks.

MENTAL ATTRIBUTE CHECK: The cyclops, assuming that it still lives, might be able to spot the characters as they pass through the core village. The CK should roll a mental attribute check. To do this, roll a d20, add the monster's hit dice to the roll. In this case it is 5. The target number to spot the characters is 16. His primary attributes are physical, this is a spot or wisdom attribute check, and that is a mental attribute, so in this case the cyclops does NOT gain a bonus 6.

If the cyclops spots the characters entering the town, he immediately attacks, taking up his club and crossing the river. It requires 5 rounds to gather himself and cross the river. If this occurs refer to *Combat* above.

TOWN HALL

The Town Hall is the only remaining structure in town. It is a two story building, though the second floor is more of a loft than an actual floor. There are two approaches to the main room: through the front door or window or through the loft.

LOFT: The loft is a single room, a storage area. A set of steps lead up to it from the main floor. There is a small fire place, that shares a chimney with the fire place from the Main Floor, in the loft. The room is a jumbled pile of chairs, stools, desks, and various and sundry bits of broken furniture, stands and the like.

ENTERING THE LOFT: There are two windows in the loft. These allow access for anyone who can climb up the wall and open them. Doing so requires a dexterity attribute check.

DEXTERITY ATTRIBUTE CHECK: The characters may attempt to climb the wall and enter the loft through the window. Ask each player who attempts the climb up to the loft to make a dexterity attribute check. To do this, ask them to roll a d20, and add their level and their attribute bonus, if they have one, to the number rolled. If it is a primary attribute they should also add 6 to the roll. If the result is equal to or greater than 18 they successfully climb the wall.

NOTE: The use of a rope to climb does not require a dexterity check, however one may be required if a grappling hook is used to seat the rope.

One of the town elders, Cale, has survived the Shadows of the Green Sky by hiding himself in the loft these past three days, fearing both the moulder on the main floor and the cyclops at the ford. He is half starved to death and extremely thirsty. Anyone who enters immediately smells a heavy stench of human waste.

Cale is hidden in a cave of chairs and stools stacked up around a table. When he hears the party coming he immediately crawls into his cave and waits. If he sees them enter the room, he whispers to them to be quiet and he crawls from his hiding place.

A bedraggled man pulls himself up from the pile of furniture. His hair, a wild shock upon his head, is matted and tangled. His face is lost in a hoary board of a beard that matches the mat on his head. His clothes are dirty and a stench rises from him that assaults the nostrils. He is mad with fear.

Cale is numb with fear as he has been trapped in the loft for three days with the gibbering moulder's madness beneath him. He has listened to it devour much of the furniture of the Main Hall, but worse he has listened to its constantly babbling madness. The other elders, his life-long friends, were morphed into the creature, and though their minds are utterly gone, their voices rise up from below, sometimes babbling nonsense, sometimes speaking clearly and succinctly, at times they even call to him.

When he sees the characters he begins to quietly weep and ask for their aid. He falls at their feet and paws them, consumed by the madness of fear.

Cale is of little use to the party, though if they talk to him long enough, they may learn several things about the gibbering moulder. To do so they must make a successful charisma attribute check.

CHARISMA ATTRIBUTE CHECK: The characters may try to get information out of Cale. Ask each player to make a charisma attribute check. To do this, ask them to roll a d20, and add their level and their attribute bonus, if they have one, to the number rolled. If it is a primary attribute they should also add 6 to the roll. If the result is equal to or greater than 20 they learn the following items:

1: The gibbering moulder is impervious to fire. Torches tend to sputter out on it and oil does not stick, but is rather absorbed by the creature.

2: Some of the elders it devoured are more cognizant than others, though not by much, and not so much that they will ever be whole again. If the characters call the name "Lars" the creature will hesitate for it vaguely remember who it was. But he tells them, it will only work once. After that it takes many hours for the creature to forget that it was fooled.

MAIN FLOOR: The Main floor is open, allowing the elder's and townsfolk the ability to conduct their affairs. Once opulently decorated the room housed the pride of the town. A large platform for speakers to stand upon. Chairs and benches lined the walls. Tapestries, flags and banners hung upon the walls. Several statues built to overlook the people of Immesberg, all decorated the Town Hall.

