



CASTLES[®] CRUSADES



PLAYER'S GUIDE TO THE HAUNTED HIGHLANDS



CASEY W CHRISTOFFERSON

CASTLES & CRUSADES®

PLAYERS GUIDE TO THE HAUNTED HIGHLANDS

BY CASEY W. CHRISTOFFERSON

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PLAYERS GUIDE TO THE HAUNTED HIGHLANDS

INTRODUCTION

The Players Guide to the Haunted Highlands is a synthesis of several years' worth of work on the Haunted Highlands campaign. Here, hopefully, are addressed the various connections and questions regarding the races, differentiation of classes, and organizations that operate in Karbosk and its near-neighbors.

It was time, in essence, to flesh out the landscape which began in *DB1: The Haunted Highlands*, and to offer some variety and choices in abilities and powers that are more campaign-specific to the type of action adventure yarn that the DB series seeks to emulate in its flavor and style. As many a Castle Keeper and Player have noted, the DB series is a bit tougher "world" to live in. Adventures and their seeds are not necessarily linear in formula by design. Characters dwelling in Karbosk are encouraged to seek out adventure, rather than wait around for the CK to tell them what to do. They are expected to explore and make friends, or uncover plots and defeat enemies both known and unknown in the duchy and the broad wilderness that separates its towns, villages, and settlements.

WHAT'S IN THE PLAYERS GUIDE?

Fundamentally, this players' guide offers race and class alternatives that are modified or slightly differentiated from those described in the *Castles & Crusades Players Handbook* and *Castle Keeper's Guide*. Certainly there is nothing wrong with the *Players Handbook* and the races and classes exactly as presented there. It is the domain of the game master to decide what works best for him when attempting the task of running an epic campaign of action adventure role play, and your CK may have no need for the race and class enhancements found here. Instead he may simply enjoy this book for its flavor and background material as it pertains to the races and organizations that are found in the Haunted Highlands. The additional background material alone may offer him entire new venues for creating fresh adventures in the lands of Karbosk and beyond.

Such organizations and secret societies offer depth of role play for you, the player, to enhance your character and become more fully immersed and invested in the campaign setting. The Haunted Highlands may be a sandbox of adventure ideas for the game master, but remember, the setting was implicitly designed for players to conquer and enjoy in their own way.

Optional rules are included to "beef" up some of the classes which have been deemed by various authorities on the subject (including the Dirty Bowbe himself) as being somewhat lacking in powers and abilities as they pertain to a Haunted Highlands campaign. Remember, these rules are options. They may be used or ignored as best suits your campaign, gaming group, and above all, the wishes of the CK, who has a tough enough job already! To reiterate, the additional powers and abilities are merely options!



Your Castles & Crusades game is your very own to run and play as you choose; do not take additions as any sort of "official" word on the matter from anyone but Dirty Bowbe himself!

Included here too are numerous spells which have never seen print, and spells which were initially published in the now out-of-print *Black Libram of Nartarus*. Character classes are included, and player options to enhance your game are found here. The last section of the book includes a limited version of the *Haunted Highlands Gazetteer* so that players may have an opportunity to learn about the lore and cosmology of the Haunted Highlands campaign setting.

I offer many thanks to those fans who have made the DB series a bonafide success over the past several years! Hopefully this guide increases the enjoyment of your gaming experience in the Haunted Highlands, and doesn't annoy your CK too terribly much!

Yours truly,

Casey Christofferson (The original Dirty Bowbe)

2013

KNIGHT-ERRANTS

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KARBOSKIAN HUNTSMEN

Chuck Workman

RHODENSIAN RED LANCERS

Kun, Dan Derby

PAMMAKONI

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ATAXIAN BOXERS

John W. Wright, Bill Thompson

THE BACK ALLEY GANG

Zach Glazar, Jorge Caballero Becerril, Tim Rudolph, Mark Clodi, Steve Dodge, Matthias Weeks, Arnold Shunneson, Nathanael Terrien, Steven Danielson, Nicholas Lim, Christopher Anderson, Jason Bossert, Scott Abraham, Alan Brzozowski, Scott Brown, Brian Johnson, Marv Breig, Chris Cervantes, Kanedable, Greg Kramer, Jason Brown, Guenther Hamprecht, John Canales, Steven Lord, John Seibel, Illan, Sarah Devier, Keith Nelson, Bryan Sager, Christopher Brandon, Reaper Miniatures, Rodney Lucas, Justin Hamilton, Peter Schnell, Daniel Pack, Charles Myers, Michael Lochtefeld, Brennan O'brien, Anthony Kapolka, Chris Basque, Patrik Byhmer, Bruce Wiggins, Edward Hamilton, Michael J. Gross III, Christopher Child, Terry Buckingham, Jorge Carreras, Rium Rabatach, Dave Bunge Gary McBride, Andrew Schwartz, Phil Ward, Brad Craddock, Brent Walters, Eric Koh, Jackson Starky, Tim Baker, Oliver Rathbone, Wayne Rossi, Ray Schmidt, John Cochrane, Eric Lopez, Mike Tremaine, Jason Verbitsky, Michael Carson, Christopher Hill, Bryan Dean, Francois Tarrida, Scott Sutherland, Dustin Cooper, Lisa Kellogg, Stan Macdonald, Sean Rigter, Gus Badnell, William Austin, Jordan Hinze, David Donohoo, Shane Glodoski, Damian Hupfeld, Elpan Allandar, Jose I Caverro, Michael Green, Claus Lutke, Jordi Rabionet Hernandez, Jacques Nel, Mark Bruce, Paul Friswold, Terrell Scoggins, Blake Thomas, Shane Siebert, Chris Lloyd, Steve Huntsberry, Steven Parker, Jesse Metcalf, James Patterson, Michael Johnson, Joseph Higgins, Chad Bowser, Trampas Whiteman, Karl Thiebolt, Bart Miller, Scott Hadaller, Christopher Beck, Jeremy Ligman, Thomas Milazzo, David Cinabro, Russell Hoyle, John Craft, Kary Williams

JUMA'S JACKALS

Christopher Dawson, Bill Lackey, Cory Dershem, Curtis Lyon, Kathleen Harbinger, Aaron Reimer, Thomas Woodall, Johnathan L Bingham, Patrick Seymour, Charley Phipps, Karen Murphy, Andrew D. Joines

LEGION OF SWORDS

Nicholas Jones, Chad Drummond, John Appel, Niels Adair, Justin Giebudowski, Robert Miller, Lloyd Rasmussen, Jake Parker, Thorsten Schubert, Philippe Vergé-Brian, James Spinner, Paul Munson, Randall Harris, Craig Dixon, Skeeter Green, John Woollard, Dale Leonard, Daniel Colwell, Pat Bellavance, Robert H. Mitchell Jr., Steve Duplain, Aaron Barclay, Kevin Fitzgerald, Kurtis Evans, Jonathan Woodward, Steven Schopmeyer, Jeff Harrison, Jeffery Rinkel, David Marsch, Chris O'brien, Jason Sperber, Jeff Dahlstrom, Michael Ferdie, Adam Everman, Cornelis Debruin, Daniel Bayerdorffer, Gael Imad'eddine, Gerry Buldak, Michael Tapia, Robert Humphrey Jr, Eric Belisle, Nate Swalve, Todd Reiner, Christopher Kearney, Guy Thompson, David Derocha, Simon Ward, Rodney Bradshaw, David Cutts, John Rondeau, Chris L. Taylor, Stephanie Wagner, Andrew Cowie, Jack Gulick, Gentan Schulteis, David Keyser, Chaz Mathieson, Ed Jendek, Christopher Allen, Tim Wheatley, Thomas Treptow, Daniel Robichaud, Richard Mundy

THE MIDDLEMEN

Dave Emerson, Greg Spanier, Michael Gendreau, Dragon's Lair Comics & Fantasy Austin, The Adventure Game Store And Dragon's Lair, Todd Bunn, Aaron Leeder, Richard Kurtin, Paul Coulter, Ted Wallerstedt

THE HOLY ORDERS OF VANUM

Jason Paul McCartan, Peter Engebos, Patrick Odell, Paul Hedrick, David Nix, Calvin Shafer, David Allen, Shawn Penrod, Richard Barton, Arthur Walker, Brian T O'Neill, David Berkompas, Joseph C Basile, Marc Yablon, Robert Fugiel, James M. Yager

THE HOLY ORDER OF ST. DUBREND THE FAITHFUL

Scott Kehl, Rowan Harbinger, Matthew Wasiak

THE HOLY ORDER OF ST. ALWYNDRA THE VALIANT

Mario Butter, Jim Kitchen, Mark Martin, Brett Easterbrook

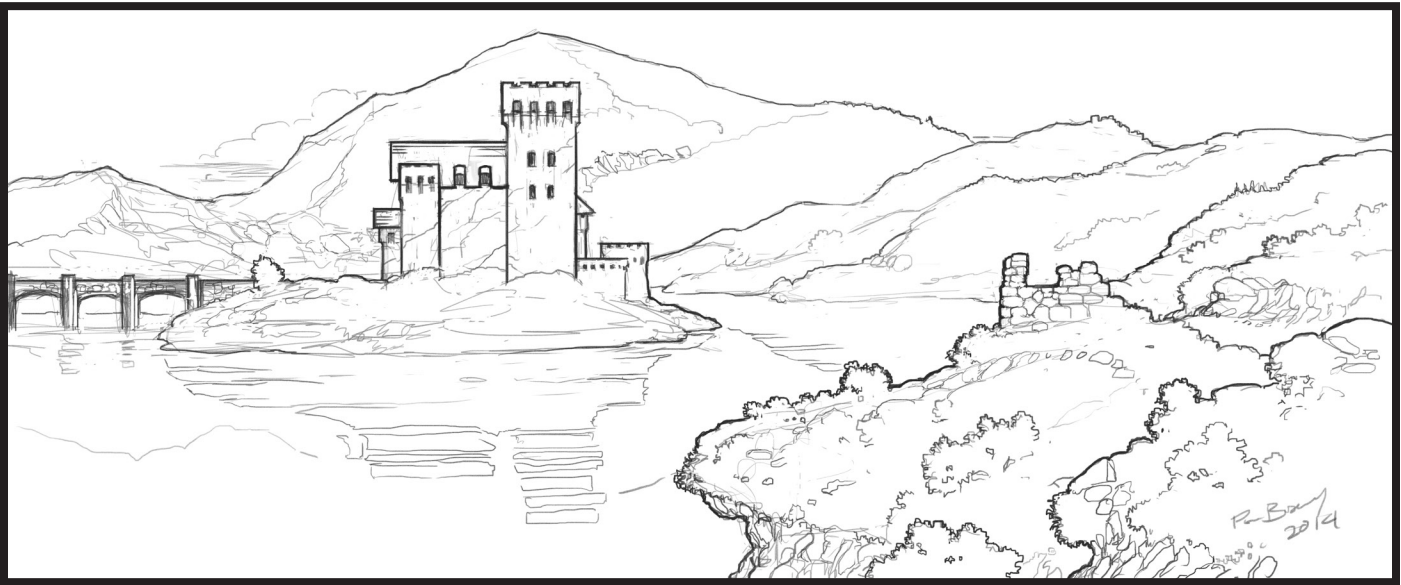
THE PIOUS BROTHERHOOD OF ST. ELIJAH THE HUMBLE

Alex Kammer, Paul Macdonald, Ian Shannon, Adam Fink, Dennis A. Pascale, Tom Dodson, Brett Bolan, Donald Ferris, Anders Håkon Gaut, George Ashton, Kevin Scully, Todd Blake, Warren Nelson, Frank Laycock, Marek Hendziak

WAR WIZARDS OF KARBOSK

Gregory Scott Israel, Derrick A Landwehr, Joshua Hoyt, Eric Haste, Brett Bozeman, Mark Lambe, Michael Zacharias, Anthony Dinovo

AN OVERVIEW OF THE HAUNTED HIGHLANDS



enturies ago the realm of the Haunted Highland was claimed by King Pieter I of Rhodensia, founder of the Rhodensian Empire, whose lands still exist to the south beyond Lake Veyona and extend across the southern sea to the shores of the Dark

Continent. Centuries passed and the might of the empire crumbled as empires often do, through internecine civil war and family betrayal. Many of the lands slid into barbarism and others were taken by fledgling dukes and princes who claimed their own share of the throne. The remnants of the empire which still exist to this day are known more for the constant warfare between the petty princes and low kings who claim its throne. Of them all, Duke Mandras Karbosk V was the strongest. Karbosk V stood the best chance at unifying the throne, until the coming of Yorgach the Orc King and his mighty horde.

The area is called the Haunted Highlands by the locals. A large tract of the terrain of course refers to the duchy of Karbosk, and the independent lands of the unified Ugashtan tribesmen who dwell within its hills and the northern lands. The Haunted Highlands are home to the famed Dirty Bowbe's Roadhouse, long known on the frontier as a safe haven for miscreants, ne'er-do-wells, adventurers, and "antique collectors" seeking to make their fortunes.

The Free City of Eskadia and the smuggler's port of Mantua lay far to the northwest, and the war-ravaged city of Dro Mandras lies below the central plains upon the banks of the Mandras River and the shores of mighty Lake Veyona. Dotted upon the lands of Duke Mandras are various forts and structures, villages such as the halfling settlement of Gilby Hall, the way station of Old Fort, as well as Gaspar, Mish, Jorgen, Kamilla, and Havel. Each of the villages is richly unique in its own right, though they seem as ghost towns now with the fighting-aged men pressed into service to fend off invasions. These farmers-turned-warriors know the stakes. To fail is to see the same destruction wrought upon their lands as was visited on their kinsmen east of the Mandras River.

To the east of the Mandras are laid bare the ravages of war. Ruins of once-fine villages and great towns abound. Here are the smoking remains of Port Irusa, once the primary fishing port for the duchy upon Lake Veyona. The ruined villages of Vareik, Adrik, and the wreckages of Fort Ewar and Port Irusa bear the sorrow of the nation. Each had but a skeleton crew of elderly warriors guarding the frontier, as the majority of the soldiery was off pressing the duke's claims against Prince Bermillian within the Rhodensian provinces. Their efforts were valiant but held for naught as the orc waves crashed upon their walls, slaughtering wives, children, babes, and the elderly as they spread across the plains like a wildfire.

Were it not for the efforts of the Duchess and the magicians of the Tower of Nesturon, all may have been lost. So are the times in which we live.

The surface cities and villages of the Highlands are not the only realms which exist upon the land, however. Beneath the Fander Range hides the grand dwarven kingdom of Fanderburg. Once an empire nearly as powerful as any upon the surface, it is now well known that the Dwarf King rules a nation in full decline. It is believed that other kingdoms and cities of the deep are below the very soil, ruled by the duke of Karbosk in a shadow land known simply as the Darkness. The famed Crater of Umeshti is a known portal to the Darkness below. The crater's treasures and dangers have long tempted treasure hunters, adventurers, and heroes from as far away as Ayin, Jiron, Tsutsin, Pashtush, and Rhodensia itself, who risk life and limb to plumb its unknown depths in search of ancient relics.

In more ancient times legend tells that the land was home to an ancient empire of mystics, wizards, and beings known as the Umeshti who walked with the god during their time among the mortals. A great war among the gods brought about horrible destruction to the mortal world. Their war reshaped the continents and shifted the very seas. In their final defeat, the ancient demons of destruction and forbidden gods and their hellish minions cast forth a great comet which struck down the

AN OVERVIEW OF THE HAUNTED HIGHLANDS

ancient capital of the Umeshti, leaving behind the great Crater of Umeshti where the jewel of ancient civilization once stood.

CITIES OF THE HIGHLANDS

THE FREE CITY OF ESKADIA

Eskadia has a standing population of 81,000 permanent residents with a constant flow of foreigners comprised of mercenaries, merchants, travelers, explorers and the like at any given time of the year, adding another ten to twenty thousand to the steady population. Thus the on-average population of Eskadia is roughly 100,000 persons, making it the most populous city of the Highlands.

Eskadia is home to a good percentage of foreign residents due to its capacity as a port upon the Vestlig Sea. Although the majority of the population is human, there are large numbers of halflings, gnomes, half-elves, and dwarves.

The Free City of Eskadia is ruled by a complicated cabal of nobility and wealthy merchants. It is the farthest northern port on the western end of the continent. The temperatures there are balmy and wet during the summer months with an average temperature in the upper eighties, and in winter months the port itself never suffers a freeze, as warm southwestern winds keep the temperatures in the low forties. Eskadia is a dangerous city, and crossing any of the guilds, den lords, or cults may result in a quick death. Eskadia has a powerful navy and is part of the Western Defense League, comprising Mantua, and the duchy of Karbosk. Currently Eskadia's biggest threats come from within, as feuds between noble houses and their allied merchant guilds quickly erupt into street violence. Its outside threats include the pirates of Umbrego Cove and the hobgoblins of Yulgam Kak.

The cities districts surround a wide harbor where the Eskadian navy is headquartered. Each of the districts is surrounded by its own wall and pierced by gates which are well guarded by mercenaries and den lords looking to make swift profit from yokels and foreigners who frequent the Free City. While there you should explore the various taverns and restaurants. Those needing new arrows and bows of near-elvish quality would do well to speak with Arthur at the Bows of the Rising Sun. Those seeking to rid themselves of cumbersome items collected during a dungeon delve or "antique collector's holiday" would be well to learn the address of the Trade House where an auction is always on the schedule.

Sophisticated travelers may find their tastes satiated in the Heart and Diamond districts, where high-stakes gambling may be had at the Chateau, or theatrical entertainment can be seen at the Thespians Corner. It is understood that those with the coin can truly have their way in Eskadia and a variety of businesses and buildings are for sale to any sort of buyer. Just be sure to ask your realtor to show you the property before plunking down your gold. You may end up the landlord of a seedy tenement in the Pitts if you don't ask the right kind of questions. Then again, judging from the company you keep, that may just be the sort of place you are looking for!

Eskadia is simply too large an area to describe in this simple tome, lest to say, keep a hand on your purse and another on your knife as you travel the city. Don't cross the Middlemen and remember to bow as the nobles pass and you should be just fine!

MANTUA

Mantua is a small but busy seaside port along the trade routes to the Vestlig Sea and the other western seas. Its permanent population is around 2,300 residents, though foreign traders and smugglers, hoping to avoid the extensive taxes levied by the Middlemen and Usurers Guilds of Eskadia, sometimes throw the dice and try for the smaller port in hopes of bigger profits.

Mantua is ruled by Governor Dafidov, a distant cousin of Duke Mandras Karbosk V. Dafidov has a more or less laissez-faire approach to rule, insuring his guards are significantly violent to avoid chaos in the streets. It is rumored that any smuggling activity that takes place in Mantua must go through the owners of the Randy Mermaid. Aside from its rumored underworld connections, the Randy Mermaid is considered the hub for entertainment, cards, drinks, and rumor-gathering for Mantua and its surrounding region. The good news is the drinks are decent. The bad news is if you don't care for it you are pretty much out of luck as the Randy Mermaid is really the only game in town unless you happen to need your boat fixed. If that's the case Yelbi's Dry Dock and Norrico the Canvasser have about everything you will need to get you ship-shape and out onto the wild blue of the Vestlig Sea in no time.

DRO MANDRAS

Originally the jewel of the duchy, Dro Mandras is a city split in two by the horrors of Yorgach's invasion. A large chunk of Yorgach's army occupies the eastern half of the city, with the exception of a great citadel to Vanium which has thus far held out against the humanoid invasion. Yorgach himself is occupied in battles along the far eastern frontier with the newly arrived armies of the duke.

Western Dro Mandras is called the "Free West" by its inhabitants and the thousands of refugees who fled there during the sack of the duchy's eastern province. With Duke Mandras afield overseeing the war efforts against Yorgach's Horde, Duchess Vulsia Illian Karbosk oversees the defenses of the city. She seeks able-bodied heroes of the west to help her in her quest to free the East from the predations of its new inhabitants and bring succor to the East Central Bastion district. Armor which has suffered the slings and arrows of the enemy can be worked at the Outcast Armory or Guskha's Armor Repair, while fine food and drink can be got at the renowned Bleeding Sword, a tavern of fine fare respected by noble and alike. Others may find interest in Babul Trazic's Flying Circus, an animal show brought to the duchy from far off Pashtush.

Warriors may find employ with the duke's armed forces, or may wish to throw in with the Black Jackal's mercenary band who have established a barracks within the city.

AN OVERVIEW OF THE HAUNTED HIGHLANDS

The Conquered East is crawling with the looting forces of Yorgach the Orc King and his various allies amongst the goblin, hobgoblin, gnoll, ogre, and troll races. The east was the largely residential area of the city, which now sits all in ruins. Getting across the river is going to be a challenge because orcs and ogres have occupied the gatehouses on the east side of the river and the duchess is reluctant to drop the drawbridge on the western shores for any reason!

For those seeking adventure and to make a name for themselves in the eyes of the rulers of Karbosk, Dro Mandras is a destination unlike any other.

VILLAGES AND RUINS OF THE HAUNTED HIGHLANDS

VILLAGES

There are dozens of small thorpes and hamlets not listed on any map, and known to only a few who have traveled the length and breadth of the lands. Listed here are the largest villages and the heartbreaking ruins of the eastern province. In addition to the village center itself, each village lord is also under direct command of roughly 90 square miles around his keep. The land immediately around this is held in 10 square mile increments by these lords' lesser knights, who in turn have small manor houses and share-cropping farmers dwelling upon their land.

OLD FORT

This was once a cavalry fort established hundreds of years ago during the reign of King Pieter. It is now a small garrison and trading post used by overland caravans heading to and from the port of Mantua. The garrison is overseen by Captain Gunn, a crusty, hard-drinking northman who is loyal to Duke Mandras to the death. Prices are high due to the scarcity of supplies on the frontier.

GILBY HALL

Gilby Hall is the largest settlement of halflings outside of Eskadia. The halflings of Gilby Hall are of a more agrarian stock, and those who leave the confines of their cozy village tend to be decent rangers, and better than average shots with the bow. They are well known for their wines, and their orchards produce a broad supply of fresh fruit to the villages and towns of the duchy.

It is unknown how many of halflings live beneath the hill which comprises their hall, as big folk are simply not allowed entry into the rumored splendor that is their burrow. At best the big folk are welcome to visit the farmland above and to stop by Yago's Brewery and the Ripe Grape Vintner.

THE VILLAGE OF MISH

The county seat of a large plain of farmland is home to Lord Ioseph Pavel and the village of Mish. Mish trades heavily with Gilby Hall and its main inn, The Knight's End Tavern, is a welcome resting spot to weary travelers. For those looking to

get a few more tricks out of their ponies it would be wise to visit Bela. Wizards from as far off as the Tower of Nesturon are known to seek out Reija the Herbalist for the unusual material spell components that she collects from the surrounding lands.

THE VILLAGE OF GASPAR

Gaspar on the Lower Kissarok river, is ruled by Lord Fyodor Ivanek but is truly managed by his daughter Julia Gustaffson who tends to be distrustful of strangers. Visitors passing through may find refuge at the Trail's End Inn, a popular watering hole and supper spot for local farm hands.

Local weapon smith Bronislaw is more than adept at repairing damaged armor and broken weapons, and broken wagon wheels are replaced by Luukas Weckman.

THE VILLAGE OF JORGEN

This village, pronounced "Yor-gen", has a large dwarven population, and is ruled by Lord Ognir.

Jorgen is known for its cobbler's shop run by Vesa Dorgar where fine shoes and leather goods are made. While shoe shopping the true men in the party can wash away the shame of days spent waiting for boots to be finished in the Grey Griffon Inn.

A newly-built but simple blacksmith's shop run by Holso is also found in Gaspar. He's decent at mending weapons and gear, as well as shoeing horses, but it would be a wise not to ask the proprietor about his wife!