But the gibbering moulder has laid waste to almost everything within, devouring chairs, benches, tapestries, the statues and all the other sundries that occupy such space. It has spoiled the stage, eating away much of it, or dislodging its pylons and begun to eat into the floor. Everywhere it has touched, the wood has buckled from the acidic damage of the moulder.

When the characters enter the main hall the CK should read or paraphrase the following description to the players. This represents what they see as they enter, whether from the loft above, or from the main entrance below.

The room reeks. The stench of it is thick, almost angular. It waters your eyes, and swells your tongue before it settles in the back of your throat in a thick pool of acidic vomit. Through your blurred tears you notice the dimly lit room. It's a ruin, covered in a foul viscous material that clings to the walls and ceiling or gathers on the floor in puddles of creamy mucus. The pungent odor of wet, rotted wood seems a relief to your battered senses as you notice that where the floor is not covered in slime, it's rotted and the wood much maligned. But it's the soft babble of voices rising from the far corner that draws your eyes and the horror that greets them is beyond description. Clinging in a web of its own amorphous flesh and slime is a heap of palpitating horror, filled with a dozen eyes that rise on stalks to look with vacant stare around the room, or remain settled in the embrace of disease flesh that half covers lids that no longer work. And arms too, jut wildly from the ball of flesh, fingers clinching little or nothing. But it is the many mouths that draw your attention, for these push

up against the pinkish flesh, forming twisted mouths, curled lips and pitted tongues, muttering all the while. Incoherent ramblings of the damned, they call out to this person or the other, they seek comfort in the cold filth, they wonder aloud what madness of the world has consumed them. But then the eyes look across the room and spy you, the muttering grows louder and the creature detaches itself from the wall it clung to and begins to crawl across the room.

The gibbering moulder is already gibbering when the characters enter the room. His babbling has an immediate effect on them and each character must make a wisdom saving throw with a target number equal to 21.

WISDOM SAVING THROW: The characters must make a saving throw against the gibbering moulder's gibbering ability (see stat block). Ask each player who attempts this to make a wisdom saving throw. To do this, ask them to roll a d20, and add their level and their attribute bonus, if they have one, to the number rolled. If it is a primary attribute they should also add 6 to the roll. If the result is equal to or greater than 21 the avoid the effects of the gibbering. If they fail they are stunned for 1d4 rounds.

Regardless of whether the characters are stunned or not, the gibbering moulder slides across the room and attacks

GIBBERING MOUTHER (*This neutral creature's vital stats are HD 4d8, HP 28, AC 19. Its primary attributes are physical. It attacks with 6 biting maws. A successful bite attack does no damage on the round it strikes, however, on each successive round the victim suffers an automatic 1-3 points of damage. The victim can break free with a successful strength attribute check. If an opponent is struck by 3 or more mouths the moulder attempts to pull the victim to the ground and engulf it. The victim is allowed a strength attribute check, CL equal to 4+the number of bites. If they fail the check they fall to the ground and the following round the moulder slides over the victim and takes 12 bite attacks. As soon as the victim dies they are absorbed into the moulder in 8 melee rounds. The moulder cannot be surprised and it is immune to all mind affecting spells. The moulder constantly babbles, this gibbering affects everyone within hearing. Anyone affected must make a successful wisdom save or stunned and unable to act for 1d4 rounds. The moulder is also able to send a jet of spittle up to 30 feet in a direct line. Anyone struck by the spittle suffers 1d4 points of acidic damage, furthermore they must make a successful dexterity save or be blinded for 1d4 rounds. It is immune to fire.*)

The gibbering moulder attacks until it has slain everyone of the player characters or it itself has been destroyed. Once it is destroyed it sinks into the floor, warping the wood and falling to the ground beneath in plops of quickly discoloring flesh. The stench is like days old rot.

SAVING THROWS

A saving throw is required when a player or CK must determine if their character or monster suffers from some type of effect.

12 CASTLES & CRUSADES

This can include, but is not limited to, spells or spell-like effects, poisons, diseases, traps, etc. Rolling saving throws is identical to making attribute checks. An attribute is assigned by the CK to make the saving throw with. It can be any of the six, though is often assigned by circumstance. For instance, saving throws made for disease are almost always constitution saving throws.

The CK must assign a challenge level for the saving throw. How tough it is for instance.

NOTE: All saving throws against monsters and their effects are given a challenge level equal to their hit dice.

The character rolls a d20. They add their level and any attribute bonus they have to the roll, plus 6 in case the saving throw is made with a primary attribute. The resulting number must meet or exceed the target number of the saving throw, as set by the CK or the adventure, to succeed.

WRAPPING UP

As soon as the the gibbering moulder is destroyed the green skies turn blue and the villages know that the chaos of Narrheit's curse has been lifted. They flock down the hill in droves, cross the river and seek out the players. They heap all manner of praise upon them, pay them 1000gp, grant them citizenship and 5 acres of land to settle upon as well as promise to build statues of them overlooking the river.

GAME PLAY: TREASURE AND REWARD

Aside from game play, two of the main objects for players is to gain experience and treasure. Both of these things enhance their character's abilities through gaining levels and buying more equipment or using magic items.

Experience is earned through killing monsters, solving riddles, role playing and finding magic. Each character goes up a level after they have gained enough experience points. With earning a new level, they often earn new powers. Spell casters can generally cast more spells, warriors fight a little better or in some circumstances they gain special abilities or improve ones they already have.

Treasure includes portable wealth such as gold coins, silver coins, jewels, gems and magic. Magic items often enhance one's abilities or give the bearer magical powers. The coin can be used to purchase ever better equipment.

GIBBERING MOUTHER TREASURE: At the back of the room are hardened gems, 12 in all. Each one is worth 250 gold pieces.

ADVENTURE EXPERIENCE: Each character earned 1 level's worth of experience from overcoming all the challenges in the Shadows of a Green Sky adventure. If they failed to overcome all of them, such as slaying the cyclops they gain one half of what the need for their next level.

Renaul Benemaeus



CHARACTER NAME AND RANK

CLASS Cleric DEITY: Corthain
 RACE Human
 ALIGNMENT Chaotic Good
 LANGUAGES Common

30

MOVEMENT

3

EXP: 5001

EXP. NEXT LVL: 9001

LEVEL EXPERIENCE

Vulgate, Dwarven

ATTRIBUTES (ATTRIBUTE CHECK = D20 + LVL + MOD)

P	SCORE	CATEGORY	MOD
○ STR STRENGTH	13	PARALYSIS & CONSTRICTION	+1
○ DEX DEXTERITY	10	BREATH WEAPON & TRAPS	0
● CON CONSTITUTION	12	DISEASE, ENERGY DRAIN, & POISON	0
○ INT INTELLIGENCE	11	ARCANE MAGIC & ILLUSION	0
● WIS WISDOM	16	CONFUSION, DIVINE MAGIC, GAZE ATTACK, PETRIFICATION, POLYMORPH	+2
● CHA CHARISMA	14	DEATH ATTACK, CHARM, & FEAR	+1

17

AC = 10 +

HP

21

DAMAGE:

ARMOR	SHIELD	MOD	MAGIC	MISC
6	+1			

ARMOR WORN: Banded MailSHIELD: Med Wood HELM: Small Helm

HITS POINTS BY LEVEL (INCLUDES CONSTITUTION BONUS)

1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	11th	12th	13th	14th	15th
8	5	8												

WEAPONS	BtH		MOD		MISC		MAGIC		TOTAL	DMG	MOD		MISC		MAGIC		TOTAL	
Heavy Mace	+1	÷	+1	÷		÷	+1	=	+3	1d8	÷	+1	÷		÷	+1	=	d8+2

NOTES:

NOTES: magic

Light Hammer	+1	÷	+1	÷	+1	=	+1	1d4	÷	+1	÷	+1	=	d4+1
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NOTES:

NOTES:

Lt Hammer Thrown	+1	÷	0	÷	+1	=	+1	1d4	÷	+1	÷	+1	=	d4+1
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NOTES: range penalties 30-60 ft: -2 to hit, 60-90 ft: -6 to hit

NOTES:

	÷	÷	÷	=		÷	÷	÷	=	
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NOTES:

NOTES:

	÷	÷	÷	=		÷	÷	÷	=	
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NOTES:

NOTES:

CLASS ABILITIES

HOLY SYMBOL Silver Holy Symbol

Spell Use
 Turn Undead: Upon successful
 wisdom check (against monster CL)
 1d6 dead are destroyed.