THE VILLAGE OF KAMILLA

An older estate, Castle Ezak dates almost to the founding of the duchy under Mandras I. Kamilla is ruled by the Lady Larissa, descendent of Lord Ulik Ezak the Mighty, though she is a great warrior in her own right and rides with the duke to avenge the horrors in the Eastern Province.

Most who travel to Kamilla do so to have raw stones cut by Gareck Glitterstone, a renowned gemologist who makes his home here. Just in case you get any weird ideas... Gareck is a dwarf, late of the Yakkov Hills, and is well guarded in his vault-like home.

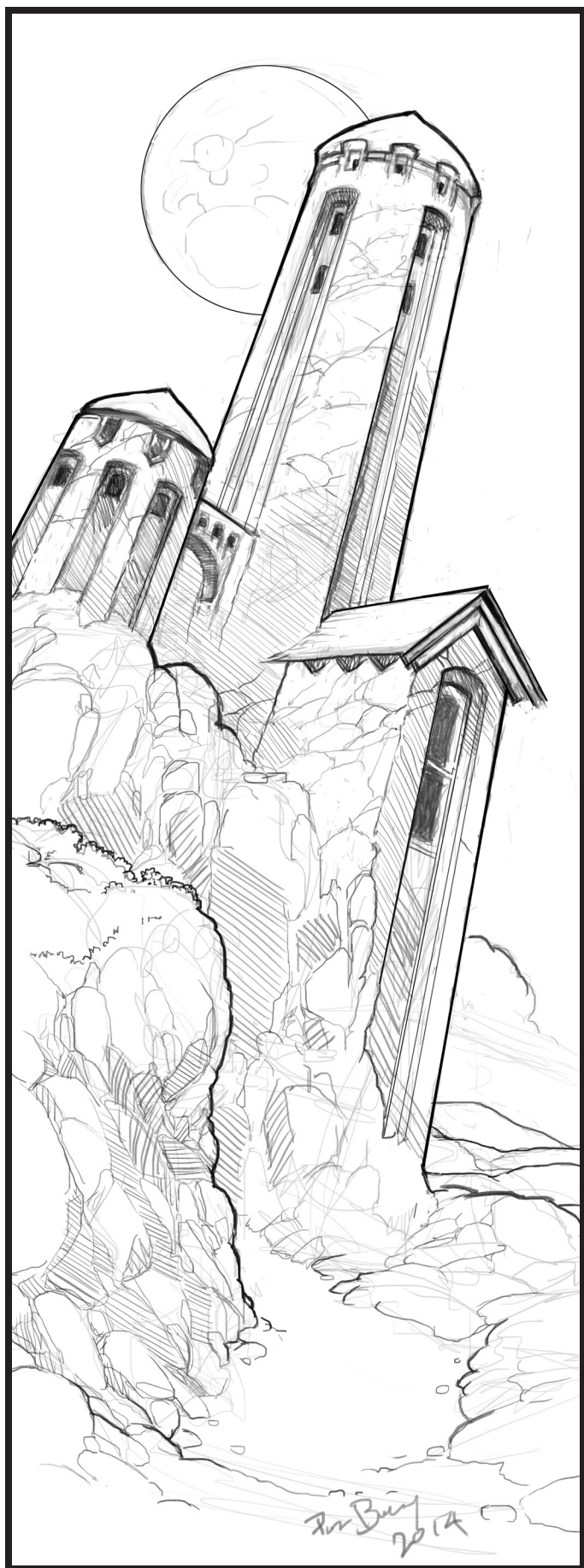
Other shops are noted for their fine furniture and hand-woven rugs and their skilled wagon maker. While visiting, be sure to have a mug of ale at Greggor's tavern. The fare isn't for everybody but what a tap house truly is?

THE TOWER OF NESTURON

The Tower of Nesturon is the name given to the great enchanted spire which rises from the central plains of Karbosk. The tower has stood for as long as can be remembered and is named for the ancient archmage Nesturon. The central tower is surrounded by a grouping of lesser towers known as the apprentice towers, each commanded by one of Nesturon's own apprentices, and serving as schools of magic for generations of wizards who have trained with the masters of the tower.

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AN OVERVIEW OF THE HAUNTED HIGHLANDS



The fortress-like tower itself is surrounded by the Village of Nesturon, a small magic-friendly community which caters to wizards and would-be apprentices.

RUINS

Here are listed the ruins of the greater villages of eastern Karbosk. In addition to the village center itself, each village lord is also under direct command of roughly 90 square miles around his keep. The land immediately around this is held in 10 square mile increments by these lords' lesser knights, who in turn have small manor houses and share-cropping farmers dwelling upon their land. In the case of the East most of these small manors have been sacked and are now lair to orc, hobgoblin, goblin, bugbear, ogre, troll, or some undead fiend.

RUINS OF BORTENSKI

The only western village which was destroyed during Yorgach's invasion was the village of Bortenski, whose survivors brought forth a horde of their own, in the form of Ugashtan Tribesmen and residents of Dirty Bowbe's Roadhouse, who spoiled the portage of the orc horde and turned their vengeance south. Before its destruction, Bortenski once stood guard over the northwestern duchy where it oversaw the fords across the River Mandras and the Witch Moore to the north. The ruins are reputed to be crawling with undead.

RUIN OF PORT IRUSA

Port Irusa was the second largest city in the duchy of Karbosk and serves as the main fishing port and naval fort for the modified longboats which have plied the northern waters of Lake Veyona for centuries, guarding the fishing fleets from monsters and aggressors from Rhodensia. Irusa was home to a great temple to Ataxus, the God of Chaos, which sits in its harbor upon Anarchists Isle. Popularized by its people were a fighting arena where Ataxian boxers would pit their skills against those Rhodensian and Karboskian pammakoni. Irusa was largely evacuated during the coming of Yorgach, so most of its population piled aboard fishing vessels and warships and sailed away before the orc, ruhk, and hobgoblin hordes could strike. Many Ataxians chose to take the opportunity to strike south, into the heartland of Rhodensia, where they now carry out a passive-aggressive war of anarchy against the weakling princes of the empire.

RUIN OF ADRIK

Adrik was once a center for raising beef, swine, grain, whiskey, and beer for the folk of the Haunted Highlands. None fought for the defense of Karbosk harder than those refugees from Fort Ewar and citizens of Adrik who stayed behind to stem the tide of Yorgach's hordes. The shattered remains of Adrik's central keep and some stones are all that is believed still to stand in Adrik. Word of this is sketchy at best, for plunderers wander the plain and occupy ruins, making any news from the East difficult to get.

AN OVERVIEW OF THE HAUNTED HIGHLANDS

RUIN OF VAREIK

Vareik was a foresting and farming center in the northeastern part of the duchy, and was home to Lord Nikolia, who was long a trusted councilor to Duke Mandras until he recently ignored the call to arms of the duke in a contest against the weakling princes of Rhodensia prior to the invasion of Yorgach's forces. Brave explorers would be well rewarded to find the reason for this spurning of the duke's call.

HUMANOID SETTLEMENTS

YORGACH'S HAMMER

Once a human fortress set to guard the passes leading to Pashtush, the fortress was lost many centuries ago to a resurgent orc force which led to the Battle of the Hundred Heroes. Rebuilt and reshaped by will of Yorgach himself, the fortress has been renamed Yorgach's Hammer. Hundreds of orcs, ruhks, and hobgoblins occupy the battlements and barracks of the fort; untold thousands dwell in the pits below which allegedly touch the Darkness beneath.

Only a fool would seek to strike at Yorgach's Hammer, as it is believed that Yorgach keeps enslaved trolls, war ogres, and other terrible foes.

YULGAM KAK

Yulgam Kak is the permanent fortress of the Hobgoblin King. The king himself is of a nomadic tribe and frequently camps upon the northern steppes with a thousand of his cavalry, grazing their beasts and practicing at war. A fragile truce between the hobgoblins, Eskadia, Mantua, and Karbosk still holds, yet none know the reason that the Hobgoblin King has not yet thrown in with Yorgach as his cousins from the Troll Bramble have done. Some suspect he is being paid to remain neutral by forces within Eskadia, but none can fathom why.

The Hobgoblin King can call upon 1,000 riders, 2,000 archers, and 3,000 hobgoblins on foot within three days' time. The fortress itself is a medium-sized town with almost 2,500 hobgoblins in residence.

SEAS, LAKES AND RIVERS

VESTLIG SEA

The Western Sea, known as the Vestlig Sea occupies the western edge of the continent running from the northernmost port of Eskadia to the southern tip of Rhodensia. The Vestlig sea is far warmer than the Northern Sea which girds the top of the continent. Violent storms are known to thrash along the north central coast of the continent due to this admixture of warm and cold waters.

Due to its range from temperate to near tropical waters and its numerous islands, the Vestlig Sea is home to various bands of pirates and independent powers. The island of Melia holds the ever-warring nations of Zarga and Il Melia, both comprised of a

native population which was long ago admixed with the blood of conquering Rhodensian princes, themselves outcasts of the never ending imperial civil war.

Zarga and Il Melia are alternately at war, or at peace with Mantua and Eskadia, though ultimately the navies of all nations are in more danger from northern raiders from the far icy wastes and the pirates of Umbrego Cove.

NORTHERN SEA

The Northern Sea divides the central continent from the polar continent. The sea is cold and filled with monsters and is roamed by savage raiders. These northmen raiders have long explored along the northern coast of the Haunted Highlands, where they set up semi-permanent campsites. It is hard to say if these northman forts are a prelude to a more dramatic invasion, or simply satisfy their urge to explore the dangers of the North Woods and the storm-blasted coast of the Unsettled Lands.

FEAR BAY

A rough bay dotted with rocky islands and dangerous currents disconnects the Knife's Edge Strait from Lake Ugashtan. Believed to be home to a variety of sea folk and dangerous sea creatures, the bay is largely avoided by all but the most insane of northern raiders who sometimes seek the islands of the bay to hide their treasures and maroon their enemies. The northernmost islands contain northman settlements used to resupply their ships as they ply the northern continental coast. The northman bands are not always allied with one another and it is not uncommon for island settlements to raid one another for supplies and slaves.

LAKE UGASHTAN

A narrow and dangerously rocky strait known as the Knife's Edge separates this mildly saltwater lake from the northern sea. Although it is a salty lake, Lake Ugashtan's saline content is less than half that of the sea beyond. Named for the Ugashtan tribesmen who dwell upon its southern shores, the lake is believed to be more than 5,000 feet deep and occupies 5,400 square miles. Lake Ugashtan is dotted with islands including the Twin Isles, a pair of heavily-forested islands near the center of the lake, where it is rumored that ruined megaliths from the ancient Umeshti Empire still stand. The lake is considered by the Ugashtan people to have mystic properties both benevolent and foul. It is also home to outcasts from the Ugashtan tribes who have formed bands of lake pirates over the years.

LAKE VEYONA

Lake Veyona is the largest freshwater lake in the region, and is considered by most to be no less than an inland sea. The lake is believed to be some 7,000 feet deep at its deepest point and is fed by numerous streams and rivers flowing from out of the Ugashtan Highlands as well as its own powerful underground springs. The lake has a length and breadth of 19,000 square miles. Coastal fishermen from Karbosk, Rhodensia, and the

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AN OVERVIEW OF THE HAUNTED HIGHLANDS

Principality of Bermillian challenge against one another constantly, often leading to battles upon the water, of which Duke Mandras' boats currently own the day. The lake is dotted with wooded islands, especially along its northeastern and southwestern shore. Some islands are inhabited.

LONG LOCH

Long Loch is a narrow, fresh water lake, roughly 30 miles long but only five miles wide. The river is quite deep and cool. The Long Loch can be a popular fishing destination but the angler need be care not to run afoul of river trolls or other dangers such as trolls and extremely large frogs who are known to dwell around and in its deep, clear waters.

LAKE EWAR

This mountain lake is only 25 square miles but is over 3,000 feet deep. Fed by freshwater springs deep within the mountains, the lake was once fished by the inhabitants of Fort Ewar before its destruction at the hands of Yorgach. The lake is known for sturgeon and trout.

EWAR RIVER

The Ewar river flows down from Lake Ewar for 50 miles as it empties into Lake Veyona. This clear cold river empties where the harbor of Port Irusa once stood. Barge and canoe traffic once carried trade goods back and forth along the river to the portage beneath the fort.

ADRIK RIVER

The Adrik river flows from the twin villages of Adrik and Vareik south, past the Tower of Nesturon 60 miles, until it pours into the great Mandras River just north of East Dro Mandras. The river is filled with catfish, sunfish, and bullheads, which were popular with local anglers before the invasion. The streams are sourced from underground springs. It is believed by sages that these streams were merely tributaries of some vast underground river system. Canoe travel is the most common form of travel along the streams, and cuts the distance traveled between East Dro Mandras and the northeastern villages tremendously. Huge canoes popularized by the Ugashtan tribesmen carry as many as 10 travelers and 100 pounds of goods at four miles per hour downstream, and three miles per hour upstream. Orc raiders used captured canoes to great terror as they were able to quickly outstrip the main host and infiltrate East Dro Mandras at the onset of the siege of Dro Mandras.

KISSAROK RIVER

The Kissarok River is fed from deep underground streams and produces cool clear water and sometimes strange things that bubble up from the deep. The villages of Mish, Kamilla, Jorgen, and Gaspar lie upon the banks of the Kissarok and rely on its waterway for trade between them. The river drains 70 miles of the western farmlands before emptying in the Fly Bite Fen southeast of Gilby Hall.

The Kissarok is divided into two forks of approximately equal length with the western fork being home to the majority of the villages. Fish are plentiful though fishermen avoid travel to the Fly Bite Fen as the area is well known to be a place of danger.

YAKKOV RIVER

This river forms the border of the Highlands and the Unsettled Lands to the northeast, just as the Pieter's Reach Mountains and the Troll Bramble Forest form the boundary between Karbosk, Rhodensia, and Jiron to the East.

The Yakkov River is a mineral-rich waterway whose water, though clear when lifted in a dipper, appears to be a rich almost coffee brown color in its flow, indicating a huge iron content. The rivers source begins somewhere in the western grasslands of fiend-ruled Jiron and empties more than 100 miles to the north into the Northern Sea. The waterway is plied by river northmen who alternately raid encampments along its coasts, and trade goods in semi-permanent trading posts built along its many small lakes.

FORESTS AND WOODLANDS

BROADWOOD

A great woodland comprising 2,400 square miles of terrain is found south of the Fly Bite Fen, east of the Lawless Coast, west of Lake Veyona, and north of the Principality of Bermillian.

The woodland is home to a variety of denizens ranging from bandit lords, robber barons, black knights who were exiled from the empire, and petty kinglets who claim the ruined Broadwood Province as their own personal kingdom. Prince Bermillian and Duke Mandras have both attempted crossing past the woodland but encampments of gnolls, pirate villages, and bandit camps along the coast have impeded this route into Karbosk. The woodland itself is a combination of willow, alder, and sycamore trees, breaking to live oak as one travels south. The woodland is habitat to a variety of creatures, both mythic and strange.

GILBY ORCHARD

This 200 square mile woodland is actually a well-managed and manicured forest of peach, apple, and pear trees grown by the halflings of Gilby Hall. The Gilby Orchard is protected from thieves and any local pests by a squad of halfling sheriffs who are crack shots with their shortbows.

CURSED WOOD

The Cursed Wood is located on the southern slopes of the Crater of Umeshti, about 10 miles north of the Circle of the Green Man. The Cursed Wood covers 750 square miles of rough terrain and is rumored to be populated by various species of dangerous monster and the lairs of hags, necromancers, and monstrous undead. Renowned for its oppressive darkness and the twisted, unholy nature of its trees and plants, the Cursed Woods are largely avoided by the local populations of Ugashtan tribesmen, though druids from the Circle of the Green Man

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have been known to attempt healing magic upon the forest with limited success. Many would-be adventurers seeking treasure in the Crater of Umeshti take pains to circle around the Cursed Wood and approach the crater from its northeastern face.

GROVE OF THE GREEN MAN

The Grove of the Green Man is a sacred forest covering roughly 100 square miles that serves as the center of worship for druids who follow the teachings of the Green Man, god of nature and beasts. The druids of the grove typically come from the Ugashtan racial stock and have been known to assist farmers in better tending land and livestock so long as proper sacrifices and observances to the Green Man are made. Keeping the balance is key, and those who would enter the grove had best remember that if they wish to leave the grove in the same shape they were in when they entered it.

VAREIK WOOD

Vareik Wood is a small 25 square mile woodland situated in and around the ruins of Vareik, which served as a private hunting ground to the lord of Vareik and his guests. The condition of this small forest is unknown since the invasion of Yorgach and his orc hordes, lest to say that the reports of scouts indicate that the wood still stands and has not yet been chopped down to create siege engines for the war effort.

DUKE'S WOOD

So named as it is the private hunting reserve of the duke of Karbosk. Rangers in the employ of the duke work tirelessly to manage the land and shoo away bandits and humanoid reavers who sometimes try to hide within the wood. The penalty for hunting the wood without license of the duke is the loss of one finger from the bowstring hand and 100 gp. Failure to pay results in jail time of 90 days and loss of two fingers instead.

There are deer, black bears, raccoons, and the like dwelling within the 250 square miles of hardwood forest.

FEYWOOD FOREST

One of the oldest known forests in all of the Haunted Highlands is the Feywood Forest. The Feywood is 1,200 square miles of old growth forest which has stood since before the destruction of the Umeshti people during the ancient war of the gods. The Feywood was once center to the worship of Fythale in the northwest. Feywood Forest was once home to a brilliant city of high elves who dwelt atop the peak of Bald Mountain which pokes from the center of the forest in their ancient city of Amyan Jymoon. Since the disappearance and apparent betrayal to of the elves during the Battle of the Hundred Heroes, the woods have been largely shunned by the inhabitants of the duchy of Karbosk.

LAKEWOOD

A large pine forest upon the northeastern shores of Lake Ugashtan is about as far from the centers of power and population in the duchy of Karbosk as the moons and stars. The forest is comprised of

spruces, ash, and firs covering over 3,000 square miles. The mildly hilly terrain is home to elk, as well as various beasts, magical and non-magical, benevolent and malign. It is largely unknown what sorts of beings make their home within these woods, as accessing them from the south is difficult from both Lake Ugashtan and the Pieter's Reach Mountains. Rumors abound of a green dragon in Lakewood who is rival to a copper dragon of the Yakkov Hills. Doubtless this is all rumor and myth-making.

NORTHWOOD

The Northwood is a windswept wood at the most northern point of the highlands along the coast of the Northern Sea. The Northwood is harvested for its strong ash trees by northmen who have various forts dotting the coast to the northeast of Fear Bay, utilizing the lumber for repairing their ships and building smaller vessels which they use to explore the Yakkov, where they seek trade and plunder amongst the horsemen and centaur tribes which populate the western steppes of fiend-ruled Jiron and the Unsettled Lands. Northwood lumber is exceedingly hard due to its exposure to wind and storms from the Northern Sea.

TROLL BRAMBLE FOREST

The Troll Bramble is a large forest occupying 1,600 square miles. The woods are called the Troll Bramble with cause, as one would need to regenerate like a troll to get through the thick thorny underbrush and jagged hardwood branches that typify the vegetation that grows here. Of course the fact that actual trolls have been documented lairing within the Troll Bramble helps solidify its name. For this reason the forest has often stood as a natural barrier between Rhodensia to the south, fiend-ruled Jiron to the east, and the duchy of Karbosk. It is believed that other creatures such as giants dwell within the wood, especially as it borders the Pieter's Reach Mountains. It is also not unknown for there to be tribes of orcs and goblins dwelling within the Troll Bramble, serving as fodder for the trolls, ogres, bugbears, and other more powerful beings who are believed to dwell there.

MOUNTAINS AND HILLS

YAKKOV HILLS

To the northeast of the Highlands stand these hills named by an explorer from the eastern kingdom of Ayin. The area is considered mineral rich, though it is also home to many tribes of ogres, hill giants, and it is rumored fire giants dwell somewhere within a slumbering volcano.

UGASHTAN HIGHLANDS

This highland hill range comprises a semi forested area of roughly 9,600 square miles of land in the northern province of the duchy of Karbosk. It is these Highlands which give the region it's "Haunted" appellation. The Highlands are semi – autonomous in that they are ruled by their own headmen who have an alliance of co-defense and protection of the land from external foes. In return the duke has traditionally allowed the highland tribe to manage its own affairs, so long as horrors from

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the Crater of Umeshti, the Cursed Woods or the Witch Fens do not wander down into the central farmlands.

Dirty Bowbe's Roadhouse sits at the foot of the southernmost spur of the Highland range. The central plateau of the range is home to the Cursed Wood and Grove of the Green Man. The hills and peaks range from a low of 500 to a high of 2,900 feet, with the tallest peak being the mysterious and deadly Crater of Umeshti rising to a height of roughly 3,500 feet.

The far reaches of the hills beyond the crater are known to be the homes of tribes of hill giants, ogres, bugbears, solitary stone giants, and ettins. There are rumors of basilisks, wyverns, hippogriffs, and the occasional chimera, especially near the valley and Plains of Mayfurrow.

THE CRATER OF UMESHTI

The hollow peak in the northwest of the Ugashtan Highlands is 3,500 feet high. The crater is broad and a deep sinkhole is alleged to be at its center. The sinkhole is variously described as the gate to hell, the entrance to an ancient dwarven mine, or a clever ruse put on by locals to fleece foreign explorers out of their hard-earned coin. Whatever the answer, it is a destination for heroes and adventurers from lands far and wide. The slopes of the crater are said to be heavily infested with kobolds and other unsavory creatures.

THE FANDER RANGE

The Fander Range is a broad range of mountains occupying 13,000 square miles, with an average peak height of 5500-7000 feet. Central to the Fander Range is the dwarven citadel of Fanderburg. Dwarves from throughout the west generally count their origins from the kingdom of Fander. The dwarves speak little of their homeland, and those few words that are spoken are ones of sadness and longing. These refugees are friendly with the humans and halflings of the region, though they tend to be suspicious of refugees not born of their own particular clan. In centuries past, the dwarven presence extended even across the surface of the mountain range, sending mining expeditions to the Crater of Umeshti and as far off as the Yakkov Hills. The dwarves have long since abandoned their surface fortresses, and with the exception of settlements atop their home mountain, there are naught but ruins and forgotten storehouses that remain.

The mountain range is known to be home to hill giants, bugbears, ettins, mountain trolls, cave bears and in higher, more northerly climes some small bands of frost giants are said to be found, though this is disregarded by northmen as folly, for they cannot imagine a ship large enough to bring frost giants down from the icy northern continent where they rule large swaths of territory.

THE PIETER'S REACH MOUNTAINS

This mountain range occupies 15,000 square miles with an average peak height of around 5,500 feet with the tallest peaks averaging 6,600 feet. The mountains brought about an end to the expeditions of the Rhodensian King Pieter I as he established his empire. In that day huge hordes of ruhks and common orcs

populated the southernmost caverns. Incessant warfare with them and their demon-summoning shamans proved costly, though succeeded ultimately in driving the beasts below ground where they remained for many centuries, rising from the earth time and again to plunder the west. It is in such a time that adventurers now find themselves, as Yorgach has taken the banner of the ruhk kings and brought his hordes forth from the deep.

The southernmost spur of the Pieter's Reach Mountains are home to Lake Ewar, the ruins of Fort Ewar, and the orc fortress of Yorgach's Hammer - the proverbial hole in the ground from which the orc lord and his minions have most recently crawled.

The central portion of the range is of a lower elevation with the exception of the great peak known as Bald Mountain, alleged home of the lost elven kingdom of Amyan Jymoon and the Feywood Forest. Little is known of the mountains further north of Amyan Jymoon, as the trek is difficult and there are no known mountain passes leading to the eastern highland planes of Jiron or the Yakkov Hills.