TURN UNDEAD

TURNING CHECK

TURNED

WIS

D12+CHA MOD

RACE ABILITIES

None

SPELLS

LEVEL	# SPELLS	BONUS SPELLS	TOTAL
0	4	0	= 4
1ST	2	1	= 3
2ND	1	1	= 2
3RD			=
4TH			=
5TH			=
6TH			=
7TH			=
8TH			=
9TH			=

POSSESSIONS

ITEM	EN
Banded Armor	
Normal Helm	
Med Wood Shield	
Silver Holy Symbol	
Flask of Holy Water	
Heavy Mace	
Light Hammer	

ITEM	EN
Backpack	
Tinderbox	
Bedroll	
Waterskin	
9 Days Rations	
Knife	
Wooden Holy Symbol	
Soap, Razor	
Incense Stick X 5	
Open Lamp	
2 Flasks Oamp oil	
5 Torches	

ITEM	EN
Tunic, Trousers, Boots	
Belt, Small Pouch	
Component Pouch	

AMMUNITION

ARROWS/ STONES/
BOLTS OTHER

VICTUALS

FOOD WATER

COIN

PLATINUM

GOLD

SILVER

COPPER

2
4
7

SPELLS/MAGIC ITEMS/SCROLLS/POTIONS

spell	Range	Duration	Description
0 lvl Detect Alignment	R 150ftx10ft	D 10min/lvl	reveals aura
0 lvl Light	R 150 ft	D 10 min/lvl	object shines like torch
0 lvl Create Water	R 50 ft		creates 2 gallons/lvl
0 lvl Detect Magic	R 50ftx10ft	D 1 min/lvl	detects magic aura
1st lvl Shield of Faith	R touch	D 1 min/lvl	+2 to AC and saves
1st lvl Bless	R 50 ft	D 1 min/lvl	+1 to hit and save vs fear
1st lvl Cure Light Wounds	R touch		cures 1d8 pts damage
2nd lvl: Delay poison	R touch	D 1 hr/lvl	stops poison effects
2nd lvl: Silence	R 450 ft	D 1 min/lvl	15 ft radius

MAGIC ITEMS & TREASURE (CONTINUED)

magic heavy mace +1

HORSE/ANIMAL COMPANION/FAMILIAR

NAME

AC

MOVE

SAVES

HP

DAMAGE

TYPE

NOTES

ENCUMBRANCE

TOTAL

PENALTY

MOVE

ATTRIBUTE CHECK

ARMOR CLASS

DESCRIPTION/PERSONALITY/BACKGROUND

HEIGHT

5'10"

SEX

HAIR

Black

WEIGHT

170

AGE

22

EYES

Green

PLACE OF ORIGIN

NOTES/

SCARS/ETC

DESCRIPTION:

PERSONALITY:

BACKGROUND:

Thegol fan Brunduran

CHARACTER NAME AND RANK

CLASS Fighter

DEITY: _____

RACE Dwarf

ALIGNMENT _____

LANGUAGES Common, Dwarven

Gnome, Goblin, Halfling, Elven, Ogrish, Giant, Troll

ATTRIBUTES (ATTRIBUTE CHECK = D20 + LVL + MOD)

P	SCORE	CATEGORY	MOD
● STR STRENGTH	16	PARALYSIS & CONSTRUCTION	+2
○ DEX DEXTERITY	10	BREATH WEAPON & TRAPS	0
● CON CONSTITUTION	16	DISEASE, ENERGY DRAIN, & POISON	+2
○ INT INTELLIGENCE	10	ARCANE MAGIC & ILLUSION	0
○ WIS WISDOM	12	CONFUSION, DIVINE MAGIC, GAZE ATTACK, PETRIFICATION, POLYMORPH	0
○ CHA CHARISMA	9	DEATH ATTACK, CHARM, & FEAR	0

AC = 10 +

16

HP

27

DAMAGE: _____

3	EXP: 4001
	EXP. NEXT LVL: 8501

LEVEL EXPERIENCE

ARMOR	SHIELD	MOD	MAGIC	MISC
5	+1	0		

ARMOR WORN: coat of plates

SHIELD: small steel HELM: norman

HITS POINTS BY LEVEL (INCLUDES CONSTITUTION BONUS)

10	8	9													
1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	11th	12th	13th	14th	15th	

WEAPONS	BtH		MOD		MISC		MAGIC		TOTAL	DMG		MOD		MISC		MAGIC		TOTAL
War hammer	+3	÷	+2	÷	+1	÷		=	+6	1d8	÷	+2	÷	+1	÷		=	d8+3
NOTES: specialized										NOTES:								
Crowbill	+3	÷	+2	÷		÷		=	+5	1d6	÷	+2	÷		÷		=	d6+2
NOTES:										NOTES:								
Dagger	+3	÷	+2	÷		÷		=	+5	1d4	÷	+2	÷		÷		=	d4+2
NOTES:										NOTES:								
Dagger thrown	+3	÷	0	÷		÷		=	+3	1d4	÷	+2	÷		÷		=	d4+2
NOTES: range penalties 20-40 ft: -2 to hit, 40-60 ft: -6 to hit										NOTES:								
shield bash	+3	÷	+2	÷		÷	+1	=	+6	1d4	÷	+2	÷	+1	÷		=	d4+3
NOTES: may be used to attack instead of normal weapon										NOTES: no AC bonus while used for attack								

CLASS ABILITIES

weapon specialization: +1 to hit

and damage with warhammer

Combat Dominance: gains extra

attacks with melee weapons

vs foes with 1 HD or less

at 4th level 2 attacks

at 8th level 3 attacks

at 12th level 4 attacks

+1 attack for each 4 levels

Extra Attack: at 10th level, gains

one extra attack per round with any weapon

Combat Dominance does not

combine with Extra Attack

HOLY SYMBOL _____

TURN UNDEAD

TURNING CHECK

TURNED

WIS

D12+CHA MOD

RACE ABILITIES

Deepvision: can see 120 ft in total darkness

Determine approximate depth and direction underground

Enmity (goblins & orcs): +1 to hit, -4 to charisma checks

+4 AC vs giants and ogres

+3 save vs arcane spells

+2 save vs poisons and fear

Can spot stonework (wis), +2

at 10 ft+4 if actively searching

SPELLS

LEVEL	# SPELLS	BONUS SPELLS	TOTAL
0		÷	=
1ST		÷	=
2ND		÷	=
3RD		÷	=
4TH		÷	=
5TH		÷	=
6TH		÷	=
7TH		÷	=
8TH		÷	=
9TH		÷	=

POSSESSIONS

ITEM	EN	ITEM	EN	ITEM	EN
shirt, pants, low boots		shoulder pack			
coat of plates armor		bedroll			
belt, small pouch		waterskin			
flint and steel, coinage		10 days rations			
warhammer		50 feet hemp rope			
crowbill		change of clothes			
dagger		hatchet			
small steel shield		3 torches			
norman helm		small sack			
		whetstone			
		bottle of rot-gut			

AMMUNITION

ARROWS/ BOLTS	STONES/ OTHER
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>

VICTUALS

FOOD					WATER				
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

COIN

PLATINUM	
GOLD	9
SILVER	7
COPPER	4

SPELLS/MAGIC ITEMS/SCROLLS/POTIONS

[illegible]

MAGIC ITEMS & TREASURE (CONTINUED)

shield of bashing: fighter may use shield to attack instead of normal weapon
+1 to hit and damage, damage 1d4

HORSE/ANIMAL COMPANION/FAMILIAR			NAME	
AC	<input type="text"/>	MOVE	<input type="text"/>	SAVES <input type="text"/> HP <input type="text"/> DAMAGE <input type="text"/>
TYPE		NOTES		