IMPERIAL MOUNTAINS

The Imperial Mountains are a broad range of mountains which serve as the southern end of the greater continental range which also comprises the Pieter's Reach Mountains and the Ugashtan Highlands. These mountains average 5,500-6,000 feet in height and cover 11,000 square miles. There are few heavily defended mountain passes leading into Rhodensia from Pashtush which has largely served to protect the embattled southern empire from the depredations of the fiendish pashas of accursed Jiron. The mountains are home to some giants, trolls, ettins, bugbears, goblins, earth elementals, giant eagles, and griffons, and were once believed to be a home to some of the brood of Kyuleshedrac, before the Great War of Gods and Mortals brought ruin on the Umeshti Empire.

SWAMPS, MOORS, AND WETLANDS

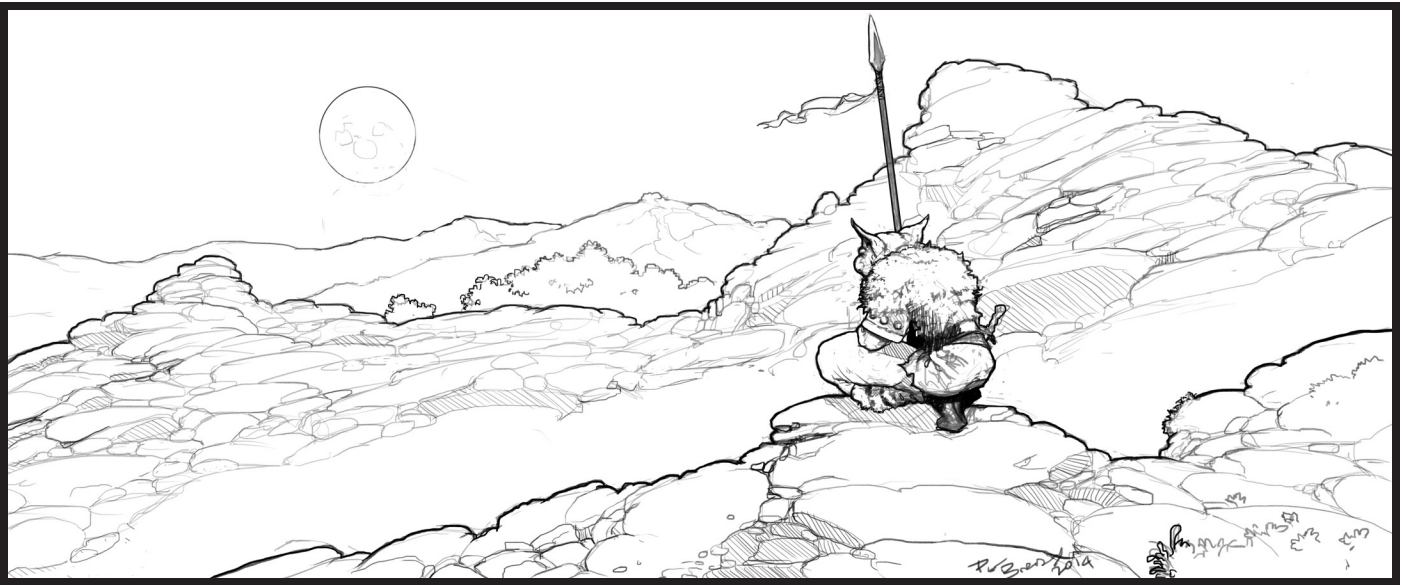
THE WITCH MOOR

The Witch Moor is a haunted, cold water wetland in the Central Highlands. The Witch Moor is located north of the Ruins of Bortenski and off the Southwest coast. The moor occupies 300 square miles and is avoided by the Ugashtan tribesmen. The moor was a constant source of concern for the former residents of Bortenski.

THE FLY BITE FENS

This swampland is 900 square miles and has long been home to unknown numbers of lizard folk, freshwater crocodiles, and other deadly creatures. Until recent years the lizard folk kept to themselves, so long as the folk of Karbosk and the bandits of the Broadwood did the same. Their excursions outside of the swamp have become more frequent and more openly hostile of late. It is rumored that a coven of witches and hags have taken control of the disparate tribes, forming them into a single force whose purpose and goals are currently unknown.

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OTHER LANDS

PLAINS OF MAYFURROW

The Plains of Mayfurrow were the sight of a great battle that brought about the end of Shandimar's ambitions to conquer the west. The plains extend on into the valley carved between the Ugashtan Highlands and the Fander Range. The area is greatly avoided, especially after nightfall, as it is believed to be haunted at best, and demon accursed at worst. For this reason caravans tend to encamp on either side of the valley and wait to cross the Plains of Mayfurrow at daybreak, pushing hard to cross the territory before nightfall. Those who camp along the edges of the plain and its valley swear that their slumber is interrupted by the sounds and screams of battle that can still be heard upon the fields throughout the night. Superstition dictates any of the living who find themselves trapped within the plains by nightfall shall never be seen again among the living, and are forced to join the dead in never-ending battle. Superstition, fantasy, or fact, the answer is unknown, as the tradition of avoiding the hallowed battlefield has gone on for hundreds of years now.

NORTHERN STEPPES

The Northern Steppes are a broad, windswept grassland known for hot, dry temperatures during the summer months, torrential rains in the spring and fall, and extreme cold in the dark of night during the winter months. The coastal areas of the steppes are used by inhabitants of Eskadia and Mantua to grow wheat and other arid grains, and the deeper areas are used to graze cattle, sheep, and goats by their landed nobility who make a killing on the foods in their markets. The deep steppes near the base of the Fander Range are home to the hobgoblin nation of Yulgam Kak, and are largely avoided for fear of starting a new war with those ferocious folk.

THE UNSETTLED LANDS

The Unsettled Lands are vast, wind-blasted, rocky plain and wet tundra covering the continental coast north of Jiron. The unsettled

lands occupy an area comprising around 70,000 square miles. The drier lands to the south are home to centaur, wild horses, and all manner of plains beasts and nomads who claim no kingdom and swear no allegiance to any flag save that of their own horse clan. Most intelligent tribes are small bands of no more than 20-100 members who live in yurts and subsist off of milk, wild bison, elk, and moose. Northmen have few outposts here as there is little lumber in the unsettled lands that is easy to reach, and much of its interior is soggy and difficult to travel. Their outposts are typically earthen forts whose welcome to outsiders is dependent on the mood of the tradesmen and raiders currently encamped.

JIRON

The caliphate of Jiron is a fiend-ruled kingdom where the semi-civilized horse clans of the arid central plateau swear unswerving allegiance to the various genie beys and sheiks who rule over them like gods. If the folk of Jiron worship any gods at all, they are the Great Khan, god of war, or Kharzarn the Cruel, lord of slavers. Jiron is largely unexplored by the folk of Rhodensia and the Haunted Highlands, as a combination of a warlike nature, and predilection for enslaving its neighbors makes Jiron an unlikely destination for merchants and traders.

PRINCIPALITY OF BERMILLIAN

The Principality of Bermillian is a province of the Rhodensian Empire, ruled by Prince Bermillian, current pretender to the line of ascension for the throne of Rhodensia. The principality sits at the southwestern edge of the Lake Veyona. Bermillian commands around 30 knights, five barons, and thousands of men at arms and peasant levies. Areas of note in the principality are Lake Bermil to the north, the Bay of Bermillian to the west, and Lake Mergaso to the south. Lake Veyona drains to the Bay of Bermillian by way of the Veyona River which the prince likes to call the Bermillian Waterway. It is quite obvious that the prince and his predecessors love their family name and stamp it on everything their eyes see! Rumor has it that they even refer to the duchy of Karbosk as "North Bermillian" on their personal maps. Bermillians typically

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worship Taxus the Pillar, though being more truly Rhodensian they also freely worship Kharzarn. Food in the principality tends to be spicy and fish and rice oriented.

THE LAWLESS COAST

The Lawless Coast is a wild subtropical coastland roughly 120 miles in length with sea isles along the western side of the continent in what was once the Province of Broadwood. It is used by smugglers and pirates seeking to hide from the navies of Mantua and Eskadia. The smuggling activities have their plus sides, however, as they allow the exchange of goods from Karbosk with goods from Rhodensia while avoiding the political concerns of both states. Likewise a large black market run by bandits operating out of the Broadwood allegedly meets at random spots along the Lawless Coast twice yearly, and is considered quite the spectacle for those brave enough to seek out its wonders.

RHODENSIA

A once powerful empire of which the duchy of Karbosk was once the farthest province, Rhodensia is a kingdom without a king, where warring princes each claim the throne, and by proxy, imperial authority over its neighbors. Rhodensian princes are largely thought of as weaklings by the folk of Karbosk who have warred frequently against the northern provinces of Rhodensia such as the Principality of Bermillian. The Rhodensian princes each rule a heavily fortified and well stocked city and have become adept over the years at withstanding sieges. Princes of the southern coastal regions have lately taken to plundering the “Rhodensian Protectorate” a province in the Southern Sea established under the rule of the last emperor, when he staged an invasion of the nearby southern continent. Rhodensians tend to worship Taxus, Kharzarn, and Tokaladin. They tend to be of medium complexion, with dark hair and brown eyes amongst the common folk, though the households of the nobility tend to have lighter hair, eyes, and skin, due to centuries of inbreeding.

Rhodensians enjoy spicy food, as peppers grow rapidly in the semi-arid lowland climates which comprise a large percentage of the land mass of the empire.

TIME AND SPACE

Time is counted in the 24-hour day considered universal since creation. Each hour is of 60 minutes, each minute is of 60 seconds. The length of a year is 360 days and there are 12 months of 30 days each. Such are the laws which govern the world as they were set in time immemorial.

THE CALENDAR

ATAXON

The first month of the calendar year, representative of the chaos which birthed the universe, is often a month of wild weather, ranging from blizzards, to rain, to bitter cold. Gamblers tend to count this month as either lucky or unlucky. Folk lay their odds to chance during the month of Ataxon.

NARTUNE

The second month is claimed by death, as cold creeps from the north and freezes flesh and blood. This month is also noted for its abundance of darkness, and late in the month, the deep freezing fog. Prayers are said and wreaths are laid in remembrance of the dead, lest they rise from the frozen earth to harry the living.

KRUNNAN

The third month of the year is often cold and wet, as the month gives way to the green shoots of new life when spring dawns. The end of the month is also the time of planting for summer vegetables. This is the holy month of the Green Man.

FYTHERA

The fourth month is the true start of spring as flowers fill the meadows and farmers begin planting for their fall crops. Fickle as the goddess the month is named for, dangerous storms sometimes sweep the plains of the Haunted Highlands during the month of Fythera.

TOLKAN

The fifth month marks the end of spring and first month of summer, named for the god of magic.

TAXON

The sixth month is the holy month of the lord of law. Standing in opposition to the chaos of his brother in the start of the year, it exemplifies the end of dangerous spring storms and the calm before the storms of fall and return of winter.

SHEDRAC

The seventh month is the month of the dragon, known for warm winds.

KHAR

The eighth month is named for the slave lord, as it is so hot it reminds residents of the burning realm in hell which Kharzarn rules.

KRANU

The ninth month is named for the dwarf lord. This month brings the first chill from the mountains to signal the shortening of days.

JOKASH

The tenth month is named for the hag queen and marks the start of the harvest. The reaping month is when the Hag Queen reclaims her crown from the rule of Fythele.

SHAMB

The eleventh month of Shamb brings long nights and the start of winter. Long shadows are the home of Shambere, and this is her holy month.

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VANNUM

The twelfth month is the holy month of Vanium, celebrated in early winter. It is a time of fasting followed by great feast to strengthen the people for the lean months to follow and remind them of the ever watchful guardian who chases away the chaos.

THE DAYS OF THE WEEK

TAXDAY marks the start of the week. It is a day of worship for followers of Taxus. The courts are always open on this day.

DRACDAY is the second day of the week. The day of the dragon, it is observed to honor the dragons lest they raze the land.

THALDAY is the third day. This day honors the elf lord for his service to creation. Natural magic is more powerful on this day, causing saves versus druidic magic to suffer a -1.

KRANDAY is the fourth day. This day honors the dwarf god for his service to creation, as all venerate the ground upon which they walk.

TOKALDAY is the fifth day. This day honors the god of magic. Saves versus arcane magic suffer a -1 on this day as magic is more powerful.

FYTHEDAY is the sixth day. This day celebrates the fey queen of light for her part in creation.

ATAXDAY is the seventh day. This day celebrates the god of chaos for his part in creation. It is a day reserved by many for parties and revelry and is the day where drunk cells in cities are often at their fullest.

ASTRONOMICAL FEATURES

A pair of moons hangs over the world known as Fythele and Jokashka.

FYTHELE

The nearer of the two moons, this silvery orb is named for the queen of light (though still mischievous) fey and woodland elves. The moon keeps a common cycle of 30 days, being dark on its first day before waxing full on the fifteenth day of the month, then cycling again to darkness on the thirtieth day. It is believed that arcane magic and druidic magic grow stronger as the moon nears its fullness, and is weakest when the moon is absent from the night sky. When the moon is at its fullest, it offers enough light for travelers to see from moonrise to moonset, or an additional seven hours of travel. The full moon is considered a blessing and a rich time for in hunter-and-gatherer cultures.

JOKASHKA

This dark moon is named after the dark queen of fey and is called the Hag's Moon or Witch's Moon depending on the region of the world. Jokashka appears smaller and more misshapen than

the silvery orb named for the Hag Queen's twin. The moon does not cast the silvery glow of its sister, but instead glows a dark bluish green, and casts an eldritch tint upon the land, causing fear and confusion to the unwary.

The further moon takes 24 days to wax from darkness to full, and 24 more to darken fully again, making a 48-day cycle. Every two years there is a double full moon which is celebrated by followers of both goddesses and generally loved and feared by those mortals who wonder at the rise in incidences of lycanthropes and pranks by mischievous fey.

CONSTELLATIONS OF NOTE

Each of the major deities is represented in the stars, though their positions and locations may change through the seasons. Listed below are major constellations which are seen the year round.

THE DRAGON

This is the constellation representative of Kyuleshedrac and is most commonly seen in the western sky. The Dragon is comprised of two dozen stars and is one of the largest constellations in the sky.

THE PILLAR

The Pillar is a series of four stars in the northernmost part of the sky with its very tip representing true north. The Pillar is claimed by devotees of Taxus, god of law, and is said to represent his inflexibility and unbending spirit.

THE SKULL

The constellation of winter, the Skull reminds folk that death is ever present in life, and that respect must be given the lord of the dead, lest he send the dead back to take what is rightfully his for all time. The constellation of the Skull is venerated by worshippers of Nartarus.

THE SPIRAL

Seen in the far southern sky, the Spiral is comprised of 13 stars mirroring the Pillar, and is associated with Ataxus, god of chaos. The furthest southern star in the Spiral points due south and is always directly opposite its brother in the northern sky.

THE WIZARD

This 12-star constellation resembles a wizard bearing wand, staff, and peaked cap. The Wizard is often seen in the eastern sky standing slightly opposed to the Dragon. The Wizard is the constellation representing Tokaladin, god of magic, in his attempts to master the secrets of Kyuleshedrac.

THE GUARDIAN

In the western sky, directly opposite the Dragon is the 15-star constellation of the Guardian. The Guardian is said to be Vanium as he guards the heavens from the forces of evil with his sword and shield.

18 CASTLES & CRUSADES

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THE ELF

The 10 stars of the Elf vaguely resemble an archer aiming his bow across the sky from southeast to northwest. It is seen in early spring through summer as it appears to chase away the orc, and foretells the coming of the planting season. The Elf represents Thayaleon, and his rise marks rituals worshipped by both elves and humans, though the humans do not know the reason, as their memory is marred by their short lifespans.

THE STAG

Appearing in fall, the Stag is the reminder that hunting season has begun, and for hunters to take care and only cull the herds of game to their limit, lest all go hungry over time. The Stag is a constellation held sacred by the followers of the Green Man.

THE RAT

This 10-star constellation also rises in the fall, and reminds the farmer to guard his stores lest his people starve in the long winter night.

THE ORC

This 11-star constellation rises in spring and is a reminder of the raiding season that the thaw brings. The orc rises at nightfall and is chased across the sky by the Elf, and disappears into the rising sun at daybreak.

PEOPLE AND MONSTERS OF THE HIGHLANDS

The Haunted Highlands are a diverse region with several ethnicities of human and halfling as well as mountain dwarves, some half-elves, elves, orcs, hobgoblins, goblins and the like.

HUMANS: Most common of the races of the Highlands, with perhaps the exception of orcs, humans come from a variety of ethnic stock including northmen from beyond the Northern Sea, native Ugashtan folk, and the dominant Rhodensian ethnic group which settled generations ago during the imperial expansions of King Pieter. Even far-off Eskadia was settled after a failed rebellion in Rhodensia, and thus its folk are also of the Rhodensian cast, though heavily mixed now with northman blood, and that of whatever blood the pirates of Umbrego Cove bring to the table.

UGASHTANS: Ugashtans tend to be of medium height with broad shoulders, and hair of a rusty reddish to light brown. Their eye colors range from grey to green to a golden hazel indicating a hint of their ancient bloodline. Their skin is sun-bronzed and they dress in homespun shirts with buckskin boots and leggings, loincloth, and bits of armor and fur. They prefer to bear two-handed weapons, though are proficient with the longbow. They tend towards barbarian, ranger, and druid, though some few serve as clerics of the primal deity Bowbe.

KARBOSKIANS: Dark haired, olive skinned, with eyes of any color, the Karboskians are of medium height, broad of forehead, with a straight, slightly pointed nose and square jaw accentuated

with manicured beard or shaved chin and full moustache. Karboskians may choose from any number of professions though nobles tend towards study at the Tower of Nesturon, or train as knights in the employ of the duke. Commoners may be clerics of the various deities, fighters, or members of any other character class, including paladins.

ESKADIANS: Like Karboskians, Eskadians are originally of a pure Rhodensian stock, though they may have paler hair and skin of any tone as denotes their admixture with the travelers of the seas. They are otherwise of medium height and build with facial features that indicate their ancient Rhodensian heritage. Eskadians may be of any character class though their nobles tend to be of more dark-haired, black-eyed variety and may be knights, clerics, wizards, or illusionists. Their commoners fill the gamut of adventuring careers though they tend to lean towards becoming rogues, fighters, and assassins.

RHODENSIANS: As time has passed the Rhodensian common stock has remained basically unchanged, medium of build, with brown eyes, and dark hair. Rhodensian nobles tend to be narrow of hip and shoulder, and somewhat short, though their skin is paler than that of their common folk, probably due to anemia in their constant admixture with others of noble stock, and albinism is not uncommon. Their noble classes lean towards being clerics, wizards, illusionists, and knights, while their common classes may be of any character class save knight.

JIRONIANS: Jironians have deep tan complexions and straight black hair. They tend to have long faces and glittering brown/black eyes, though some rare members of their royalty have golden eyes. Jironians have been affected by years of rule by brutal fiends and genies so they tend to have a slightly alien cast to their appearance and an almost elf-like curve to their ears which is hidden in most occasions by turban, helm, hair, or veil. Jironians of the arid plateau are often as not barbarian horsemen, while their sophisticated city dwelling brethren tend towards working at being wizards, clerics, assassins, or fighters.

NORTHMEN: Being tall and pale of skin, with hair ranging from all shades of blond to those with a tint of red, they have pale eyes of grey or light blue. They tend to be taller than Rhodensian races and thicker of build. Northmen are typically barbarians, though several of them are known to be fantastic bards and even clerics of primal deities like Bowbe.

The northmen's native land is a rocky land of majestic pines, snow draped mountains, and icy streams where half the year is spent in darkness. They are avid mariners, traders, and raiders who have traveled broadly along the northern coast of the continent, taking from those they can and trading with those who they cannot easily bully or kill.

Northmen clans tend to war amongst themselves frequently and even the courts of their high kings are rife with intrigue and fratricide.

ELVES: Elves are extremely rare in the highlands, so rare in fact that most common folk of the villages and farmsteads have

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never seen a true elf let alone a slightly more common half-elf. Due to history and legend, elves are viewed with a certain amount of distrust and even fear, using elf more as a curse word than a racial epitaph. Any full blooded elves who have found themselves in the Haunted Highlands must have come to the region by way of their kingdom on the Isle of Dennyier, looking as always for the secret to the disappearance of the elves of Amyan Jymoon. Elves lean towards being druids, rangers, fighters, knights, wizards, illusionists, and bards.

HALF-ELVES: These are typically thought to be “true elves” by the natives of the Haunted Highlands, as most half-elves of the region are the progeny of the residents of Amyan Jymoon and the folk of the highlands. Most dwell in traveling bands now, or in cities such as Dro Mandras, Eskadia, Mantua, and Port Irusa.

Half-elves tend to work at being wizards, rangers, mercenaries, bards, and thieves.

HALFLINGS: Halflings are of two racial branches. The more common branch is the Gilby branch, born of Gilby Hall. The second branch is the Broad Toe branch which occupies a great position of power in Eskadia.

Halflings of the Gilby branch tend to make their living as rangers, clerics, wizards, and fighting folk. The Gilby branch are more agrarian in nature and have a close affinity to nature and the land. They are brave, generally honest, and tend to keep to themselves. That said, they are respected and admired by the folk of the duchy, and have earned the thanks and respect of the duke on more than one occasion.

Halflings of the Broad Toe branch tend towards being rogues, assassins, mercenaries, and powerful merchants. The Broad Toe halflings are said to owe their origins to foreign lands across the Vestlig Sea. Broad Toes have a love of fine clothes, fine shoes, and fine dining in the most exclusive restaurants. They are most

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comfortable in bustling urban settings where their cunning nature sees them operating as equals and in many occasions superiors to humans and other races with which they interact, due to their willingness to get their hands dirty.

GNOMES: Gnomes are seldom seen by the surface dwellers of the Haunted Highlands, especially outside of Eskadia where they are reputed as usurers and gemologists. As such, little is known of their kind and they are viewed with the same trepidation as pure-blooded elves. That said, the gnomes who dwell in the hidden corners of the land are skilled fighting men, curio collectors, and masters of illusion and arcane magic.

DWARVES: Archetypal as their deity, the dwarves of the Highlands are mostly descended from mountain stock. The majority of them are refugees from the various purges of Fanderburg and refuse to speak of their homeland and as often as not refuse to interact with other dwarves who have also been exiled from the kingdom. Dwarves are excellent warriors, often serving as officers in the duke's militia or as mercenaries. They are also known to practice as clerics, and occasionally wizards, though the sturdy folk are capable in any chosen vocation.

RUHKS: These orc-kin are somewhat larger and smarter than common orcs, though not necessarily as intelligent as a true half-orc. They are violent bloodthirsty beasts, whose intent in most cases is murder with the maximum amount of brutal violence so as to display their superiority to lesser orcs, goblins, and their like. They dislike and tend to ignore better-trained hobgoblins and tend to despise half-orcs whole cloth, in spite of the fact that in most cases one or more half-orcs may be their sire.

Ruhks tend to be barbaric in nature, though those who can be trained in battle excel as soldiers and mercenaries. The rare ultra-intelligent ruhk can be trained in the arts of magic, or follow the devout path and become a cleric of Gathaak the Orc God, a demon summoner, a necromancer, or worse.

ORCS: Smelly, stupid, pig-eyed and foul-tempered, orcs are typical ingrates bred for war and little else. Their lives tend to be short and meaningless, ending in a splash of blood and entrails. Orcs who have more wits about them, greater strength, agility, and fortitude as often as not perform their lives as barbaric warriors. Others can be trained, beaten, and intimidated enough to be welded into a fighting force of some renown. Such is the horde of Yorgach.