ENCUMBRANCE

TOTAL	
PENALTY	
MOVE	
ATTRIBUTE CHECK	
ARMOR CLASS	

DESCRIPTION/PERSONALITY/BACKGROUND

HEIGHT	4'9"	SEX		HAIR	brown
WEIGHT	160	AGE	206	EYES	brown

PLACE OF ORIGIN

NOTES/
SCARS/ETC _____

DESCRIPTION:

PERSONALITY:

BACKGROUND:

CASTLES & CRUSADES

DEITY:

ALIGNMENT _____

LANGUAGES Common, Elf, Dwarf

Gnome, Goblin, Halfling, Orc

LEVEL EXPERIENCE

ARMOR SHIELD MOD MAGIC MISC

$$\boxed{13}^{AC} = 10 +$$

WEAPONS BTH MOD A

14

DAMAGE:

SHIELD: None HELM: None

HITS POINTS BY LEVEL (INCLUDES CONSTITUTION BONUS)

3	2	4	3	2											
1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	11th	12th	13th	14th	15th	

WEAPONS	BTH	MOD	MISC	MAGIC	TOTAL	DMG	MOD	MISC	MAGIC	TOTAL
---------	-----	-----	------	-------	-------	-----	-----	------	-------	-------

Staff	+1	÷	-1	÷		÷	=	0	1d6	÷	-1	÷		÷	=	d6-1
-------	----	---	----	---	--	---	---	---	-----	---	----	---	--	---	---	------

NOTES:

Dart	+1	÷	+1	÷	÷	=	+2	1d3	÷	-1	÷	÷	=	d3-1
------	----	---	----	---	---	---	----	-----	---	----	---	---	---	------

NOTES: range penalties 20-40 ft: -2 to hit, 40-60 ft: -6 to hit

NOTES:

NOTES:

NOTES:

NOTES:

NOTES.

NOTES:

NOTES:

NOTES:

CLASS ABILITIES

HOLY SYMBOL

Spells

TURN UNDEAD

TURNING CHECK	# TURNED
WIS	D12+CHA MOD

RACE ABILITIES

Enhanced Senses: sharper vision than humans
+2 to Listen checks
Twilight Vision: can see colors by moon-, star-, or torchlight
Move silently(dex) at 1/2 speed
-5 at full speed
Spell Resistance: +10 save vs sleep and charm spells
Spot Hidden Doors (wis)
+2 if actively searching

SPELLS

LEVEL	# SPELLS		BONUS SPELLS		TOTAL
0	5	+	0	=	5
1ST	4	+	1	=	5
2ND	2	+	1	=	3
3RD	1	+		=	1
4TH		+		=	
5TH		+		=	
6TH		+		=	
7TH		+		=	
8TH		+		=	
9TH				=	

POSSESSIONS

ITEM	EN	ITEM	EN	ITEM	EN
Traveling robes		Backpack			
Hooded cloak		Bedroll			
Normal shoes, stockings		Waterskin			
Baldric, large pouch		1 Week rations			
Component pouch		Spell book			
Pen knife, quill, ink		Fine robe			
Parchment (10 sheets)		Bull'seye lantern			
Flint & steel		2 Flasks lantern oil			
Darts (3)					
Staff					

AMMUNITION

ARROWS/
BOLTS

STONES/
OTHER

<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>

VICTUALS

FOOD

WATER

<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>

COIN

PLATINUM

GOLD

SILVER

COPPER

11
5
5

SPELLS/MAGIC ITEMS/SCROLLS/POTIONS

spell	Range	Duration	description
0 lvl: Prestidigitation	R 10 ft		minor tricks or tasks
0 lvl: Ghost sound	R 150 ft D 1 rd/lvl		figment sounds
0 lvl: Endure elements	R person D 24 hrs		prot f/ natural elements
0 lvl: Mage hand	R 25 ft D concentration		move 5 lb object 15 ft/rd
0 lvl: Dancing lights	R 150 ft D 1 min		create figment lights
1st lvl: Magic Missile	R 150 ft		3 missiles, 1d4+1 dmg
1st lvl: Shield	D 1 min/lvl		raises AC
1st lvl: Identify	R 5 ft D 1 rd/lvl		determine feature of item
1st lvl: Floating disk	R 10 ft D 1 hr/lvl		holds 1000 lbs
1st lvl: Change self	R touch D 10 min/lvl		changes appearance
2nd lvl: Locate object	R 450 ft D 10 min/lvl		senses direction to object
2nd lvl: Enh Attribute	R touch D 1 hr/lvl		raise one attribute
2nd lvl: Continual flame	R 5 ft D permanent		makes heatless fire
3rd lvl: Lightning bolt	R 50 or 100 ft		1d6 damage/lvl

MAGIC ITEMS & TREASURE (CONTINUED)

Cloak of displacement: first attack against wizard misses. +2 AC for additional attacks

+2 save vs spells, breath weapons, gaze attacks and other attacks directed at wizard

HORSE/ANIMAL COMPANION/FAMILIAR

NAME

AC

MOVE

SAVES

HP

DAMAGE

TYPE

NOTES

ENCUMBRANCE

TOTAL

PENALTY

MOVE

ATTRIBUTE CHECK

ARMOR CLASS

DESCRIPTION/PERSONALITY/BACKGROUND

HEIGHT

5'7"

SEX

HAIR

golden

WEIGHT

118

AGE

417

EYES

violet

PLACE OF ORIGIN

NOTES/

SCARS/ETC

DESCRIPTION:

PERSONALITY:

BACKGROUND:

Aekol Alleycur

CHARACTER NAME AND RANK

CLASS Rogue
 RACE Half-orc
 ALIGNMENT Chaotic Good
 LANGUAGES Common, Orc,
Goblin, Thieve's Cant

DEITY: _____

30

MOVEMENT

4

EXP: 6001

EXP. NEXT LVL:

LEVEL EXPERIENCE

ATTRIBUTES (ATTRIBUTE CHECK = D20 + LVL + MOD)

P	SCORE	CATEGORY	MOD
○ STR STRENGTH	12	PARALYSIS & CONSTRICTION	0
● DEX DEXTERITY	16	BREATH WEAPON & TRAPS	+2
○ CON CONSTITUTION	13	DISEASE, ENERGY DRAIN, & POISON	+1
○ INT INTELLIGENCE	13	ARCANE MAGIC & ILLUSION	+1
● WIS WISDOM	14	CONFUSION, DIVINE MAGIC, GAZE ATTACK, PETRIFICATION, POLYMORPH	+1
○ CHA CHARISMA	7	DEATH ATTACK, CHARM, & FEAR	-1

14

AC = 10 +

2

+2

HP

21

DAMAGE:

ARMOR WORN: Leather

SHIELD: None

HELM: None

HITS POINTS BY LEVEL (INCLUDES CONSTITUTION BONUS)

5	3	7												
1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	11th	12th	13th	14th	15th

WEAPONS	BTH	MOD	MISC	MAGIC	TOTAL	DMG	MOD	MISC	MAGIC	TOTAL
Dirk	+1	÷	÷	÷	= +1	d4+1	÷	÷	÷	= d4+1
NOTES:										
Short Bow	+1	÷	+2	÷	= +3	1d6	÷	÷	÷	= d6+1
NOTES: range penalties 60-120ft: -2 to hit, 120-180 ft: -6 to hit										
Club	+1	÷	÷	÷	= +1	d6+1	÷	÷	÷	= d6+1
NOTES:										
Club Thrown	+1	÷	+2	÷	= +2	d6+1	÷	÷	÷	= d6+1
NOTES: range penalties 20-40 ft: -2 to hit, 40-60 ft: -6 to hit										
	÷	÷	÷	÷	=		÷	÷	÷	=
NOTES:										

CLASS ABILITIES

Back Attack: +4 to strike from the rear; attack does double damage
 Climb on successful dexterity check
 Decipher script (int) 2d8 minutes
 arcane script at -10
 Hide (dex) up to 1/2 speed
 Listen (wis) up to 30 ft
 Move Silently (dex) up to 1/2 speed
 Open Lock (dex)
 Pick Pocket (dex) & slight of hand
 Traps (int) to find, disable or set
 4th lvl: Sneak Attack: +2 to hit, +4 to damage melee or ranged