GOBLINS: Small, wily, and far more intelligent than their appearance dictates, goblins are quick-witted rogues who may stab you in the back as soon as look at you. Others have a deeper understanding of the arcane arts and have been known to study druidic, divine, and arcane magic, heightening their power to untold levels. Goblins are also keen alchemists and have developed their own deadly experiments, used to great success in Yorgach's conquests.

HOBGOBLINS: Smart, cruel, combative, hobgoblins are all of these things in excess. The hobgoblins of the Haunted Highlands come from two ethnic lines, the first being a mountainous sort

who are believed to rule vast caverns beneath the Ugashtan Highlands and Pieter's Reach Mountains. The other are a more surface oriented race, who dwell as nomads and bandits upon the Northern Steppes. Hobgoblins excel at being warriors, rangers, and warrior priests, worshipping the rulers of the Rings of Hell.

MERCENARIES, CULTS, AND GUILDS

THE BACK ALLEY GANG

A gang of thieves and art collectors reputed to operate out of Dro Mandras and the Port of Irusa, this gang has allies amongst the Slings in Eskadia and alleged ties to the Mantua Nostra, an alleged smuggling outfit on the west coast. Little is known of the Back Alley Gang lest to say if someone were to "get away" with a burglary anywhere south of Dirty Bowbe's Roadhouse, it is highly likely that there will be a visit from a member of the Back Alley Gang in that individual's future.

MERCENARY BANDS

Mercenary bands from as far of as Melia or Pashtush sometimes make their way into the highlands, seeking service in the employ of the Princes of Eskadia, the governor of Mantua, or the duke himself. Mercenary bands are expected to present themselves to the nearest local authority, be he prince or duke, and apply for a writ to operate within the confines of the local government. Any mercenary band who refuses to apply for this writ is assumed to be comprised of infiltrators or invaders and is dealt with accordingly.

JUMA'S JACKALS

This mercenary band currently stationed in West Dro Mandras is comprised of fighters from neighboring nations as well as those from across the sea. They follow Juma Dark, the founder of the band whose mother was a Jironian warrior priestess of the Great Khan. The jackals are neutral in most affairs though they have thus far proven loyal to their pay and fought bravely when faced with Yorgach's hosts, especially during the ongoing battle of Dro Mandras. The Jackals accept any bladesmen into their company, so long as they own a sword and know how to wield it. Their code of conduct is tenuous at best, consisting mostly of "don't cross a brother and don't cross Juma."

LEGION OF SWORDS

The Legion of Swords is currently headquartered in Eskadia though it has served on the island of Melia, the Northern Steppes, throughout the duchy of Karbosk, Rhodensia, and as caravan guards along the dangerous pass of Pashtush.

Currently they are employed as a de facto city guard and prison guard in the Free City of Eskadia where Captain Archer and Captain Donalbrey vie with one another for overall control of the band. The legion is known for its ethos of working until the job is done and paying honest loyalty to the coin which was paid. In recent years the legion received a black eye when a former Colonel Montcalm betrayed this oath, allowing a company of men under his command and civilians under his guard to be

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slaughtered by orcs and ruhks along the Great Wall of Elthrum in far off Pashtush for money. Despite this massacre and its backlash the company has retained a reputation as a premier, if expensive mercenary group.

CIRCLE OF THE GREEN MAN

The Circle of the Green Man is a coven of Ugashtan druids, half-elves, and ancient wood elves who follow the teachings of the Green Man and his primal association with nature. They are benevolent in their healing of haunted woodlands, and the predation caused by humanoids, unnatural beasts, and the like, though they have been known to run into conflict with Karboskian farmers who fail to follow implicit rules on the protection of the duchy's natural resources. As death is part of nature, they have no compunction over sacrificing prisoners and those who have done harm to nature upon the altar of the Green Man.

WITCHES OF THE FLY BITE FEN

These evil-aligned druids are the antitheses of the druids of the Circle of the Green Man. Working in conjunction with hags... or perhaps working to become hags themselves, these witches are followers of Jokashka, and have been known to call upon the powers of the Rings of Hell and the demons of the Nether. It is believed that the Witches of the Fly Bite have all but enslaved the local lizard folk population through charm and sorcery. The witches seem neutral to the affairs of the duchy. It is unknown what their purposes are within the Fly Bite Fen.

APPRENTICES OF NESTURON

Nesturon is a renowned archmage who has long dwelt in the Haunted Highlands, where he administers a school of wizardry and illusion at his tower. The majority of apprentice wizards and war wizards of the duchy are trained at the Tower of Nesturon, which is purported to also contain a vast library where wizards approved by the masters of the tower may learn spells if they have the right amount of coin or are willing to quest for ingredients and spell components from the grand apprentices of the archmage.

Graduates of the school begin their careers at the lowest rank of wizardry or illusion, though they are always welcome to come back and take further studies or access the library. Acceptance into the school typically involves some form of magical test, be it an illusory training in magical combat, or evidence of the ability to wield arcane forces, and of course a mathematics exam.

WAR WIZARDS OF KARBOSK

Wizards who focus on combat magic that have achieved at least the 3rd sphere of mysteries may apply with Ixium, court wizard of the duke of Karbosk. If deemed worthy they can expect 20 gp per month for no less than one year, and a duty roster of jobs are assigned at the whim of Ixium. Typically the War Wizard is assigned to a squad of elite Karboskian troops, or given duty along the walls and towers of Castle Karbosk. War Wizards of Karbosk are given access to a limited supply of devastating

combat spells by Ixium, and may earn access to others by achieving quests on behalf of their master.

KNIVES OF SHAMBERE

The Knives of Shambere are a secret league of assassins whose home base is kept so secret that to mention the name of it aloud is the equivalent of begging for death. Assassins seeking entry must be confirmed killers and devout worshippers of the lady of shadows. The Knives of Shambere are differentiated from the Chosen of Shambere in their more arcane abilities, and deeper affinity to the powers of the shadow court. Knives of Shambere actually seek to become a part of the shadow and by extension a part of the Shadow Queen, whereas the Chosen follow strict guidelines of the murderer's trade.

CHOSEN OF SHAMBERE

More traditional assassins than the Knives of Shambere, the Chosen of Shambere have a level of sophistication that differs from eastern assassins cults in that the assassination is intended to be a public spectacle where the mark is murdered with gusto in front of witnesses as the assassin deftly slips away.

PAMMAKONI

Renowned athletes who fight in a brutal unarmed combat style involving grapples, holds, and brutal strikes, the pammakoni are warriors of law, who follow the teachings of Taxus the Pillar and seek to make their bodies as strong as the great pillar which represents the god himself. Pammakoni are most commonly encountered in Rhodensia and Pashtush, or at their gymnasium in Dro Mandras.

ATAXIAN BOXERS

Ataxian boxers are nihilists and anarchists who train in the use of drugs, alcohol, and found items to destroy opponents with kicks, punches, crockery, bottles, rakes, knives, and bricks if necessary to do the job. Ataxians in the highlands spent the majority of their time drinking and fighting by the dockside of Port Irusa before its collapse. Now they are found near water fronts as far off as Eskadia and Mantua, or as near as Prince Bermillian's fishing villages and the lake ports of Rhodensia.

THE HOLY ORDERS OF VANIAM

Vaniam, the god of law and good is has a citadel in the city of Dro Mandras where representatives of the various orders are besieged by the armies of Yorgach.

THE HOLY ORDER OF ST. DUBREND THE FAITHFUL

Members of this knightly order are known to swear themselves as defenders of goodly folk, assigning themselves to guard caravans of pilgrims heading to holy sites, volunteering to destroy undead menaces, traveling great lengths to lift sieges, or assist the besieged in any manner they may find. Members of this order like other orders have unique taboos that are part and parcel of their order.

22 CASTLES & CRUSADES

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THE HOLY ORDER OF ST. ALWYNDRA THE VALIANT

The militant order of the paladins of Vanium, they are often assigned to companies of knights and cavalry, bringing the brilliant light of the lord of good against the unholy forces of demons, devils, and other fiends of darkness and evil. The orders of St. Alwyndra are as comfortable in the seat as any knight of arms, and though they lack some of the military discipline of the knights they ride with, this is more than made up for in passion and purity of cause.

THE PIOUS BROTHERHOOD OF ST. ELLJAN THE HUMBLE

This beggar order is known for its homespun clothing, and their unwillingness to carry coin for themselves. They are thin, their hair often unkempt from a life on the road, and their beards long. In spite of their appearance they exude an aura of humble strength that comforts the sick, and brings succor to the starving.

KNIGHTS OF KARBOSK

These knights serve as the backbone of the duke's army. They are expected to be the living embodiment of the duke's benevolent rule and honorable court. Knights are expected to quest for at least four weeks in every ten to keep up their skills, spreading the honor of the duke, and patrolling its marches against incursions of enemies. During these times knights often band together with others who serve under the same baronet or lord, though some few choose to ride alone. Knights are not above a joust with other knights of the realm for bragging rights and sport, and may issue friendly challenges when they see others of the duchy bearing colors of the duke and their allied baron.

KNIGHT-ERRANTS

These are often foreign knights who have come by sea from Melia or Zarga, Eskadia, or even Pashtush, seeking fortune and glory upon the Haunted Highlands. Others seek employ in the court of the duke, hoping in turn to gain their own homestead, or perhaps a village deed of their own. Still others are black knights, who seek only to slay other knights for their own amusement. These wicked knight-errants set pavilions along well-traveled roads hoping to trap young passers-by in a predetermined grievance, so that they may slay them and plunder their goods. Beware the lone pavilion that does not fly the banner of Karbosk from its lodge pole!

RHODENSIAN RED LANCERS

These knights hail from Rhodensia and are among its most ancient orders of knighthood. They have no love for Karboskian Knights, and attempt to slay them on sight as a matter of honor, ignoring any other enemies in their attempts to do so. It is surmised that certain black knights who have plagued the duchy were in fact Red Lancers who have come to have sport upon the young knights in the service of the duke.

KARBOSKIAN HUNSMEN

These huntsmen serve as sheriffs and gamekeepers of the duke's lands. They bring in a village's allotment of fresh game on a monthly basis, and see that no wicked beast crawls from the Troll Bramble or Cursed Woods to cause harm to Karbosk's citizens.

THE GREY LORDS

Whispered only in rumor, the Grey Lords are a foreign-born cult of Nartarus, god of the undead. It is believed that their arrival on the shores of the Haunted Highlands can only mean a power struggle in the church of the unholy one between the Grey Lords and the Cult of Night over which will eventually launch the Apocalypse of Nartarus and bring undeath to the world.

CULT OF NIGHT

A cult of worshippers of Nartarus headquartered in Eskadia, this cult does little to hide its presence in the city, and the rulers of Eskadia consider their presence to be "just one more thing" to add to their litany of troubles. They assume on the plus side that the Cult of Night plays its part in keeping corpses off of the streets.

THE MIDDLEMEN

This foreign born group of halfling businessmen and entrepreneurs control a great deal of international trade through lucrative warehousing and shipping ventures in Eskadia. They are tough and shrewd businessmen who are not above using some violence to get what they want.

PIRATES OF UMBREGO COVE

The pirates of Umbrego Cove are a loose confederation of pirates, headquartered on a hidden isle somewhere in the Western Sea. Umbrego Cove has long been sought by the navies of Karbosk, Melia, Zarga, and Rhodensia in turn, though none has successfully located the elusive fortress. The pirates originate from all races and nations, and follow their own bizarre code. It is believed that the pirates pay some small homage to Forthonus, lord of the seas, but have also bartered their souls to the fiends of the Rings of Hell. Whether this is true or not is ultimately unknown to outsiders to their brotherhood.

DEITIES AND FIENDS OF THE HIGHLANDS AND BEYOND

This section describes the pantheon of deities worshipped in Karbosk and its surrounding locales for the first time in print. Although available for free download for a few years, it has been requested on numerous occasions that it be made into a print product. It was felt that since it is expected that the players understand and know more about their particular deities, the best place to include the material for the players was in the Players Guide to the Haunted Highlands.

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DEITIES

The deities of the Karboskian marches and its environs have been known to take a semi-active roll in the lives of their followers, manifesting themselves in statues, storms, and natural events, or speaking directly to their most faithful paladins, villains, and high priests. Such manifestations are awe- and often terror-inspiring to the folk of the marches, so they should be kept to a minimum so as not to overthrow the order of a CK's campaign. Likewise nothing says "take this quest" more than the deity of a PC's faith visiting a vision or powerful sign upon them.

TAXUS THE PILLAR

ALIGNMENT: Lawful Neutral

SYMBOL: Pillar of the Heavens

GARB: Grey toga or athletic gear

FAVORED WEAPONS: Javelin

FORM OF WORSHIP AND HOLIDAYS: The Games of Taxus represent the best in sportsmanship and by-the-book play. They are held annually during summer months often marked with unusually calm weather. The games last two weeks and are held in nearly every country and every clime, though the variety of games and events changes to reflect the local flavor.

A winter holiday marking the worship of Taxus is referred to as the Writ of Judgment, not to be confused with the cleric spell of the same name. This holiday begins on the winter solstice when many other deities hold their holidays. The Writ of Judgment is a time to reflect upon the mistakes of the past and to pray for the dead and the condemned that they find themselves on the right side of the law in their afterlife.

TYPICAL WORSHIPPERS: Athletes, lawyers, judges, monks, guards and nobles



DESCRIPTION

Taxus is worshipped by many as the god of law. He is represented as the Pillar of the Heavens where his strength holds fast against the chaos and discord of the universe. The Pillar actually spells out all known laws. As Taxus is the Pillar, he is also the divine embodiment of law itself. The priesthood of Taxus seeks to emulate their god through the use of Taxus' divine blessing and have erected temples throughout many lands which include incomplete copies of the Pillar of the Heavens. These copies may be found in town squares and in the center of temples to Taxus. Clerics of Taxus frequently make pilgrimages to various temples of Taxus, to learn new laws that help further their understanding of the nature of Taxus' divine wisdom. As Taxus is also the patron of athletics and fair play, his clerics work as hard on their bodies as they do on their ecclesiastical studies. Most clerics of Taxus choose physical as one of their attributes.

Taxus is universally adopted by judges, magistrates, lawyers and athletes as their favored deity. In events where close attention to rules and law is concerned, clerics of Taxus are called upon to referee or arbitrate based on their lengthy study of the tenants put forth upon the Pillar.

Taxus appears to his followers as a man of perfect physical attributes with glowing blue eyes and short white hair, dressed in a short toga and sandals. Taxus is the twin of Ataxus the Vortex, and is as different from his twisted brother as day is to night.

ATAXUS

ALIGNMENT: Chaotic Neutral

SYMBOL: Stylized vortex or tornado

GARB: Masks featuring faces with twisted or distorted features worn with a motley assortment of ill fitting clothing

FAVORED WEAPONS: Cat-o-nine Tails

FORM OF WORSHIP AND HOLIDAYS: Followers of Ataxus have no set holidays, instead waiting for random astronomical or natural events to hold a spontaneous celebration in honor of their deity. These spontaneous celebrations are referred to as Carnival's of Chaos. A Carnival of Chaos could feature any number of activities, from the typical carnival fare to things of more extreme natures. Such extreme activities may include public drunkenness, self mutilation, the release of dangerous beasts into crowded markets, brawls, riots, and other exercises in civil disobedience and public disturbance.

TYPICAL WORSHIPPERS: Anarchists, madmen, rebels, prisoners, and others who find themselves at odds with authority

DESCRIPTION

Where Taxus is the embodiment of law in the universe, his twisted twin Ataxus is the antithesis of such lofty ambitions as the rule of law. Ataxus has mutilated and scarred most of his body to resemble whatever mood suits him on any given day. Although highly intelligent his actions range from crude to dangerous and self-destructive behavior suggesting some lingering madness that is beyond the abilities of mere mortals to comprehend.

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Ataxus is as likely to ignore the pleas and prayers of his followers as he is to grant them a measure of his powers. Because of this there is 5% chance per rest period that he does not grant any spells.

Ataxus appears to his followers as a man of perfect build, marred with scarification and tattoos. A beautiful mask of fine porcelain covers his face which bears the exact visage of his twin brother Taxus. Not even the gods may describe the horrors which hide behind the porcelain mask however, for all who have seen the true face of Ataxus have been driven to madness. In battles between men and gods, Ataxus seeks out lawful enemies, be they good or evil. To thwart these opponents, he takes on the form of a vortex to incite storms, spontaneous volcanic eruptions, and earthquakes. He makes no distinction between his foes, and often leaves the battlefield as quickly as he arrives.

VANIUM THE FEARLESS

ALIGNMENT: Lawful Good

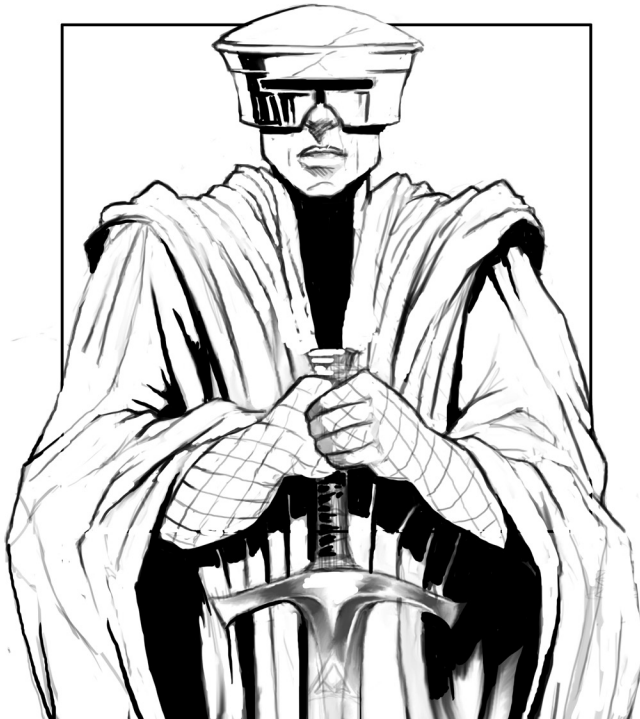
SYMBOL: Crowned helm

GARB: Military or martial clothing, arms and armor

FAVORED WEAPONS: Lance, spear, longsword

FORM OF WORSHIP AND HOLIDAYS: Vanium's holidays are marked with observances throughout the year of famous battles where the forces of good overcame the forces of evil. His key holiday is in mid-spring where offerings are made to fallen soldiers and those who were willing to sacrifice their own lives for the greater good of the many.

TYPICAL WORSHIPPERS: Knights, paladins, goodly clerics, healers, and any who observe the tenants of justice, truth, love, and honor above all else



DESCRIPTION

Vanium is a universally loved and despised deity, known for his righteousness and compassion. Many of his followers are known for their willingness to give to the poor, heal the sick, and care for the weak. As thus many paladins are devoted to the path of justice which Vanium prepares for them. Vanium is the enemy of all that is evil and the foe of injustice. His sincerity in demanding justice often puts him at odds with Taxus, for justice is not served when a law has no heart behind it.

Vanium appears as a very tall man encased in archaic armor whose hand may hold any weapon he calls forth. Vanium is inclined to manifest himself in his statues and temples before the faithful to impart wisdom and advice to his most loyal of worshippers.

KHARZARN THE CRUEL (“CAR-ZARN”)

ALIGNMENT: Lawful Evil

SYMBOL: Shackles and chains

GARB: Clerics of Kharzarn wear a slave's collar about their neck to show their subjugation to their wicked master.

FAVORED WEAPONS: Scourge, kukri

FORM OF WORSHIP AND HOLIDAYS: Kharzarn's unholy days are twisted orgies of pain and suffering, usually administered by the worshipper of Kharzarn upon others. Kharzarn's greatest holidays are celebrated by the sacrifice of hundreds and thousands of slaves in highly stylized and organized rituals. The Night of Blood is held on evenings of a lunar eclipse, where the blood of slaves runs the gutters of Kharzarn's cities as slave after slave is slaughtered and butchered before the observance of the deity himself.

The other major holiday of Kharzarn is the Day of Dark Shadows, a solar eclipse, when slaves of the faithful are crucified and turned to face the sun so that they are blinded by the coronal flare, then immolated as the moon crosses the sky.

TYPICAL WORSHIPPERS: Slavers, assassins, evil rogues, and fighters.

DESCRIPTION

Kharzarn is a foul deity who takes a direct approach to harvesting souls to further his own power in the deific hierarchy. His followers constantly seek to ensnare and enslave great masses, in order that their sacrifice may fuel the power of the god. His more powerful worshippers are often granted the command of devils to help them commit their fell deeds. Evil mercenaries and ruthless tyrants often pay homage to Kharzarn even if it means wearing some form of chain to denote their allegiance to his deadly path.

Kharzarn appears as a large, stout man with short cropped hair. His eyes are black as pools of pitch and his ears are pointed and hung with many earrings so that his earlobes droop prominently. Kharzarn wears a shirt of bronzed colored chain, each link of which is made from the slave's collar of one who was sacrificed to his unholy being. Unlike most truly evil deities, Kharzarn has no fear whatsoever. He freely wades into conflict with any

AN OVERVIEW OF THE HAUNTED HIGHLANDS

opponent, lashing out with his shocking scourge and dealing underhanded blows with his black bladed kukri.

GATHAAK

ALIGNMENT: Chaotic Evil

SYMBOL: Severed head

GARB: Blood stained armor and weapons

FAVORED WEAPONS: Battleaxe, halberd

FORM OF WORSHIP AND HOLIDAYS: The inhuman worshippers of Gathaak celebrate his masses by the slaughter of prisoners, the devouring of their flesh and the drinking of their grog. Temples to Gathaak are usually hidden deep under the ground, where exercises in brutality are common and admired as a sign of strength.

TYPICAL WORSHIPPERS: Goblins, ogres, orcs, trolls, hobgoblins, bugbears

DESCRIPTION

Gathaak is an ancient, a primal god who has no remorse for the slaughters his many children have wrought upon the world. Gathaak is the ultimate representation of mindless slaughter and destruction on a grand scale. His prodigious children spread quickly across most worlds, raining fear and death into the hearts of all who oppose his might. Although Gathaak is not alone in his pantheon, it would take the combined might of each of his offspring to offer him even the slightest challenge. Gathaak is frequently tricked by other deities into doing their dirty work.

When manifested upon the field of battle or within his temples, Gathaak appears as a scarred orc the size of an ogre, able to wield a halberd as if it were a battleaxe. A pair of great tusks rise from either side of his black-toothed maw and his stench has been said to cause legions of knights to wretch into their helmets. Gathaak's blood-soaked bone armor is made from the skullcaps of his various foes and anointed with the blood of the innocent.

Gathaak rules a dark wasteland of the Chaotic Nether, overpopulated with the souls of his slaughtered progeny and demon-spawned orcs of the wastes.

SOAGOTH ("SO-A-GOTH")

ALIGNMENT: Chaotic Evil

SYMBOL: Waving tentacle

GARB: Any

FAVORED WEAPONS: Flail

FORM OF WORSHIP AND HOLIDAYS: Random acts of madness and terror

TYPICAL WORSHIPPERS: Madmen, evil wizards or illusionists, clerics, and aberrations

DESCRIPTION

Soagoth has two guises by which it appears to its worshippers. Its first guise is that of a screaming mass of tentacles and razor-toothed mouths. Its second guise is that of a lordly prince with coppery skin and a shaved head. When Soagoth treads upon the earth in this guise, nightmares, fear, and madness break loose within 20 miles of his location. Soagoth may cast any spell at will, preferring the most destructive and insane spells which its twisted mind can muster. Soagoth may give birth to 100 HD worth of aberrations per day. Its realm is a twisted place of creation and destruction far beyond the stars on the very edge of the universe, where all planes are born and cease to exist in a mind shattering entropic frenzy.

Soagoth attacks with spells, flailing tentacles, and by enveloping its foes into its rubbery, fleshy mass.

THE GREEN MAN

ALIGNMENT: Neutral

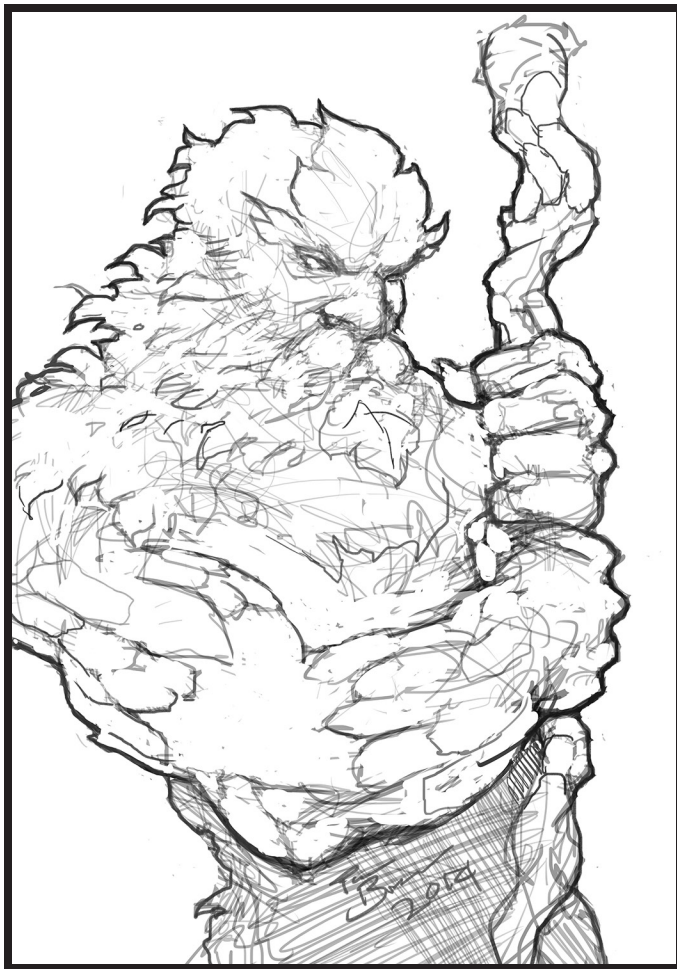
SYMBOL: Elk-horned headband

GARB: Clothing and gear made from naturally found materials

FAVORED WEAPON: Cudgel

FORM OR WORSHIP AND HOLIDAYS: Equinoxes, solstices, and weather

TYPICAL WORSHIPPERS: Druids, farmers



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DESCRIPTION

The Green Man is an embodiment of nature whose teachings are followed by druids. His name is known only to druidic hierophants and is thus not reprinted here. To all others he is merely the Green Man. The Green Man appears as a green-skinned, hill giant-sized man of perfect build and stature with a flowing green beard and a mane of forest green hair knotted with thistles and thorns. His eyes shimmer like a summer storm and he may control any weather within 100 miles of his manifestation. The Green Man concerns himself only with the natural order and balance of things and is dismissed by most of the more territorial deities who see him as an impediment to their conquests of terrestrial and planar domain.

The Green Man is of the earth, and as such is the only deity who actually dwells upon it, having no plane or demi-plane of his own. The Green Man considers all planes where natural things grow as his home. The very earth itself is his wife, and he is merely her guardian and protector.

In combat the Green Man calls down storms and earthquakes, or assaults his enemies with his mighty cudgel, known to slay any non-earthbound creature in a single skull-splitting blow. The Green Man may cast any druidic spell at will and may summon 100 HD worth of living creatures (plant or animal) per day.

FYTHELE THE FEY QUEEN (“FI-THÉE-LEE”)

ALIGNMENT: Chaotic Neutral

SYMBOL: A ring of flowers

GARB: Diaphanous robes in the shades of flowers

FAVORED WEAPONS: No preference

FORM OF WORSHIP AND HOLIDAYS: First day of spring, first day of autumn

TYPICAL WORSHIPPERS: Fey creatures, elves, some gnomes

DESCRIPTION

Fythele is a radiant creature and co-reagent of the Realm of Fey alongside Prince Thayaleon. The Realm of Fey is a mirror realm to that of mortals, and is a place alive with natural magic, just as Queen Fythele herself is in touch with the very essence of nature and magical forces. She is the dire enemy of Jokashka the Hag Queen, who has ever persisted in twisting the beauty of the fey to her own bitter designs.

Fythele disdains physical combat, preferring to strike dead her foes by revealing her untamed beauty to them. Likewise she is a powerful wielder of magic, capable of casting any spell at will. Ultimately Fythele avoids such violence, preferring to escape away to her impregnable fey kingdom, and leave off the “rough stuff” to other more efficient guardians.

The nearer of the world’s two moons is named for the Fey Queen, due to its shimmering radiance. The more kindly though no less

wild fey creatures are known to dance beneath the light of its silvery glow.

THAYALEON PRINCE OF ELVES (“THAY-A-LEON”)

ALIGNMENT: Chaotic Good

SYMBOL: Leaf-shaped arrowhead

GARB: Varies from stately robes to forest greens

FAVORED WEAPONS: Longsword, longbow

FORM OF WORSHIP AND HOLIDAYS: Thayaleon is worshipped through carols and dancing during midsummer nights when the air is cool and the moon is full. Elven lifespan is so long and filled with rituals, ceremonies and commemorations of deed and battle, of victory and heartbreak, they are too numerous to name here.

TYPICAL WORSHIPPERS: Elves, half-elves, some halflings and fey



DESCRIPTION

A progenitor of the elven race, Thayaleon rules as a living god, sometimes dwelling amongst his beloved children and other times ruling affairs from his mahogany palace in the heart of the Realm of Fey.

Thayaleon appears as a lordly elf with skin that gleams with many shades of gold, dressed in the softest of silks and leathers. Thayaleon bears a great bow which only he can draw, made from the antlers of a white stag and a bough from the Tree of Life, which may strike unerringly any target he can see with his divine sight. Thayaleon is no coward however, and wields his gleaming longsword and the forces of magic as skillfully as his deadly-accurate bow.

AN OVERVIEW OF THE HAUNTED HIGHLANDS

KRANNOUGH, EVERLASTING LORD UNDER EARTH (PRONOUNCED “CRAN-OCK”)

ALIGNMENT: Neutral

SYMBOL: A jagged mountain peak in the center of a steel coin

GARB: Materials made from ore

FAVORED WEAPONS: Warhammer

FORM OF WORSHIP AND HOLIDAYS: Followers of Krannough celebrate his victories during earthquakes, volcanic eruptions, and any time the earth proves its dominance over the creatures who dwell upon it or under it. Sacrifices are offered to Krannough in the form of finely crafted items of metal and stone, destroyed under hammer or cast into lava.

TYPICAL WORSHIPPERS: Dwarves, gnomes, some elementals

DESCRIPTION

Krannough is the chief deity of the dwarves, and is frequently worshipped by gnomes and other beings with an affinity to earth, stone, and metal. He is known to manifest himself in perfectly-carved statues within his subterranean temples. Krannough is a harsh deity, known for his stubbornness and greed, for at the coming of the gods, he saw that all the wealth which would fill the hearts of others with desire be buried in his realm.

As overlord of the earthly elements, he has dominion over things brought out of it and crafted from it; thus he has a special interest in all things made from metal and stone. His dominion is constantly challenged by the creatures which dwell in the dark deep places, and his folk wage constant warfare against the spore of Gathaak.

Krannough appears to his followers as a stone-skinned dwarf of exceptional breadth and might, cased in a coat of the hardest mail. Krannough can take no damage while his feet touch the ground. His hammer is known to strike great fissures into the earth, opening new ore deposits for his progeny to plunder. Entire cities of humans and monsters have been buried under the volcanic ash of Krannough's fury.

JOKASHKA THE HAG QUEEN

ALIGNMENT: Neutral Evil

SYMBOL: Clawed hand engraved upon a stylized cauldron

GARB: Robes of ratty black

FAVORED WEAPONS: Scythe

FORM OF WORSHIP AND HOLIDAYS: Full moons, All Hallows Eve

TYPICAL WORSHIPPERS: Trolls, witches, hags, harpies, female giants, evil fey, some dark elves, scorned women

DESCRIPTION

Jokashka the hag queen resembles nothing less than a loose leather sack stretched over twisted and knotted bones. Her face

is a fright of hooked, warty nose, shark-like teeth, and deep set glittering black eyes. At least that's the guise in which she most frequently presents herself. She is also known to appear as a dark and beautiful twin of Fythele, known to seduce both men and women alike with her stygian radiance, only to reveal her true form at the moment she devours their souls.

Jokashka is the goddess of nightmares and bedtime stories. Tales of her evil are whispered into the ears of children in order to make them mind, lest Jokashka come to steal them away and grind their bones for her bread. Jokashka resides in Darkalfheim and has a wriggling citadel of tortured flesh there, surrounded by a walls of poisonous thorns and gates made from the bones of children. At will she may make her fortress appear as if it were made completely of candies, cakes, and sweets. She is considered to be the mother of hags and patron of witches.

Jokashka assaults her foes through nightmarish dreams and magic, but is known to lay her coup de grace upon her enemies with her wickedly serrated scythe.

BOWBE (“BAWB”)

ALIGNMENT: Chaotic Neutral

SYMBOL: Crossed sword and hammer of Bowbe

GARB: Furs, skins, and pelts over battle armor

FAVORED WEAPONS: Greatsword, warhammer

FORM OF WORSHIP AND HOLIDAYS: Curses and vulgar language in the name of Bowbe, destruction of sworn foes

TYPICAL WORSHIPPERS: Barbarians, raiders, reavers and plunderers

DESCRIPTION

Bowbe is the embodiment of a barbarian's rage and wrath. Appearing to mortals as a seven feet tall barbarian dressed in the Pelt of Urson the Great Bear, whom he can summon to his side by tossing the pelt to the ground and calling forth its name. Bowbe bears the greatsword Bm'fob in one hand and warhammer Wytch-Killer in the other.

Bowbe revels in war and the slaughter of his foes. His battles against giants are as legendary as his outspoken hatred for the undead, arcanists, lawyers, guardsmen, and generally all civilized authority figures of any sort.

Worshippers of Bowbe are known for the irreverence in which they use their deity's name, for Bowbe is a deity who only answers the prayers of those that use his name in vain. Thus it is not uncommon to hear berserkers cursing their god for his indifference as readily as they curse their foes for their existence. Bowbe only grants the raising of a follower 50% of the time and then only to complete a blood feud or sworn oath of vengeance. Bowbe grants no healing spells to his clerics beyond the 4th level of power.

AN OVERVIEW OF THE HAUNTED HIGHLANDS

SHAMBERE, GODDESS OF SHADOWS (“SHAM-BEER”)

ALIGNMENT: Neutral Evil

SYMBOL: Crossed daggers over a black gemstone

GARB: Facemask

FAVORED WEAPONS: Dagger, shortsword

FORM OF WORSHIP AND HOLIDAYS: Drunken feasts following a successful heist or murder

TYPICAL WORSHIPPERS: Assassins, rogues, evil illusionists



DESCRIPTION

Shambere is the goddess of thieves and professional contract killers. Greedy and selfish, Shambere is distrusted by most of the gods, but used by few who need her skills in order to achieve their own goals. Shambere appears as a slight woman (or sometimes, man) dressed all in black, bearing wickedly curved knives and shortswords. Shambere can shape any shadow and step through shadows as if they were doorways.

Rogues and assassins who venerate Shambere are known to sacrifice 5-10% of their ill gotten gains to the deity in order to retain her favor. Shambere is known to break the luck of followers who refuse such sacrifice, causing important tasks to automatically fail.

Shambere never faces foes in open combat, preferring to ambush them and slay them instantly through stealth and careful planning.

TOKALADIN THE ALL KNOWING, GOD OF MAGIC

ALIGNMENT: Lawful Neutral

SYMBOL: Staff affixed with a golden pyramid

GARB: Sage or scholarly robes

FAVORED WEAPONS: Staff

FORM OF WORSHIP AND HOLIDAYS: Astrological phenomenon, such as comets, meteor showers, or the alignment of celestial bodies.

TYPICAL WORSHIPPERS: Sages, scribes, wizards, and illusionists

DESCRIPTION

It is said that Tokaladin is the master of all spells and keeper of all knowledge. Tokaladin appears as a stately looking elderly gentleman with a bald head and long beard of black, shot with silver. Worship of Tokaladin takes place in towers of magi and any where folk seek arcane knowledge.

Tokaladin concerns himself with little other than the laws of magic and the bending it to his uses and designs. He may cast any spell at will. His staff Harngragle acts as a staff of the magi and may break any enchantment and reflect any magic cast against him back upon its caster.

NARTARUS, DEMI-GOD OF THE WALKING DEAD

ALIGNMENT: Neutral Evil

SYMBOL: A rod of bones

GARB: Basic black

FAVORED WEAPONS: Mace or staff

FORM OF WORSHIP AND HOLIDAYS: Funerals, internment of the dead

TYPICAL WORSHIPPERS: Necromancers, evil priests

DESCRIPTION

Nartarus is a pale demi-god. He appears to his followers most frequently in the guise of a cruel-faced angel made of fluid molten lead, whose long feathered wings drip a poisonous ichor. There are some that claim he is no deity at all but truly is one of the Fiends of Hell or the Nether itself. He bears the Scepter of Death in his left hand. This rod is made from the bones of the first fallen mortal to be claimed by the Underworld. Nartarus is in league with both arch devils and demon lords, seeing that souls are delivered to them intact in exchange for certain loyalties on their end. His priests are known to haunt graveyards and charnel houses, seeking to re-animate the dead to go forth and collect more souls for the nether realms.

Nartarus may cast any necromantic spell at will and may summon 100 HD worth of undead to his side at a moment's notice. Any being struck with the Scepter of Death rises in the following round as a vampire, ghost, or in the case of spell

AN OVERVIEW OF THE HAUNTED HIGHLANDS

casters of sufficient power, a lich cursed to do the bidding of their cruel slayer.

RIACHEE THE RAT KING (PRONOUNCED “RAY-I-KEY”)

ALIGNMENT: Neutral Evil

SYMBOL: Rat

GARB: Any

FAVORED WEAPONS: Shortsword, whip

FORM OF WORSHIP AND HOLIDAYS: Riachee is worshipped on moonless nights and during plagues caused by his billions of progeny, when even non-worshippers offer him sacrifice to remove his blight upon the land. The only known holiday is called the Ides of the Rat King, when rat trappers take a day off from their job and folk keep their cats indoors. The holiday always takes place during the first floods of spring when the waters chase rats from sewer and cave.

TYPICAL WORSHIPPERS: Were-rats, evil wizards, madmen, and those who live amongst filth and vermin.

DESCRIPTION

Riachee appears as an enormous thin, vaguely humanoid rat with mangy hair, crawling with fleas, and a thick rubbery pink tail. Riachee's eyes are glittering black but glow red in the presence of light. His teeth are razor sharp and easily the size of a steel shield, and glisten a sickly bone white from his constant gnawing on the bones of sacrifices.

Temples to Riachee are commonly well-hidden deep within the sewers of cities great and small.

FORTHONUS, LORD OF THE SEAS

ALIGNMENT: Chaotic Neutral

SYMBOL: Spiral wave, dolphin

GARB: Seafarer's garb

FAVORED WEAPONS: Net

FORM OF WORSHIP AND HOLIDAYS: Sacrifice of gold and blood before hurricanes, fruit and wine at high tide or choppy seas.

TYPICAL WORSHIPPERS: Seafarers, sailors, buccaneers, fishermen, and adventurers.

DESCRIPTION

Forthonus, lord of the seas, is as chaotic and immensely powerful as the storms that blow up upon his waters. More primal and elemental than most deities, it is unknown if he is a true god in the sense that common folk understand them, or if he is an immortal elemental of unbridled power. The fact that he cares about worshippers at all lends credence to the former rather than the latter.

Forthonus most often manifests as a great water elemental, though he has been known to take the guise of sailor and merman alike, as well as the occasional seafaring bird. His facets

and faces are as many as the colors of the sea itself, as are his passions and lusts. When his blood boils too hot there comes death and destruction. When it runs too cold one finds ice and rigidity.

Clerics of Forthonus are only granted spells when actually at sea, or in some manner touching the waters of the sea, unimpeded by pier or unnatural form of communion. For this reason the temples of Forthonus are as often as not guarded by monks who seek the wisdom of the sea as their martial arts form.

THE KHAN

ALIGNMENT: Neutral (Evil)

SYMBOL: Vulture-handled falchion

GARB: Armor and accoutrements of war

FAVORED WEAPONS: Falchion

FORM OF WORSHIP AND HOLIDAYS: Slaughter on the Field of Battle

TYPICAL WORSHIPPERS: Mercenaries, ruthless generals, military dictators.

DESCRIPTION

It is surmised that the Khan was once a great mortal general and conqueror whose audacity and keen planning eventually placed him upon his own throne amongst the gods. It is uncertain as to the fact of this, but it is known that the Khan draws worshippers from professional soldiers and mercenaries alike.

Worship of the Khan is more widespread in Jiron, Tsutsin, and Pashtush. It is from the plains of Tsutsin that his worship is said to have originated.

Although it is not believed that the Khan is intrinsically evil, it is understood that those who venerate his holy teachings, more often than not, see war as a means that justify the end. His teachings are interpreted to understand that the cruel slaughter of an entire village may so horrify a foe that he may surrender, thus preventing further bloodshed. This rather cold approach has its appeal to some, as it presumes there is no sin in waging war, save the sin of failure and defeat.

The Khan is often portrayed as a powerfully built man in blood red armor astride a black stallion, bearing a flaming falchion of gleaming gold. The Khan may command any carrion bird or bird of prey at will.

The Khan is typically seen as an opponent of Vanium. It is noted in recent sagas however that the two have fought side by side on occasion against mutual foes, such as Gathaak, Jokashka, and Soagoth.

KYULESHEDRAC (PRONOUNCED “KOOLA-SHE-DRACK”)

ALIGNMENT: Neutral Evil

SYMBOL: Dragon

30 CASTLES & CRUSADES

AN OVERVIEW OF THE HAUNTED HIGHLANDS

GARB: Robes of silk embroidered with dragons

FAVORED WEAPONS: Halberd with a blade fashioned after a stylized dragon head

FORM OF WORSHIP AND HOLIDAYS: Dragon cults worship the dragon queen on the hottest day of the year (mid-Khar) and coldest day of the year (mid-Ataxon) with festivals including fireworks, burnt offerings, and virgin sacrifice.

TYPICAL WORSHIPPERS: Evil dragons, evil reptilians, kobolds

DESCRIPTION

Kyuleshedrac appears as a gargantuan dragon with a long snakelike neck and a back and tail covered in wicked barbs. Her eyes glitter like molten gold and her mouth is a furnace powerful enough to melt even the hardest of metals. Known to be the grandmother of dragons, her hellish abode is a deep pit in the nether world guarded by several of the most ancient and evil of her brood. Her scales are harder than any known substance and are said to reflect in them the colors of each of her spawn depending on the light in which they are viewed. Greedy beyond the reckoning of even the other gods, they say that Kyuleshedrac's treasure trove is the largest of any of the gods.

In combat Kyuleshedrac may use the breath weapon of any dragon at will; this breath weapon deals maximum damage and has four times the standard range and size. Kyuleshedrac's claws can slash lesser beings to ribbons and her mammoth maw can devour lesser creatures whole.

ARCH FIENDS

THE FOUR AND SEVEN

The Four And Seven are other powers of the cosmos that are not quite gods, and are more appropriately deemed fiends, demons, or devils. Respectively they represent the Four Harbingers of Destruction who dwell within the Nether, and the Seven Princes (or Princesses) of Hell who hold court there and constantly vie for its ultimate control.

The Four and Seven alternately ally with one another or fight each other incessantly. Individually none of the Four and Seven are as powerful as a true deity, and all must constantly fight to maintain their own power. When taken as a whole, it is believed that they hold the keys to the destruction of the known planes of existence. It is thought that their goal is to draw the mortal realms into their own hellish fiefdoms, or annihilate them completely with exposure to the Nether.

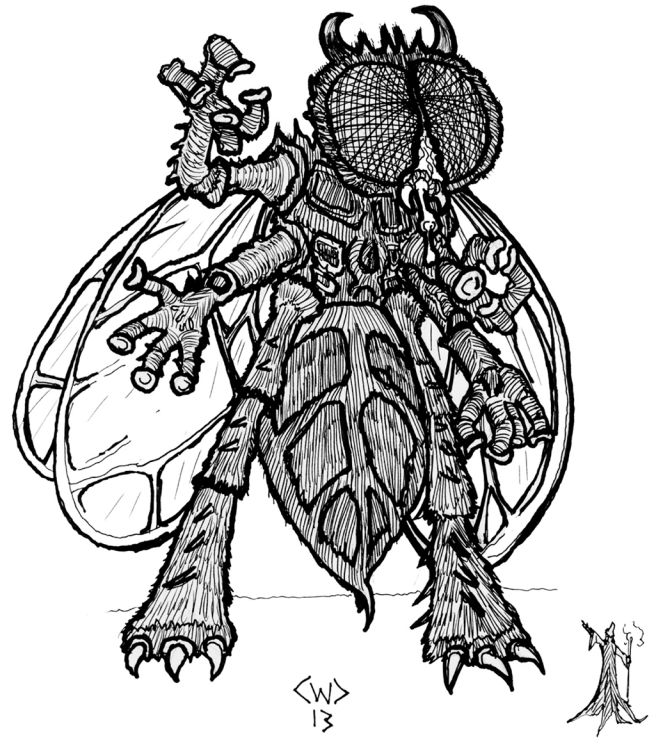
Unlike the gods, the Four And Seven do not specifically grant clerical spells. Instead they grant powers and spell-like abilities or wishes in exchange for portions of their followers' souls. The powers granted are of course reflective of their own powers and abilities and are granted proportionally to the amount of soul traded in the unholy bargain.

THE FOUR

The Four Harbingers of Destruction are thoroughly chaotic entities, filled with rage and hatred for mortal souls. It is believed that if their might were ever combined they would have the power to destroy entire planes of existence.

NAVOLKA THE PLAGUE BRINGER

Navolka takes the appearance of a cyclopean gnat, flea, or fly, though like other fiendish entities his size is relative, as fiends are not necessarily made up of the same matter that comprises mortal reality. Navolka poisons entire cities with disease and plague, and has been known to destroy entire civilizations who were unable to drive him off, or appease him with sacrifice. His symbol is a fly trapped in amber and his worshippers call to him with the sound of incessant buzzing.



Navolka's children are Verlangu and Famitha.

Verlangu is the Father of Pestilence who seems always at the forefront of any plague, withering the crops in the fields, or devouring them whole as he takes the form of a swarm of locusts. His sister Famitha follows closely behind, she appears as a swollen-bellied child, with hollow eyes, a mouth full of broken teeth and swollen tongue. Her long spindly arms end in razor sharp claws.

DISCORDO THE DEMON OF STRIFE

Discordo takes many forms, though his favorite appears to be a wolf-faced humanoid dressed in the robes of a dignitary or advisor. His barks and howls spread fear, while his guttural growls can be heard by rulers and kings as instructions that lead

AN OVERVIEW OF THE HAUNTED HIGHLANDS

their cultures to damnation. Discordo's presence turns friends to foes and drives enemies and rivals to acts of murder and genocide. Discordo commands legions of Disluuthi, demons summoned into the mortal realms to spread despair and terror.

Discordo's herald is Xibal, a devil who once commanded legions of angels before betraying them to Discordo, culminating in Xibal's ultimate fall. Xibal, like other devils has the charred black wings of a crow and horns sprouting from his handsome brow. Xibal bears a two-bitted axe.