HOLY SYMBOL _____

TURN UNDEAD

TURNING CHECK

TURNED

WIS

D12+CHA MOD

RACE ABILITIES

Darkvision: can see 60 ft in total darkness
 Enhanced sense of smell
 may detect creatures within 30 ft, 60 ft if creature is upwind, may identify known individuals by scent
 Martial prowess: +1 to AC while unarmored
 Resistant to disease: +2 to disease saves

SPELLS

LEVEL	# SPELLS	BONUS SPELLS	TOTAL
0		÷	=
1ST		÷	=
2ND		÷	=
3RD		÷	=
4TH		÷	=
5TH		÷	=
6TH		÷	=
7TH		÷	=
8TH		÷	=
9TH		÷	=

POSSESSIONS

ITEM	EN	ITEM	EN	ITEM	EN
Tunic, kilt, leggings, boots		Back pack		Quiver	
Leather Armor		Bedroll		10 normal arrows	
Belt, Large Pouch		Waterskin, 10 days rations			
rogue's tools		Crock of grease			
5 candles, ball of string		50ft. Silk Rope			
Flint and steel		Grappling Hook			
2 Dirks		3 Extra bow strings			
Club		3 Pieces Chalk			
Short Bow		Small Hammer and Chisel			
Canteen		Large sack, Small sack			
		Whet stone			
		Whistle			

AMMUNITION

[illegible]

VICTUALS

[illegible]

COIN

PLATINUM	
GOLD	2
SILVER	15
COPPER	20

SPELLS/MAGIC ITEMS/SCROLLS/POTIONS

[illegible]

MAGIC ITEMS & TREASURE (CONTINUED)

10 + 1 arrows

HORSE/ANIMAL COMPANION/FAMILIAR			NAME	
AC	<input type="text"/>	MOVE	<input type="text"/>	SAVES <input type="text"/> HP <input type="text"/> DAMAGE <input type="text"/>
TYPE		NOTES		

ENCUMBRANCE

TOTAL	
PENALTY	
MOVE	
ATTRIBUTE CHECK	
ARMOR CLASS	

DESCRIPTION/PERSONALITY/BACKGROUND

HEIGHT	5'10"	SEX		HAIR	brown
WEIGHT	180	AGE	19	EYES	yellow

PLACE OF ORIGIN

NOTES/
SCARS/ETC _____

DESCRIPTION:

PERSONALITY:

BACKGROUND:

CASTLES & CRUSADES[®]

FREE
RPG
DAY

2015

SHADOWS OF A GREEN SKY

OPEN & PLAY

BASIC RULES INCLUDED

In the long ago Days before Days, before the sun shone upon mountain, hill or lake, Mailahm, that is the moon, shone her lights upon the world. Hers was a gentle touch, her light a silvery hue and all the world rejoiced in the comfort of it and that age was called the Faul Mur.

But Narrheit, her brother, who was ever malicious and clever, crossed the heavens and marred her silvery light. In his wake the skies turned green and the comfort of Mailahm passed and a wrath fell upon the world. And these were called the Shadows of Narrheit, or the Shadows of the Green Sky.

So it was from that age to this, that at times, the skies turned green and doubt and wrath came to the world, for these are the echoes of Narrheit's purpose. *Shadows of a Green Sky* is a low level adventure designed for 3-6 characters with a challenge level of 3-5. From the burning ruins of Immesberg, to the rubble strewn slopes of the Norling Mountains, plunge into the turmoil of a mad god's spite.

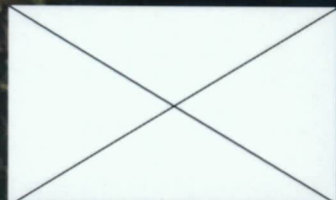


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THIS MODULE IS DESIGNED
FOR 3-6 CHARACTERS WITH
A CHALLENGE LEVEL OF
3-5. CHASE, OVERLAND



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\$0.00