KESHIMASH, LORD OF SLAUGHTER

Keshimash embodies the most murderous emotions of mortals as is reflected in his form. Keshimash appears as a shark-headed, dragon-like beast whose every spine, spike, claw, and hook appear destined to end a life. Keshimash brings gruesome death wherever he goes, with much of the destruction offered up personally. The beasts of Keshimash's legions are called the Kesemii. The Kesemii all bear the faces of wild beasts such as hyenas, jackals, wolves, crocodiles, insects, and carnivorous fish.

32 CASTLES & CRUSADES

MALHATER THE DESTROYER

Malhater is the demon lord of death and destruction. His form constantly shifts and changes, but is most commonly the shape of a cyclopean humanoid with bat-like wings. Malhater's body is covered in hooked tentacles. His head is depicted with a tusked snout that resembles a cross between a warthog and a lion. His lower body dissolves into the serpent-like form of a giant constrictor snake before ending in complete nothingness.

Malhater represents the epitome of mindless destruction. Malhater's entire layer of the Abyssal Nether is a destructive maelstrom, constantly devouring the new realms brought to the Nether by Malhater's conquests. Malhater's arrival signifies the end of all things. Malhater is feared by the three of Four, as well as the rulers of Hell, and even the combined might of the gods. Fortunately Malhater is so completely devoid of plan, design, or organized function that the demon merely focuses on the destruction of those things which are thrust upon his consciousness, or that Malhater encounters by accident.



THE SEVEN

The Seven represent the Seven Princes (and Princesses) of Hell. Each is analogous to a deadly sin, guaranteed to damn a mortal soul unless penance and forgiveness is somehow found. Such sins are universally known throughout the planes of existence.

AGANAKTES, LORD OF WRATH

The demon Aganaktes is centaur-like in appearance. He has

AN OVERVIEW OF THE HAUNTED HIGHLANDS

the upper body of a four armed, horned ape, with the lower body of a bull. He bears the four-cleaved Hatred and commands legions of Ragok demons who course out of his fortress, taking destruction and chaos wherever they go. Aganaktes represents the wrath of indignation, hate, and vengeance. Those who take the law into their own hands such as vigilantes, mobs, and those seeking punishment without a full picture of the facts are those most tempted by the powers of Aganaktes.

Aganaktes' Rings of Hell are filled with constant battle where souls tear one another apart and repeat the process over and over again. Here the strongest and most wicked who prove themselves to Aganaktes are brought up to fill the legions of Ragoks, the weakest eventually meld into the landscape of pain which Aganaktes shapes. It is said that none may enter the realm of Aganaktes without being filled with warlike rage and hatred for the living and the dead alike.



PRINCESS INVESS, LADY OF ENVY

Invess is a horror to behold. A fallen angel with charred black wings, she appears as a waif of a girl, far too thin and bony to survive. Her eyes are pits of darkest black and her face is covered with stitched scars. Invess loves nothing more than to seek out the vainest and most shallow of mortal females and peel their faces from their bodies, stitching the beauty she finds onto her own hideous countenance. Invess carries a straight razor called Irony, which she uses to punish her prey. Invess' realm serves to punish the vain and beautiful who carelessly flaunt their charms to the damage of others.

These mutilated beauties walk her realm, moaning and wailing, forced to carry heavy mirrors with which to examine their

destroyed visages. Her Rings of Hell themselves represent a landscape of broken dreams and ruined beauty, a reflection of their mistress' wickedness and sorrow.



PONZAR AVARTIA THE BANKER, LORD OF GREED

Ponzar Avartia the miser is fascinated with wealth, and among all of the Princes and Princesses of Hell, possesses possibly the most souls, though to be honest who can say that the weight of a banker's soul is equivalent to even the weight of one piece of justly-earned gold?

Ponzar Avartia is a fallen angel whose sin was to question why one would have to wait for paradise in the afterlife, when all souls seemed to be clamoring to experience the so-called joys of life and fruits of labor known only to living mortals. Ponzar now buys, sells, markets, gambles, and trades souls to other demons and devils who need such tainted spirits to heal their wounds or increase their powers.

Ponzar appears as a thick-set elderly humanoid with the burnt black wings of the other fallen angels. His eyes are glittering wells of black, and horns protrude from his balding pate. Necklaces of precious metals hang below his numerous chins. Ponzar's fingers drip with jeweled rings, and he carries

AN OVERVIEW OF THE HAUNTED HIGHLANDS

a diamond-crusted scepter called Avarice, as well as a knife called Covetous that has never struck a foe in the front. Ponzar Avartia's presence incites greed in mortals, to the extent that they may rob, plunder, and steal anything that is not hammered down. Ponzar is the patron of organized crime and those who seek the easy path to wealth and power. He is at times evoked by gamblers at the toss of dice or on the cut of a deck of cards. There is a 1% chance on any die roll or game of cards in which his name is evoked that Ponzar's interest may be piqued and he decides to directly involve himself in the action.

Ponzar is frequently in alliance with the goddess Shambere, and has been known to ally himself with both Taxus and Ataxus when the situation demands it.



PRINCESS SYNNESLUTH, LADY OF SEDUCTION

Synnesluth, one of the fallen court, is attributed with the sin of lust. Everything about her appearance, from her glittering black wings to her overly voluptuous frame, drips with mortal lust. Synnesluth has perhaps the simplest job of all in tempting mortals to destruction.

Synnesluth commands legions of Tempturi to do her bidding. These succubi exert their influence throughout the mortal planes of existence, bringing back souls for their mistress to torment onto eternity. Synnesluth's temptations have been known to conquer even gods themselves, some of whom have been trapped in her dungeons due to their own over-indulgences.

PRINCE ORGOCHIO, LORD OF SLOTH

Orgochio is a fallen angel whose hellish realm is the filthiest and

most disorganized of all. Orgochio's fall was simple enough. He refused to take sides due to his laziness. In so refusing he was thus cast out and found himself at first in a beautiful paradise. Within a year the paradise was ruined, filled to brimming with trash, waste, and the detritus of Orgochio and other lost souls who, like him, were too lazy to clean up after themselves.

Orgochio appears as a tall, lean humanoid in dirty robes with filthy worm-ridden flesh, lice-coated wings, and swollen pustules. Curling horns adorn his broad forehead.

Of all others of the Seven, Orgochio would be most likely to be used or manipulated by others due to his constant availability. Unfortunately his total lack of follow-through leaves him more or less alone amongst all others. His Hell fills itself with those who lack ambition. Among the cursed souls of his realm are drug addicts, drunkards, and slackers, who slowly rot along with the rest of his endless refuse pile.



“KING” YUM, PRINCE OF GLUTTONY

The demon prince known as King Yum is a horror to behold, with a swine-like face and swollen behemoth of a body. Referring to himself as King, Yum is truly no more powerful than any of the other Princes of Hell, though he wears a cheap tin crown upon his short horned head. Yum bears a huge cleaver with which he has been known to pop the tops off of a victim's

skull to more easily devour his brains and thoughts. His rotund belly is covered only by a gory apron showing the leavings of his butchered feasts.

Yum represents unending hunger. Those possessed by Yum have been known to turn to cannibalism, as only the taste of sentient flesh may temporarily fill the belly of the truly ravenous. In primitive cannibal cultures Yum is worshipped as a god, or at very least as a servant to such deities as Gathaak and Kharzarn.

Yum calls forth all those who fill themselves with food and drink to excess, and Yum's palace in the Rings of Hell is piled high with the meat and bones of his victims. Upon the plain surrounding his palace reside the starving hordes of the gluttonous damned who incessantly thirst and hunger.

PRINCE YORGOVEA, LORD OF PRIDE

Prince Yorgovea, a fallen angel with eyes as black as his soul and wings the color of soot appears as a beautiful youth with thin limbs cased in exotic armor, bearing the sword Betrayal that appears far too heavy for his thin frame. All of this belies Yorgovea's true power. Yorgovea is a powerful warrior with nearly unmatched skill at arms. He is a skilled instructor, offering his victims the opportunity to learn his martial skills and a mortal life filled with victory and prestige.

Yorgovea's black soul fills heroes with pride and hubris, eventually leading to their downfall and eventual damnation. Yorgovea's target of choice is the humble paladin, and his personal legions are filled with the wretched souls of those fallen paladins who were damned by their own pride and now serve Yorgovea unfalteringly.

Yorgovea often strives against Aganaktes in martial matters; however, when the two are allied they leave naught but a swath of destruction in their wake.

Yorgovea, like other fiends, cannot grant clerical spells directly, instead granting spell-like powers through use of infernal contract and wish. Many evil paladins consider Yorgovea their patron, though they loathe him for bringing about their own damnation.

OTHER FIENDS

There are other great fiends of Hell and the Nether. Some serve as heralds and others are independent operators. Most conspire against the Princes of Hell and Lords of the Nether for their positions and power, as it is well known that many of the Princes of Hell won their thrones from the original fallen.

MOVALLO THE TRICKSTER

It is written by the ancient sages that the most untrustworthy and venomous in his spites and jibes is Movallo. Movallo is called by a variety of names such as the Misfortune's Fool, The Trickster of Hell, the Clown of Chaos, and Ribald of the Nether. It is Movallo who is both feared and beloved of his fiendish brethren amongst their courts in Hell. To pray to him is to revel



in the absurdity of reality, and the inconsequence of mortal life in the face of a universe destined for the ultimate entropy. Where the Seven Princes of Hell plot their plots and make their schemes, working their deals with the gods, it is Movallo who provides a mortal-like face to the bestial, unhinged destructive fury of the Four.

Movallo the Trickster serves as jester, confidant, accomplice, and instigator of the Four and Seven, possessing a space equal to but at times subservient to their power. It is possible that he is actually the most powerful of them all and simply plays the others against one another for his own purposes and diabolical perversions. What is known is that he is at home amongst the courts of the Four Harbingers of Destruction and Seven Princes of Hell who rule those spaces of Hell and the Nether that the gods themselves dare not claim. Movallo is always depicted as a crimson-lipped clown dressed in jesters' motley. He enjoys travels to the mortal realms where he convinces the mighty to fail, and tricks the good to misdeeds. Most despicably, he plies upon the greed and sorrow of the weak, often with artificially tasty sandwiches and small but amazingly cheap toys.

Like other of the archfiends, Movallo himself cannot grant clerical spells directly, but rather grants them via proxy by means of sacrificial rites performed through acts of mayhem and sacrifices of blood and sin. To achieve this, Movallo frequently allies himself with Ataxus, god of chaos and Jokashka, queen of the dark fey, offering his nefarious services to their terrestrial ambitions for a price. Conversely, Movallo is seldom welcome in the realms of Kharzarn, as his free spirit goes against the notion of absolute slavery, preferring instead the deviant trappings of the unconscious slave who feels not his chains. Gathaak is brutish but useful, and Soagoth's chaos is too alien even for Movallo's mad whimsy to comprehend. It goes without saying that the lords of light and good have much to fear from the perversions and disarray that Movallo's influence breeds in the world.

CHAPTER 1: 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, traveling 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 role playing 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 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 **Ranger** is an extraordinary woodsman and warrior.

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The **Rogue** is a rapsallion and an opportunist.

The **Assassin** is an expert at killing and eliminating targeted enemies.

The **Barbarian** draws upon vestigial, primal will in combat.

The **Monk** conditions his body to withstand the rigors of war and the elements.

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

The **Illusionist** magically distorts the perceptions of others.

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

The **Druid** owes allegiance to the elemental powers of the world.

The **Knight** is a natural leader and strong combatant.

The **Paladin** is a warrior blessed by divinity, a paragon of good.

The **Bard** influences others through the power of words.

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 motivations – 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 involving strength. Characters can military press 10 times their strength and dead lift 15 times 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 .

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.

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 .

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

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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: 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, for class abilities only, 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

WITH AN IRON THUMB: RULES!

Whatever the style, theme, setting or plot of the game, the Castle Keeper should be willing to adjust the game's mechanics when necessary. A well balanced rule system is important in that it creates a median upon which all encounters and conflicts can be resolved. However, rules should not impede the flow of the game

or the enjoyment of the players. The Castle Keeper who works to create a fast paced combat, wherein the players are anxious for each round to resolve to learn their fates, can find the momentum shattered by a ruleset which is, as often as not, unnecessary.

The Castle Keeper must learn to adjudicate the game and to decide quickly what the ramifications of certain actions may be. For instance, Dolgan, the last standing member of a five character party is hard pressed by a mountain of orcs pouring down a corridor. They are led by a huge beast of an ogre. Dolgan wants to shatter the enemies resolve and save his comrades. To do so, he knows he must slay their leader. After relaying this, the Castle Keeper should make a quick mental note of what it is going to take to hit the creature and go with it rather than checking tomes of books for an answer. Success or failure is met by the roll of a dice, but the pace of the game is left uninterrupted. Rules are tools, and should be used only when they are necessary. Castle Keepers and players should not shy away from amending, customizing or even ignoring the rules to best fit the needs of the game and its particular narrative.

The ultimate example of when to use rules and how to customize the game is found in the many varied choices of character creation. Castle Keepers may wish to alter the basic method of rolling attributes explained in the character creation section of the rules so that characters are more reflective of the campaign world in which the game is placed. A Castle Keeper may need characters with higher attributes when running a high fantasy or theatrical game, whereas a more realistic game might necessitate lower average attribute scores. There are several alternative methods for generating attribute scores, thus consult the *Castle Keeper's Guide* for new methods and their various advantages and disadvantages.

Customizing your game should not be restricted to the above. Ability or attribute checks can also be changed or amended. It is not necessary for every conflict resolution or obstacle to be overcome by the use of dice. Adequate rules are given in the next section to cover almost any incident, but the use of rules should be sparing and only in those moments in which they are applicable. It is important to keep the element of chance and consistency in action in any given encounter or game, but it is as equally important to maintain the flow of the story. So bending the rules and using them judiciously is a necessity for playing a well-run game. Do not shy from this, nor shy from adding rules to the game. Familiarity is a must, so be sure to read and understand the following sections so that a better game can be had by all those who sit at the table with expectations of an adventure and a rousing good time.

THE RULES ARE YOUR SERVANT, NOT YOUR MASTER!

All games have rules. Rules make a game playable. Rules are a set of guidelines offering the regulation of game activities in a manner that is understood by all; a format for their consistent application so everyone knows what to expect and a method for the fair and balanced adjudication of those activities from game to game and place to place. Rules are indispensable, but if they

are too rigorously imposed, on the other hand, rules can constrain and limit the deeds and exploits imagined by the players.

Castles & Crusades is very much a game that takes place in the imagination of the players. The characters, events, settings and creatures are mythical and fabulous. They are constructed and designed in the mind's eye and not on the graphs and diagrams of a banal reality. For a game of *Castles & Crusades* to be truly successful, the rules must bend to the desires and needs of the imagination. To do otherwise is to encumber and restrain the potential of both players and game, and is wholly at odds with the desired results of a game of *Castles & Crusades*.

So it is only fitting that before delving further into the rules and mechanics for running a game of *Castles & Crusades*, it must first be said that the rules are the servant of the game, not its master. These rules are designed to be amended, changed, adjusted, added to and customized in order to best serve the wants of its player's desires and needs. The Castle Keeper and players are encouraged to consult with one another and make decisions concerning changes or amendments to the rules provided in this book. This can only make the game better.

That is not to say that this should be undertaken with complete abandon or whimsy. Rather, as the game develops, the players and the individual running the games should consult and offer ideas for changes or amendments, experiment with them and decide, collectively, which adjustments are necessary and beneficial to the overall needs of the game. Also, bear in mind, some discretion should be used in changing, adding or removing rules. Balancing the various abilities and capabilities of the characters against the innumerable obstacles is difficult as the game must always remain challenging to be exciting. An unbalanced game can be just as disastrous as a game laden with too many rules.

In all, the rules should ignite the fires of the imagination and the changes should be the fuel that keeps it burning. Bend the rules, change them, amend them; do whatever is necessary to make your game more enjoyable. This set of rules is 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.

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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 a 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.

Let us turn again to the example of Bjorn. He is a 5th level fighter with strength as a prime attribute. His challenge base to topple the statue would be 12. Pushing over that statue is a simple to difficult task, so a challenge level of 4 is assigned to the action. Adding 12 and 4 results in a total challenge class of 16. Therefore, the player must roll a modified 16 or better to push the statue over and onto the kobold.

The player makes the attribute check by rolling a d20 and adding Bjorn's level and strength attribute modifier. For this example, let's assume Bjorn's player rolls an 11. Bjorn's level (5) and strength modifier (16 strength grants a +2) are added to the 11 for a total of 18. This beats the 16 challenge class, so the statue creaks and sways for a moment, then falls on the kobold war chief, squashing it.

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.

CREATING THE CHARACTER

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.

USING ATTRIBUTE CHECKS IN YOUR GAME

One of the challenges of running a game is deciding when and how to use the rules of the game to enhance the game play experience. Knowing when and how to use the attribute check to the best advantage will make for a fun and exciting game. Misusing them will cause the game to become bogged down with trivialities. Saving throws and class ability checks are two uses of attribute checks that are self-explanatory. As noted above, the most difficult are those other circumstances requiring a general attribute check to be made.

Additionally, the concept of the primary attribute and secondary attribute plays a role as well. Just because a character has a high score in an attribute does not mean that the character has the ability to use it best. A fighter with a 15 strength, which is a prime attribute, knows better how to utilize his body's strength, whether through leverage, athletic ability or training, than does a wizard with a 15 strength that is a secondary attribute.

A character with a prime attribute of intelligence is grounded in the real and concrete, and is quite able at the art of deduction. They better separate illusion from reality. This is true even if the character has only an intelligence score of 11. There may be characters with higher intelligence scores, but as a secondary attribute. Those characters may be quick witted, or smarter, but they do not have the natural aptitude for methodological reasoning. Thus, the less intelligent character with intelligence as a prime attribute may be slower in reasoning, but ultimately the character has a better chance of successfully deducing a situation. Such should be kept in mind in reading the following discussion and examples of attribute checks as they relate to each of the six attributes.

STRENGTH

The strength check should be used sparingly and with a healthy dose of common sense. A boulder weighing over a ton cannot be lifted, even by a character with a strength score of 18. A rock for a sling stone can be lifted by anyone. This extreme example illustrates the potential downside of relying on attribute checks to resolve situations in a game. If done too often, the act of making a check can begin to replace the essential value of common sense when determining the outcome of events.

Strength checks are most useful when a character is attempting feat of strength beyond the norm. It often involves a situation where a character is matched against another creature or

character, or against a force of nature. Or it might involve a character attempting a physical maneuver of an object that involves more than just lifting.

EXAMPLE ONE: Logmar the Black, a 6th level fighter, is attempting to lift a fallen ship's mast off his boon comrade while trying to avoid being swept overboard by a raging sea. The Castle Keeper rules that Logmar, with 16 strength (+2 modifier), would be able to lift the mast, but an attribute check is needed to determine if Logmar can succeed under the stress of the situation. Logmar's player rolls d20 and scores a 12. His level and strength modifier are added, giving a total of 20. The challenge base of the check is 12 because Logmar has strength as a prime attribute. The Castle Keeper has determined that the slipperiness of the deck and mast would equate to a challenge level of 8. This calculates to a total challenge class of 20. Because the attribute check equals the challenge class, Logmar succeeds in lifting the mast. If Logmar's strength was 7, the Castle Keeper might decide that lifting the mast was impossible, and not even allow an attribute check.

EXAMPLE TWO: Two characters need to swim a raging river. The first character is a halfling barbarian from the desert who has never encountered a large body of water or a raging river. The second character is a human ranger who was raised on the banks of a large river. The halfling cannot swim, but the ranger can. Swimming a river is most closely associated with strength. In this case, the Castle Keeper might decide that the halfling cannot swim the river, or can attempt to swim the river but at a very difficult to heroic challenge level. Conversely, the Castle Keeper might determine that the ranger can automatically swim the river, or can attempt to swim the river at only a difficult challenge level. Thus, a character's background, or even class or experience from past adventures can play a role in determining success or failure.

DEXTERITY

Characters occasionally find themselves in situations where their reflexes and balance are tested. Dexterity checks should be used in those situations where the consequences are most dire, or dependent upon some deft maneuver to avoid a hazard. A dexterity check might also be required when a character attempts to throw an unusual object, make a difficult throw of a grappling hook, catch an object, retrieve an item quickly or any number of possibilities.

EXAMPLE ONE: Climbing a large oak tree is easy for most reasonably fit people. A character climbing a tree in calm circumstances need not make a dexterity check. Climbing a tree while taking enemy fire from orcs is much more difficult. A character in this case might be required to make a dexterity check to avoid missteps or accidents due to the stress and added danger of the situation.

EXAMPLE TWO: A bard is walking down a dungeon corridor, banging his staff before him in an attempt to set off and avoid a pit trap. The Castle Keeper has determined that the force of the mere staff detection maneuver is not sufficient to actually set off a trap. But, the Castle Keeper might allow the bard a dexterity check to jump backwards and avoid the pit trap he just set off because the player was at least involved in role playing the precaution.

CREATING THE CHARACTER

CONSTITUTION

There are plenty of situations in a game where a player might wish to push the limits of the character's health and stamina. For example, a character may need to run a mile, in full chainmail, without stopping. If a Castle Keeper needs to determine if a character can succeed at tasks such as this, a constitution check is used.

As with any check, common sense must be used. A contest of endurance between a character with a constitution of 4 and one with a constitution of 16 is really no contest at all. However, a contest between characters with 15 and 17 would be much closer, and constitution checks might be needed to determine how long each character could succeed at the task, such as holding a book in each hand with outstretched arms.

EXAMPLE ONE: Pround, an 8th level monk, is running a message to a nearby town while being pursued by orcs. Pround is faster than the orcs, as long as he can continue running. His constitution is 15, and it is one of his prime attributes. The player wishes to push his monk beyond the normal limits to get the message to the town faster. The player decides that the monk will forgo rest during the run. The Castle Keeper might require a constitution check to determine if the monk is successful.

EXAMPLE TWO: A fighter in a deadly battle suffers a heavy blow to his arm from a giant's club. The Castle Keeper decides that the force of the blow is so powerful, the fighter must make a successful constitution check or suffer a broken arm.

INTELLIGENCE

Characters often face daunting puzzles and tasks of mental discipline on their adventures. intelligence checks are one way to help determine the success of a character at those tasks. Caution should be used, however, lest the roll of the dice be used to solve all of a player's problems. Part of the fun of the game is the sense of accomplishment gained when role playing, reasoning, and solving problems or recalling information. Getting the answers from rolling dice leaves that accomplishment empty.

EXAMPLE ONE: A group of characters comes across an elaborate puzzle that must be solved to gain access to an ancient vault. After some time debating and trying various solutions, nothing seems to be working. To keep the game moving, the Castle Keeper allows the party's wizard the opportunity to make an intelligence attribute check. The attribute check is successful, and the Castle Keeper gives the wizard's player a hint for solving the puzzle.

EXAMPLE TWO: An elf enters an alchemist's laboratory and finds an ancient tome buried beneath a pile of vials and other equipment used for experiments. A rune on the tome's cover seems familiar to the elf. The rune is actually the personal symbol of an illusionist the elf battled years ago at the beginning of his career. The Castle Keeper decides to allow the elf an intelligence attribute check to recall the information.

WISDOM

Where a character, and not a player, has had an experience that could impact a present circumstance, a wisdom attribute check

is often involved. wisdom checks often help resolve unclear circumstances through hunches or gut feeling. wisdom is also used to determine surprise, or when allowed, to spot something not normal about a situation. wisdom checks are a particularly useful device with new players that may be confused in such a circumstance. In the end, the ultimate determination of whether to allow a wisdom check or not lies in those circumstances where the fictional character's knowledge and experience would exceed the player's personal knowledge. The character's background and experiences play an important role in this.

However, wisdom checks should not always be used to help characters find hidden objects or gain intuitive insight. A player should pay attention to the Castle Keeper's narrative description, and the Castle Keeper should allow alert players to spot potential threats or find hidden items, especially if deftly roleplayed. wisdom checks are not a replacement for alert and cautious play nor incautious play. Also, as detailed ahead, surprise is a special type of wisdom check with its own rules.

EXAMPLE ONE: While a dwarf has a natural racial ability to detect unsafe walls, a human wizard does not. Suppose, however, that a wizard once had the unfortunate experience of falling victim to a wall trap in a dungeon. The wizard has now, unknown to him, chanced across a similar wall trap. The wizard's player does not immediately deduce the situation. The Castle Keeper, however, decides that the wizard character would have a chance to do so. The Castle Keeper allows the wizard's player to make a wisdom check. If successful, the Castle Keeper specifically describes the situation in detail to the player, or simply states that something about the passageway ahead reminds the wizard of the trap encountered years earlier.

EXAMPLE TWO: A ranger wants to fashion a makeshift raft to cross a river. The Castle Keeper determines that the ranger was trained in making rafts, or at least would have the general knowledge in how to go about doing so. The ranger's player happens to be a life long city dweller who has never even camped in the woods or floated in a canoe. In these circumstances, the Castle Keeper should allow the ranger a wisdom check, at an easy challenge level, to complete the task even though the player has no idea on how to describe his character's actions in making the raft.

CHARISMA

Feats of will between two creatures along with situations involving leadership, reaction, loyalty and negotiation are areas governed by charisma. As with intelligence checks, players should be given the opportunity to succeed through role play before checks are required. If the Castle Keeper deems an argument or negotiation persuasive, then success can be allowed without requiring a check. Under no circumstances should charisma checks replace the need for players to role play interactions. If the character wants a deal from a shopkeeper, the player should have to negotiate that deal. A charisma check might aid in the resolution of the task, but it should not determine it outright. A successful charisma check in the negotiation of a peace treaty, for example, might cause the opposing side to offer a small concession, but the ultimate success will depend on the player's role playing ability.

CREATING THE CHARACTER

However, as with wisdom, sometimes a character's charisma will be greater than the player's ability to role play that charisma. The Castle Keeper should take that into account when making situational rulings. A paladin with 18 charisma would have some success in convincing a group of villagers to aid in hunting down an evil bandit in the region, even if the player cannot deliver a speech like Julius Caesar. If the player can give an adequate speech with a modicum of acting or oration ability, the Castle Keeper should allow some success.

Imposing one's will over another creature is one of the most difficult situations for the Castle Keeper to referee. In such cases, a character's charisma score is the primary determinative of success. In most cases, a roll may not even be required.

EXAMPLE ONE: A hireling wishes to quit the party after a particularly dangerous fight. The Castle Keeper might allow a character, after some role playing a charisma check to determine whether or not the hireling changes his mind.

EXAMPLE TWO: Fagan, a druid, decides to mediate a deal between two feuding merchants. Fagan's charisma is a 17 and a prime attribute. After some role playing, the Castle Keeper decides that Fagan's player has given the negotiations an honest try, and allows a charisma check. The check is successful, and the Castle Keeper rules that one merchant might settle if the price is right.

ADDING CHARACTER LEVEL TO CHECKS

There will be times when a player will want a character to attempt an action that intrudes in the realm of the class ability of another character class. For example, a fighter might wish to open a lock, or a wizard might attempt to track. It is up to the Castle Keeper to decide if such an action is even possible. In general, it is recommended that a Castle Keeper should disallow a character a chance of success in attempting a non-class ability.

If a Castle Keeper, for whatever reason, does allow a character to attempt a non-class ability, then the SIEGE engine attribute mechanic changes in one significant way. The character does not add his level to the attribute check roll. Instead, the character rolls a d20 and adds the appropriate attribute modifier only.

For example, Arack, a 5th level dwarf fighter, attempts to pick a pocket. His dexterity is 13, but it is a secondary attribute. The Castle Keeper allows the attempt. Arack rolls a d20, scoring a 12. The dexterity modifier of +1 is added to the roll for a total of 13. Arack fails however as he needed a result of 24 or higher. The challenge base was 18 (secondary attribute) and he was attempting to pick the pocket of a 6th-level character.

Another example would be Drox, a 5th level fighter with a 12 dexterity. Dexterity is one of Drox's prime attributes. He tries to sneak across a squeaky wooden floor without being heard by the sleeping wizard on the other end of the room. He scores 16 on his d20 roll, and adds nothing. Because 16 does not beat his challenge base of 12 (prime) plus the challenge level of 5, he causes the floor to squeak and wakes up the wizard. If Drox were a rogue, he would be able to add his level, and would have succeeded at the task with a total of 21.

It is important to note that the abilities of each class have the best results when used by only that class. A rogue can move silently, with an absolute absence of sound. A fighter, therefore, should only be able to move very quietly, even with a successful roll.

A rogue moving silently in order to sneak up on a guard would not alert that guard with a successful check. However, a fighter moving quietly, even with a successful roll, should still stand a chance of being noticed by the guard. Thus, the Castle Keeper might allow the guard a wisdom check to notice the fighter moving quietly up behind him.

SAVING THROWS

Many times during a game something occurs which requires an attribute check, such as when a dryad attempts to charm a character or a dragon breathes fiery breath upon a character, but the attribute associated with the event that causes the check is unclear. For example, what happens when a wight creeps up upon an unsuspecting foe and reaches its hand out to steal some part of a soul? This is called an energy drain and, if successful, the character whose energy is drained loses levels. In this case, the character is being acted on in a potentially harmful manner and must make an attribute check to avoid being harmed. This attribute check is called a saving throw. Often the Castle Keeper or new players are unsure as to which attribute a particular type of attack or event relates. Saving throws clarify this as many of the more common types of events are examined. In the case of the wight's energy drain, the saving throw relates to constitution.

A saving throw is simply an attribute check for a character to avoid damage or other unwanted alteration or harm caused by a creature's abilities and/or specific situations or effects. Saving throws are unique only in that the character is being acted on and the attacks or events causing it need clarification.

A saving throw is an attribute check. A player rolls a d20 and adds the character's level and the appropriate attribute modifier. If the attribute related to the saving throw is a primary attribute, the challenge base is 12. If the attribute related to the saving throw is a secondary attribute, the challenge base is 18. The Castle Keeper determines the challenge level by such factors as the monster's hit dice, the spell caster's level or the level of the trap or poison. The Castle Keeper may also give bonuses or impose penalties due to circumstance and situation. The results of failed saving throws for a particular type are explained below.

Monsters, creatures and non-player characters are also often required to make saving throws when reacting to attacks by a character, especially spells cast by wizards, clerics and druids. Monster saving throws function in the same manner, with this caveat; monsters and creatures have lumped primary and secondary attributes such that they have either a physical or mental primary. If a monster has a physical primary, then all physical attributes (strength, dexterity and constitution) act as the primary while the mental attributes (intelligence, wisdom and charisma) act as secondary attributes.

CREATING THE CHARACTER

TYPES OF SAVING THROWS

There are six different kinds of saving throws each corresponding to an attribute. The situations and effects that trigger a saving throw generally fall into one of the following categories. This list is not definitive but should provide a template for Castle Keeper's to determine a saving throw category for something not listed here.

SAVE TYPE	Categories
STRENGTH	Paralysis, Constriction
INTELLIGENCE	Arcane Magic, Illusion
WISDOM	Divine Magic, Confusion, Gaze Attack Polymorph, Petrification
DEXTERITY	Breath Weapon, Traps
CONSTITUTION	Disease, Energy Drain, Poison
CHARISMA	Death Attack, Charm, Fear
VARIABLE:	Spells

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 occurring 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.

For example, a 5th level rogue sets a trap. A 7th level dwarf fighter with a 9 dexterity walks into the trap. A saving throw is required to determine whether or not the fighter sets off the trap and suffers the full effects of it. The dwarf's prime attributes are strength and constitution. Thus, the challenge base for the save is 18. In this instance, the trap was set by a 5th level rogue, so the fighter succeeds on a 23 or better. The player rolls 1d20 and adds the dwarf's level 7 to the attribute modifier for traps (dexterity). The dwarf has no dexterity modifier. Thus, if the result of the d20 roll plus the character's level is 23 or higher, the dwarf makes his saving throw and dodges the trap.

COMBAT

Much of the excitement in playing Castles & Crusades occurs during the character's combat with monsters. Whether a knight battling a horde of blood-thirsty orcs, a rogue facing off with a nefarious pirate or a cleric turning a vampire, combat is often the climax of many role playing sessions. Combat is also the nexus of many rules in Castles & Crusades. Managing combat is often a challenging affair as the Castle Keeper must not only know the rules, but must also know how to apply the rules fluidly to maintain a sense of excitement through description and action.

To facilitate this, the rules for combat have been kept as simple as possible with much maneuver room left for the Castle Keeper. The rules are designed to organize the action of combat. Yet, as the essence of combat is its narrative, they also enable the Castle Keeper to manipulate the rules in support of the narrative. Narrative development is as equally important to the game as any combat's results. The rules of combat and its narrative development is discussed below.

BASIC OUTLINE OF A COMBAT ROUND

When a combat occurs, each participant will want to take action. The most common action will be an attack on a foe, but might also include, for example, drinking a potion or casting a spell. To facilitate when a character or monster can act, combat is broken into a series of time measurements called rounds. Each participant in a combat generally gets one action each combat round.

Each participant acts during the round in an order established by the roll of a d10. This is called initiative. The character with the highest initiative acts first, and each character in turn performs an action until the last character with the lowest initiative roll has acted. If a character attacks during a combat round, the character's player rolls a d20 to determine if the character hits the opponent. If the resulting number, plus the character's class bonus to hit, plus any attribute modifiers, is equal to or greater than the opponent's armor class, the character has successfully hit the opponent. A successful hit results in damage to the opponent. Monsters and non-player characters follow the same procedure and rules as characters, but the Castle Keeper manages their actions. After all participants have acted once in the combat round, a new round begins.

SAMPLE COMBAT ROUND

With a furious scream and battle axe in hand, Angthar, a barbarian war chief, charges a goblin scouting near his village. To resolve the combat, Angthar's player rolls initiative for Angthar, and the Castle Keeper rolls initiative for the goblin. Angthar rolls a 7, and the goblin rolls a 4. Thus, Angthar acts first.

CREATING THE CHARACTER



Angthar, a 5th level barbarian with 14 strength, attacks the goblin with his battle axe. The player rolls a d20 and the result is 12. Angthar adds his basic attack bonus (+4) and his strength bonus (+1) to get a total attack roll of 17. The goblin's scaly hide imparts an armor class of 12. Angthar's attack roll of 17 exceeds the goblin's armor class of 12, thus Angthar has successfully hit the goblin with his battle axe. A battle axe inflicts 1d8 hit points of damage, so Angthar's player rolls a d8 and adds Angthar's strength bonus (+1) to the roll. In this example, Angthar rolled a 6 for a total of 7 hit points of damage. The goblin only had 4 hit points, so Angthar has defeated it in one swing of his mighty axe.

If Angthar had only inflicted 2 hit points of damage, the goblin would have survived the attack. It then would get to perform an action, perhaps an attack on Angthar with its wicked, curved scimitar. If both Angthar and the goblin survived the first round of combat, then a new combat round would begin, started by a new initiative roll. This sequence would repeat until either Angthar or the goblin were victorious.

COMBAT TERMS

Castles & Crusades uses a set terminology to describe combat. The following are the most common terms of which the Castle Keeper, and eventually the players, need to understand to successfully run a combat.

ACTION: During each combat round, a character or monster may either attack, cast a spell, move, use an ability, use an item, or simply perform some other non-lethal action such as talking or standing still.

ARMOR CLASS: This is an abstract representation of the difficulty in hitting a defender. An attacker's attack roll must be equal to or greater than a defender's armor class to cause damage. All creatures have an armor class. In most cases, it is determined by the type of armor being worn. Armor class normally ranges from 10 to 20, but can extend higher than 20.

ATTACK: Attacks generally refer to the use of a weapon, whether a melee weapon or a ranged weapon, or an unarmed attack. Weapon attacks are made by the attacker rolling a d20, adding or subtracting the appropriate modifiers, and comparing it to the defender's armor class. There are other forms of attack, like spells, class abilities such as turn undead, or magic items, but each of them are actions that generally have their own rules for determining the result of their attack.

ATTACKER: The term used to refer to the character or monster making an attack on their turn during a combat round.

BASIC TO HIT BONUS: This feature is distinct for each class and is listed in the appropriate class table. The listed modifier is added to the attacker's die roll during combat. All monsters possess a bonus to hit equal to their number of hit dice. For example a 5 HD monster has a +5 bonus to hit in combat.

COMBAT ROUND: This is the amount of time it takes for all those involved in combat to take a single action. A combat round lasts approximately 10 seconds. Six consecutive combat rounds equal a turn, which is thus roughly equal to one minute.

COMBAT MANEUVER: These are actions taken by characters during combat to avoid being hit. These usually result in armor class adjustments.

DAMAGE: If an attack is successful, the defender takes damage, typically in the form of hit points. The amount of damage inflicted depends upon the weapon or attack used by the attacker. Weapon damage is listed next to the weapon in the equipment lists. Other attack damage is detailed in the class, spell, magic item or monster description.

DEFENDER: The term used to refer to the character or monster being attacked.

HIT DICE: This term has dual meanings. First, it indicates what type of die is rolled to determine a character or monster's hit points. For example, a wizard gains 1d4 hit points for each level earned. Second, it indicates the level, and thus, the number of the type of die rolled to determine hit points. For example, a 5th level fighter will have rolled 5d10 over the course of the character's history to determine hit points. A monster's description details its hit dice. For example, a monster may have 5d8 HD. To determine the monster's hit points, the Castle Keeper rolls a d8 five times, adding the numbers rolled together to get the monster's total hit points.

CREATING THE CHARACTER

HIT POINTS: Hit points represent a body's ability to withstand damage. A creature's hit points equals the amount of damage it can take before being killed or knocked unconscious. An object's hit points equals the amount of damage it can take before being broken.

INITIATIVE: This roll is used to determine the order of action in a combat round among the combat's participants. Initiative is determined by the roll of a d10 by each individual or each group in a combat, as determined by the Castle Keeper.

SURPRISE: This is the act of one party or individual catching another party or individual unaware. The party gaining surprise gets one free combat round to act against the surprised party, who may do nothing.

COMBAT ROUND

One combat round is ten seconds long. During this round, all the characters, monsters and non-player characters should get a chance to act. Generally, only one action is allowed, such as making a melee attack or casting a spell. The types of actions are discussed ahead.

It is important to remember that each round is an abstract measurement. The actions and activities that occur in a round are not meant to take place during specific seconds or segments. It should be viewed as a short range of time during which many things happen. Although each character or monster must wait their turn to act as determined by initiative, they do not necessarily act in that same order in a narrative sense. The moment of occurrence is not necessarily equal to the initiative roll. Abstract consideration of the combat round allows for a more fluid and expansive narrative.

SURPRISE

Before combat begins, the CK determines if one or the other party is surprised. Surprise is a situation in which the adventuring party happens upon monsters and neither is aware nor expects the other. Surprise establishes who becomes aware first. The group that successfully surprises the other gains a free combat round in which to act. Those that are surprised get no action. After the surprise round, combat proceeds normally.

Surprise may involve a situation where two characters or groups are unaware of each other, or a situation where one group is attempting to surprise another. Before any surprise roll is made, the Castle Keeper must determine, if surprise is possible. A group that is aware of another's presence cannot be surprised. Situations often arise in which one group is not able to surprise another, such as if they have to pass over a hallway strewn with dead leaves that crack and pop when stepped on, thus warning the inhabitants of the room down the hallway.

Even in those instances in which surprise is possible, there is always a chance something could go awry and the surprise fails to occur. If a party can be surprised, a wisdom attribute check is made by the individual in the group with the best chance of

succeeding at it, or by each member of the group individually. If the check is successful, that party or individual is not surprised. Failure indicates surprise.

When two separate parties could be surprised, both groups or individuals in the groups must make the wisdom check. If both groups fail the check, they are both surprised and nothing occurs as they stare at one another in a moment of stunned silence. Initiative is then rolled as normal.

The chances for surprise can be mitigated by many circumstances. If a party is well hidden or camouflaged and awaiting a group of poorly perceptive orcs on a brightly lit road, the Castle Keeper may decide to penalize the wisdom check for the orcs. In general, the bonus or penalty should remain within a range of -5 to +5, although it might be greater in extraordinary situations.

Returning to the example of Angthar and the goblin, suppose that Angthar came upon a group of goblins and they were unaware of his presence. He decides to leap off a narrow ledge into the goblins, landing amidst them, raining blows left and right as they scratch and claw to get away from his deadly blade. In such an instance, the Castle Keeper would roll a wisdom check for the goblins to determine if they are surprised. If surprised, Angthar would get a free round to attack them. If not, Angthar and the goblins would roll initiative and combat would proceed.

INITIATIVE

The order of action in a combat round is determined by an initiative roll. Every creature or character participating in the combat round rolls a d10 to determine their initiative each round. Those with the highest roll take their action first, and the actions of others descend from there. In the case of a tie, the one with the highest dexterity goes first. In the case of equal dexterity, a simultaneous action occurs.

This method of establishing initiative may seem chaotic at times, especially with large groups of creatures or characters. In those cases, the Castle Keeper may find it necessary to require a group initiative instead, with the winning party acting before anyone in the opponent party.

There is one exception to initiative: when a creature uses a weapon with a reach of greater than 10 feet against an opponent with a weapon with less than a 6 foot reach, or when a large creature is fighting a medium or smaller sized creature. In the first round only, the creature with the more longer reach or larger size is allowed to attack first, even if the creature with the shorter weapon or the smaller creature won the initiative roll. This rule only applies if the creature with the shorter reach or smaller creature approaches within ten feet. Such action counts as the action for that round for the larger creature or the one with the longer weapon.

CREATING THE CHARACTER

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 to attack. Hambone rolls a 9 initiative, and the stone giant rolls a 3. The stone giant is large and Hambone is small. Thus, when Hambone moves within 10 feet of the stone giant, the stone giant is allowed to swing first even though Hambone won initiative. The stone giant, mirthless and fearless, sweeps his club around aiming at Hambone's head. Hambone ducks and dodges as he charges, and the stone giant's massive club glances off Hambone's shoulder, but inflicts no damage. Hambone manages to move in close and slices at the stone giant's leg, slashing a deep gash.

COMBAT ACTIONS

In a combat round, characters can perform a wide variety of actions. Every possible action, however, can be categorized in one of the five types of actions that may be performed during combat, which all have a chance of failure. The five possible actions are attack, cast a spell, move, use an ability or use an item.

ATTACK

A character or monster is allowed one attack each round unless they possess a special ability allowing them to exceed the limitation. Attacks include melee attacks, either armed with a weapon or unarmed, and ranged attacks with a missile weapon. An attack allows a character or monster to move up to one-half their movement rate. Moving farther than one-half movement rate negates the ability to make an attack.

CAST A SPELL

A character or creature is allowed to cast one spell each round. Some spells require two or more rounds to cast, in which case the character must wait until the following round for the effect of the spell to take place. The magic section fully details how spells are cast and when they take effect. A character may not move any distance and cast a spell in the same round unless the spell description states otherwise.

MOVE

If no other action is taken, a character or monster can walk a distance equal to their full movement rate. Full movement also includes jogging (twice the normal move rate) and running (quadruple the normal move rate).

USE AN ABILITY

A character or monster may perform one class or racial ability each round. Some abilities, like spells, take more than one round to complete. Some monsters can perform more than one ability per round. Ability may involve movement, but in most cases the movement will not exceed the normal movement rate. Otherwise, the Castle Keeper retains discretion as to whether any ability use involves movement.

USE AN ITEM

An item that is carried and readied can be used. The most common actions in this category are using or activating a magic item or piece of equipment. Such actions include, but are not limited to, drinking a potion, using a wand, casting a spell from a scroll, or casting a grappling hook. In most cases, no movement will be involved or allowed when using an item. Readyng an item is not difficult, as long as it is easily accessed. Usually, the item must be on a belt or hanging from a pack, and readyng it should not take more than a few seconds. Whereas, if an item is in a backpack, it would take at least a round to take off the pack, dig through it, and retrieve the item. The Castle Keeper and players must use common sense in deciding whether an item is readily available. In some cases, the Castle Keeper may require the players to indicate on their character sheets which items are readily available or how and where an item is being carried.

NON-LETHAL AND MULTIPLE ACTIONS

There is of course another broad category encompassing non-lethal or otherwise mundane actions such as talking, standing still and doing nothing or picking up an item. Such actions typically have no chance of failure, however, so they are not considered combat actions.

No matter the type of action attempted, it is up to the Castle Keeper to adjudicate how long any action takes and whether it can be performed in a single round. Most actions occur in a single round, or if they take longer, the rules for the specific action usually detail just how many rounds the action takes to complete. The Castle Keeper may allow more than one action per round under special circumstances, for example, if a character has a *haste* spell cast on him. Also, some non-combat actions a character may take might not consume a full round. This latter aspect is important and the Castle Keeper must use common sense and reason to determine if an action takes a full round. Drawing a sword would not take a full round. Tossing someone an item may not take a full round. As a rule of thumb, simply think of how long such an action would take in real life. If it takes just a couple of seconds to perform a non-combat action, then the character should be allowed another action, be it combat or non-combat in nature. The Castle Keeper can, and on occasion should, impose an initiative penalty for some of these actions.

MOVEMENT IN THE COMBAT ROUND

Once initiative or surprise is determined, each character or monster involved in combat is allowed an action. One allowed action is movement. Movement, like the combat round, is an abstraction. It is a manner of establishing the distance that can be moved in a given period of time. Movement can be in a straight line, a curve or around a corner. Base movement rates are listed in each racial or monster description. The listed rate is the distance in feet that can be moved in one combat round. If encumbered, movement is reduced as described in the encumbrance section. Movement can be increased by jogging (double the movement rate) or running (quadruple the movement rate).

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Drop all fractions when figuring movement rates (minimum of 1 foot). To translate the movement rate into inches, hexes, squares or centimeters, divide the movement rate by 5.

An attacker can move one-half their movement rate and still attack. No attack is allowed if a character exceeds one-half their movement rate. The only exception to this rule is when a charge is attempted. Charging allows for an attack and full movement, but the special rules for charging apply. The Castle Keeper has the option of reducing the movement rate due to terrain, obstacles, injuries or other circumstances. Generally, the movement rate should not be reduced by more than three-fourths (0.75). The Castle Keeper should always allow a character to move at least 5 feet in a combat round, unless the character is restrained or otherwise unable to move.

CHARGING

Charging is a special, movement-based combat maneuver. When charging, a character precedes a melee attack by jogging or running, with the intent of using the gained leverage and momentum to inflict greater damage on a defender. A successful charge attack results in a +2 bonus to damage inflicted, but imposes a -4 penalty to the attacker's armor class for the entire combat round. The charge must be announced prior to the character moving.

When charging, a character is considered to be jogging or running. The character must minimally move the full distance of their normal movement rate. The charge must be in a straight line. The total distance moved while charging cannot exceed the character's jogging movement rate. For example, Una the elf announces that she is going to charge an orc standing across the battlefield. Una's base movement is 30 feet, and thus, her jogging rate is 60 feet. As long as the orc is at least 30 feet away, but no more than 60 feet, Una may attempt the charge maneuver.

When charging, the attacker suffers a -4 penalty to armor class for the combat round. The penalty applies even if the charge attack is not successful. The penalty also applies if the defender attacks first due to size or weapon length, or by ranged attack. If a defender scores a successful hit upon a charging character, the charge is negated. If a charge is negated, the attacker is still allowed their movement and attack, but a successful hit does not deal any extra damage.

MELEE COMBAT

Melee occurs when two creatures engage in hand-to-hand combat. The attacker rolls a d20 and adds the basic to hit bonus plus any strength modifier. A monster's basic to hit bonus is equal to its total number of hit dice (a 3d8 hit dice creature adds a +3). If the total is greater than or equal to the defender's armor class, the attacker has successfully hit the defender and inflicts damage as determined by the weapon used. Unarmed combat is a type of melee attack, but it is addressed separately below.

It is important to note that a melee attack, like the combat round and movement, is also an abstraction. Though a character usually makes only one attack per round, it should not be considered a

single swing. A melee attack involves a series of parries and thrusts, along with attack and defensive maneuvers that sometimes result in damage to the defender. The damage could be from one blow or could be representative of a series of blows or fatigue.

There are many other bonuses and penalties which may affect a melee attack to hit roll. These include, but are not limited to, racial modifiers, magic weapon bonuses, class ability modifiers, spell effect modifiers, and situational modifiers.

RANGED COMBAT

Ranged combat is much like melee combat except it occurs when an attack is made with a missile weapon against a defender some distance away. dexterity is the attribute that modifies a ranged attack to hit roll. If the total of the d20 roll plus the character's basic to hit bonus and dexterity modifier is greater than or equal to the defender's armor class, the attacker has successfully hit the defender and inflicts damage as determined by the missile weapon used.

There are two types of ranged weapons: thrown and propelled. Thrown weapons are those whose momentum are dependent upon the strength of the character or monster throwing it. These include javelins, daggers, spears and the like. Propelled weapons are those whose momentum and thrust are dependent on the mechanism which propels them forward. This includes crossbows, stones from a sling and similar devices. While a character's dexterity modifier is added to all ranged to hit rolls, a character's strength modifier is only added to the damage of thrown weapons, not propelled weapons.

Ranged weapons also have range increments, and they have a maximum effective distance equal to three times the listed range increment as detailed in the equipment list. The listed range increment is considered to be close range. Twice the range increment is medium range and three times the increment is long range. Medium range results in a -2 penalty to the ranged attack roll, and long range results in a -6 penalty to the attack roll.

Ranged weapons that miss their target continue on their path and can potentially hit another target within close range. If the target of the attack is missed, the projectile continues in a straight line and can hit anything in its path. For each ten feet traveled within close range, the attack accrues a -1 penalty. The exception to this rule is that bolts fired from a crossbow continue up to long range, although the medium and long range modifiers still apply.

UNARMED COMBAT

Unarmed combat is similar to armed combat, only the attacker is not using a melee weapon, but natural weapons, such as claws, hands, fangs or even the whole body. Many monsters employ unarmed melee attacks, as do monk characters. In most cases, the success of these attacks are determined as with a normal melee attack. The attacker rolls a d20 and adds the basic to hit bonus plus any strength modifier. A monster's basic to hit bonus is equal to its total number of hit dice (a 3d8 hit

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dice creature adds a +3). If the total is greater than or equal to the defender's armor class, the attacker has successfully hit the defender and inflicts damage as determined by the class ability or monster description.

There are also special unarmed attacks of an entirely different nature and effect: grappling, pummeling, overbearing and touch attacks. Each type follows the same basic principle but with different modifications to the to hit roll and damage inflicted.

GRAPPLING

Grappling involves grabbing and holding a defender, as with classical wrestling or a snake constricting its body around its prey. Grappling is directed at holding an opponent and subduing them. The attacker rolls a d20 and adds any strength modifier and his Bonus to hit (BtH).

The armor class of a defender in an overbearing attack is different than normal. A defender without strength as a prime has a standard AC of 12. A defender with strength as a prime has a standard AC of 18. Armor has little effect on the capacity to defend against this type of attack and is not included. The AC is modified by the strength, the dexterity, and the size difference between the two opponents. If an attacker is larger than the defender apply a +2 to AC for every size category larger than the defender's size, and a -2 for every size category smaller.

Should an attack be successful, the defender is held and cannot act except to attempt to break the hold. The defender is considered prone and defenseless. The defender can break the hold by making his own successful grappling attack.

PUMMELING

Much like boxers or martial artists, pummeling involves the use of fists, feet, knees, elbows or other body parts to inflict damage on an opponent with the intention of knocking them out or otherwise incapacitating them. The attacker rolls a d20 to hit, adding any strength modifier plus, his BtH, and any other modifier the Castle Keeper deems appropriate. If the total equals or exceeds the defender's armor class, the pummeling inflicts 1-2 hit points of subdual damage. Damage is modified by strength.

OVERBEARING

This type of attack is used to knock an opponent down. This is a tactic used in wrestling and other types of hand-to-hand combat, as well as when an animal charges and knocks someone over. The attacker rolls a d20 to hit and adds any strength modifier or other modifier that the Castle Keeper deems fit. The Castle Keeper may or may not deem the basic to hit bonus an appropriate modifier.

The armor class for overbearing attacks is determined in the same fashion as for grappling attacks, using the defender's strength, BtH or hit dice, and size difference as modifiers. However, unlike grappling attacks, there is one additional

modifier. The defender's BtH also modifies the armor class in an overbearing attack.

EXAMPLE: a large troll attacks a small 5th level rogue halfling and tries to knock him off a bridge and into a raging river. The halfling has strength as a prime and therefore a base armor class of 18, modified by a 14 strength (+1), and his BtH (+2) adds a total of +3 for a total of AC 21. But the troll is two sizes larger, so a -4 adjustment to the halfling's armor class results in an AC of 17.

If a hit is successful, the defender is knocked prone for the remainder of that round. An attacker cannot knock over a defender two sizes larger. In addition, the defender takes 1-2 points of subdual damage.

An attacker attempting to overbear suffers a -2 penalty to armor class because they are more exposed than usual. The penalty remains to their armor class for the combat round.

TOUCH ATTACK

A touch attack is one in which an attacker is simply trying to touch an opponent. This often occurs with spells that require a touch to be successful. With a touch attack, a standard armor class of 10 is used for all defenders, adjusted only by dexterity of the defender and special modifiers resulting from, for example, magic items or spells. Monsters use the base 10 AC with no modifiers.

SITUATIONAL MODIFIERS

Situational modifiers are somewhat nebulous and, for the most part, those that the Castle Keeper deems appropriate. There are often situations for which it is impossible to set a rule, or would involve such complex rules as to fill up an entire tome. In these instances, the Castle Keeper must use reason, common sense or narrative development to determine what modifier is applied to the to hit roll. For example, should a fighter, after a long night of carousing, be swinging across a crowded tavern clinging to a fraying rope with one hand and a sword in the other, decide to take a swing at a plump gnome merchant as he passes over it, the Castle Keeper must decide upon the appropriate modifier to the to hit roll (or an attribute check to determine if it is even possible to make the attack).

In general, combat to hit modifiers can be broken down into three categories: easy, difficult and heroic. For tasks that are easy, up to a +/-5 modifier should be imposed. Difficult tasks would range from +/- 6 to 10, and heroic acts would range from +/- 11 or above. The instance described above may seem ridiculous, but players attempt all manner of actions with their characters — something which should be encouraged. However, the Castle Keeper is left with the task of deciding the modifier to be applied to a situation. What the fighter in the example above is attempting is not heroic, but it most certainly is not easy. In this instance, the Castle Keeper should probably err on the high side of difficult since the fighter is inebriated. A -10 to the attack roll would not be unreasonable.

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Some situational modifiers can be applied with regularity. These are listed below and can be used to help in making decisions about other unusual situations. Concealment includes those circumstances where nothing physically blocks an attack, but there is something that interferes with the attacker's accuracy. The other modifiers should be self explanatory. The modifiers are cumulative. In all instances, attackers must know of a defender's presence, though not their exact location. Also, the Castle Keeper should add to this list and keep track of decisions which are made in the game in order that they can be made with some regularity and consistency.

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

ARMOR CLASS

Armor class is representative of a defender's ability to avoid damage. Armor class results from a combination of armor and dextrous avoidance of attacks, and even an ability to absorb the shock of a damaging blow or roll with it. Armor class takes into account an active defense (aware of the attacker), the armor worn and a general ability to withstand or avoid attacks. It is does not represent armor alone. However, for game purposes, armor class is the primary determinate of armor class as it is the most easy to quantify.

Armor class begins at 10. A person wearing normal clothing has a 10 armor class. Armor class can increase as much as modifiers allow. In rare cases, modifiers can result in an armor class less than 10, though never below 1. The following rules should be taken into account when determining the armor class of a defender. It is not an exhaustive list and the Castle Keeper is encouraged to develop their own adjustments as needed.

ARMOR

Each armor's adjustment is described in the equipment list. Chain mail, for example, has a +5 adjustment to armor class. This gives the individual wearing it a 15 armor class (10+5).

SHIELDS

Every shield has a +1 modifier to armor class, but the size of

the shield determines how many opponent's the +1 modifier applies against. Small shields only offer the adjustment against one attacker, medium shields against two attackers and large shields against three attackers.

DEXTERITY

Dexterity modifies a character's armor class if 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 does not apply, for example, when a character is attacked from the rear.

COVER

Characters will often take cover behind objects such as tables, doors, chairs or other structures in order to gain some protection. Cover confers an armor class bonus to the character as follows:

COVER	ARMOR CLASS ADJUSTMENT
1/4 cover	+2 AC
1/2 cover	+4 AC
3/4 cover	+6 AC
Full cover	+10 AC

Although cover is primarily used as protection against missile or ranged weapons, it can also be used in melee combat. For example, when the wizard Anaximorus finds her spells useless against a golem, she decides to jump behind a large column in an attempt to avoid being smashed by its massive fists. This action offers 3/4 cover from the golem's attacks. When cover is used in melee attacks though, the cover applies to both the attacker and defender until one or the other move out from behind it. In some cases, the Castle Keeper may rule that the character seeking cover may not attack.

MAGIC

There are numerous other modifiers that can be applied to armor class. Spells, magic armor and rings, or other unique items and situations can increase or decrease armor class. A character's condition, such as being stunned poisoned, or fatigued may affect the armor class. In general, magical rings, robes or other protective devices and spells affect armor class for touch attacks. Magical armors do not affect touch attacks.

SITUATION AND CIRCUMSTANCE

There are innumerable situational modifiers which can also adjust armor class. These are too numerous to list, but the Castle Keeper should always bear in mind the current situation or circumstances. For example, a rusted suit of armor may suffer a -1 to its overall armor class adjustment. It is, as always, incumbent on the Castle Keeper to use common sense when making these adjustment. Always err on the side of safety. It is a game, after all.

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COMBAT MANEUVERS

Players try all manner of inventive actions during combat, from using chairs as shields, trying to dodge opponent's blows or running haphazardly away from some monstrous beast. It is impossible to enumerate and describe all the possibilities and it is unproductive to try and do so. These generally fall into a category of combat maneuvers.

Some of the more common combat maneuvers and their effects are listed and described below. These rules can be considered optional as they are not necessary to gameplay. They are provided to allow the Castle Keeper and players more options in combat and to introduce the concept of amending and adding rules to fit a group's style of play. They should be introduced slowly and with practice to insure that they meld with the style and tempo of play desired by both the players and Castle Keeper.

DODGE

In this case, a character can dodge up to three attacks in a round that originate from an attacker(s) which they are facing and are aware of. If dodging, the character sacrifices their action in that round. The character cannot attack, cast spells, move or use an ability or item. The character gains a +2 to their armor class while dodging. A character can dodge every round should they desire. A dodge can be declared at any time in a combat round as long as the character has not taken any other action.

DISENGAGING FROM COMBAT

Disengaging from combat is a dangerous maneuver since it exposes the character to attacks. If disengaging, a character can take no other action. The character is only allowed a movement, which is part of the two types of disengagement. Monsters and non-player characters can disengage from combat. They can also opt to follow those disengaging from combat.

A hasty disengagement is one in which the character or monster attempts to leave combat and expends all effort to do so. A character disengaging hastily may move as far as possible up to their maximum running distance, but they suffer a -2 to armor class and their opponent gets an attack against them as they run away. This is a free attack and does not count against the opponent's other action in the round, although the opponent may not make a second attack against the fleeing character. The armor class adjustment lasts throughout the combat round and applies to every attack against the fleeing character.

A fighting disengagement is a more carefully executed withdrawal from combat. By performing a fighting disengagement, the character moves one-half their movement rate or less away from their opponent and they can disengage from combat. The character suffers no penalty to armor class, but they cannot take any other action in the round.

DISARM

A fighter, ranger, knight, rogue, assassin, cleric and paladin

can disarm an opponent. The character must successfully hit an armor class equivalent of 18 plus the hit dice or level of the defender to successfully disarm them. For example, a ranger would need to hit an armor class of 23 to disarm a 5 hit dice creature or 5th level opponent. The defender receives a dexterity bonus to this armor class, if applicable.

EVADE

This maneuver is a desperate attempt to avoid being hit and involves using all one's energies to dodge and parry blows but remain engaged in combat. The character doing this is allowed to evade one opponent they are facing. Evade confers a +4 bonus to armor class for that round.

FLANK ATTACK

The flank attack takes place to the left or right rear side of a defender. Flank attacks should be used consistently for monsters and characters alike. The defender may or may not be aware of the attack, but in any case, is less capable of defending against the flank attack than those from the front. A flank attack confers a +1 bonus to hit.

REAR ATTACK

An attack to the rear of an opponent gives the attacker a +2 bonus to hit. The rogue and assassin do not get this in addition to their back attack bonus, as it is already considered in their class abilities.

TWO WEAPON FIGHTING

At some point, characters will attempt to fight with a weapon in both hands. This is a difficult skill to master, and it takes much experience to do it well (see the monk class). When using two weapons, the player must designate which hand is used for the primary attack and which is the off hand attack. Typically, this is determined by the handedness of the character, either right handed or left handed. The character is allowed to swing with both weapons, thus gaining two attacks in a single round, but the attack with the primary hand is at -3 and the attack with the off hand is at -6. These penalties are affected by the character's dexterity modifier. The character's strength modifier only applies to damage inflicted.

A monk may use the two-weapon fighting rule to gain a second hand-to-hand attack before the character reaches 6th level. If the monk does so, both attacks suffer the penalties for two-weapon fighting and the secondary attack inflicts normal fist damage of 1d2 hit points. When a monk reaches 6th level, the character gains a secondary hand-to-hand attack. A monk's secondary hand-to-hand attack ability does not suffer any penalty for two-weapon fighting and it inflicts the damage in the monk special ability chart. But, if a monk at any level fights with a weapon in one hand and attacks with his other hand, whether a primary or secondary attack, the monk suffers the standard penalties for two-weapon fighting and follows the preceding rules in this paragraph as to secondary attack damage.

NARRATIVE OF COMBAT

A clear understanding of the rules is essential to running a smooth combat. A competent grasp of initiative, movement and allowed actions allows the Castle Keeper to react to circumstances, answer questions and resolve issues that arise during the course of any combat. But a technical understanding of combat does not necessarily create a successful combat.

Combat is an essential part of the Castles & Crusades experience. It is often that combat degenerates into rules manipulation, dice rolling and forays into number crunching that more resemble an economics course than a heroic encounter. Combat should be the heroic struggle between good and evil, law and chaos. Combat pits the paladin against the lich, locks the knight in deadly struggle with a dragon and aligns the wizard in magical opposition to abyssal creatures threatening his world. Castles & Crusades often revolves around such struggles, and it is the Castle Keeper's duty to make certain that combat resolution is balanced and challenging, but most of all fun. The Castle Keeper must engage the players, make them forget the rules and draw them into the whirling maelstrom of the bone crunching maw of the dragon. This is combat through narrative.

There are several ways to achieve a successful narrative in your game's battles. Vivid descriptions can capture a group of the most lackluster players and keep them engaged. There is a vast gulf between entering a room with "three goblins who have swords and shields, and are sitting at a table drinking," and entering a room where "three humanoids are ranged around a table drinking from large wooden tankards; they're a foul-looking lot, with mottled skin, spindly limbs, toes and fingers, wide eyes and maws emitting a putrid breath; the creatures are armed for war with wickedly curved blades and iron rimmed shields."

Once the players are captured, the Castle Keeper must keep hold of them. Battle can be the most exciting part of the game, and the most memorable. Compare the following two descriptions of an attack in combat. "The goblin swings at you. He hits, and you take 3 points of damage" vs. "The goblin twists about, bringing his sword across your shin. There you have no armor, and the notched blade cuts the cloth of your leggings effortlessly to score through flesh and blood, biting to the bone for 3 hits points damage." Good descriptions help pace a combat, and keep players lively and excited.

It is important to note that characters should be allowed to participate in the narrative description. A Castle Keeper who spends 15 minutes describing or setting up a scene can easily lose a hard earned audience. Players should be allowed and encouraged to bring their own descriptive sub text to combat. The best and most common example of this is the called shot. If a character wants to strive for the heroic chance against all odds, they should be allowed to do so. Calling a shot, or any extraordinary act such as leaping onto the back of a flying dragon, generally throws out all the rules and the Castle Keeper must wing the encounter, allowing for chance, while seeking to achieve the most dramatic narrative possible.

Many factors must be considered, from the reasonable chance

of success to the character's ability to do so, from the needs of the party to the game's need for realism, consistency and fun. This is where the art of running a good combat reaches its most demanding height, and where the rules are utterly subject to the narrative. The Castle Keeper must decide what is best for the game, the group and the individual player. A bored, frustrated player can be won back in seconds by a good call from the Castle Keeper. Even if Luther the paladin misses with his called shot, his blade may trip the enemy, casting them to the ground and thus buying precious time for the rest of the party to act. Leaping upon a dragon is no easy task and is perhaps the most deadly of maneuvers, but even if a character attempts such a thing and fails miserably, it may be the distraction needed for the rest of the party to retreat and survive to fight again another day.

It is important to note that the Castle Keeper must be careful not to run one-sided fights. Characters can do the same damage that monsters do. When Luther's blade strikes home it "cleaves the helm and skull of the hapless orc, making a red ruin of its head!" Running a combat in a narrative fashion is difficult, but fun. Engaging the players and keeping them such is one of the most rewarding experiences a Castle Keeper can have. But doing so means that the Castle Keeper must understand the rules and when to bend them. Achieving such mastery leads to every game being one where the iron of battle mingles with the fantasy of swords-and-sorcery adventure.

HIT POINTS

Hit points represent the amount of damage, physical and mental, a character, non-player character or monster can take before passing out or dying. A character's hit points are a mere abstraction and are not a numeration of the character's physical being. It is generally a representation of the overall health of the individual. The higher the hit points, the healthier the individual.

Hit points are determined by a character or monster's hit die. There are several hit die types: **d4, d6, d8, d10, and d12**. Class descriptions list the hit die type for that class. Monsters have various hit die types also. These are listed with the monster descriptions as given in the *Monsters & Treasure* book.

Hit points for the classes are acquired by level. At each level, the hit die type is rolled and added to the previous level's total. The constitution modifier is added or subtracted from this roll. At 10th level and above, all classes acquire hit points at a specified rate. constitution modifiers are added to or subtracted from this. In all cases, a character gains at least 1 hit point for each level advanced.

Monster hit points are specified in the monster description. Monsters receive a number of hit die types for hit points. Some rolls are adjusted. For example, 3d6 indicates that three 6-sided dice are rolled and added together for that monster's hit point total. 3d12+4 indicates that three 12 sided dice are rolled and 4 added to the total.

In some instances, such as with a bard's inspire ability, characters or monsters can gain temporary hit points. Temporary hit

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points are added to a character's current hit points. In combat, temporary hit points are the first to be reduced due to combat, spells or other instances in which damage occurs. When all temporary hit points are gone, they are removed from the character's normal hit points. For all intents and purposes, temporary hit points act as real hit points as long as the spell or ability is in effect. The only exception is that temporary hit points cannot be healed or cured.

Hit points can be reduced by weapons, magical spells, exhaustion, and poisons, amongst other things. These are detailed in the following section. Once damage is taken, it must be healed for the hit points to be restored to their maximum level. Hit points can never be healed beyond what they were before taking damage.

In general, hit points heal at a rate of one point per day and only if the character is resting, well fed, kept warm and the wounds being tended to. After seven days, the rate of healing increases to include the constitution bonus, if any. After 14 days, the rate of healing doubles and after thirty days, it triples. Rates of healing can be adjusted by magical healing, herbs, diet, level of care or other factors the Castle Keeper deems applicable.

In general, when 0 hit points is reached, the character or monster passes out. They are not dead, but rather incapable of acting while passed out due to blood loss and physical or mental damage. The character or monster is unable to act and is unconscious or gravely wounded. Those so wounded, if still conscious, can do little more than crawl from the battlefield or call out for help. Those with 0 hit points recover consciousness in 1d6 hours, after which they can move at ½ their normal move rate, but still cannot participate in combat, cast spells, turn undead or any strenuous or demanding action. The full effects of magical healing of characters reduced to 0 hit points is immediate.

At -1 to -6 hit points, the character or monster is unconscious and grievously wounded. They require bed rest to recover, unless magically healed. A character so wounded must rest 24 hours before the process of healing begins, unless magically healed. With magical healing, the character's hit points can only be returned to 0, after which healing proceeds normally.

For example, a knight is struck by a club from an ettin and reduced to -1 hit points. Before healing begins, the knight must wait 24 hours. However, a cleric of goodly intent decides to share the grace of their deity with the knight and cast a *cure light wounds* on the knight. The cure is for 8 hit points, but the knight is only brought back up to 0 hit points. However, healing can proceed as normal thereafter.

At -7 to -9 hit points, the character or monster is mortally wounded and loses one hit point per round after reaching -7 hit points. Aid administered to the wounds stops the hit point loss. This takes at least one full round, during which no hit point is lost. After 24 hours have passed, the normal healing process as described for -1 to -6 hit points begins.

At -10 hit points death occurs immediately. Only *resurrection*, *reincarnation* or bribes to the Castle Keeper can remedy death.

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DAMAGE

If a hit is successful, damage is assessed for the opponent and its hit points are reduced. Damage delivered from a blow by a weapon depends on the weapon being used or as described in the monster's description. Damage is applied immediately. If a character or monster dies as a result of damage inflicted, it gets no opportunity to swing, cast spells or anything else. There are several categories of damage that need examining. From this, the Castle Keeper should determine the type and nature of any damage inflicted on a character if not specifically described in the rules.

Damage takes its toll in a variety of ways. A sword cutting an arm, a mace crashing into a shield and bruising an arm or simply physical exertion during the course of a difficult or long combat. The Castle Keeper should not automatically assume that damage causes flesh to be shorn from limbs and bones crushed. Four points of damage to a 3rd level fighter could simply be bruising on the arm, a series of small cuts or exertion. Alternately, it could be a mortal blow that fells a character. In general, it is not wise to break bones, lop off limbs or inflict significant organ damage, as healing times for these types of wounds are significant and complete recovery often impossible. Being creative with the type of damage inflicted should enhance combat rather than detract from game play. Be sure to keep it that way.

WEAPON DAMAGE

The amount of damage inflicted is determined by the type of weapon being used or natural weapons such as the claws of a lion, the fist of a golem or the beak of a hippogriff. Weapon damages are listed in the equipment chart. Damage from melee weapons are adjusted by the strength modifier, magical weapon bonuses, and other factors or adjustments if applicable. Natural weapons and their effects are described in the appropriate monster description or combat rule. Any modifications to damage are noted in the descriptions.

MAGIC DAMAGE

Damage caused by spell effects are applied in the same manner as those by melee weapons or natural weapons. Special considerations are described in the appropriate spell. Of special note though, damage caused by illusions can be real. Though not real in a material sense, the viewer of the illusion believes the damage to be real and suffers psychic and mental shock as if it were real. The spell descriptions list the details of damage from illusions, but in general, it can be said that damage received from illusory attacks is, in reality, subdual damage and the characters follow all the rules for subdual damage with the following exception. Characters or monsters reduced to -10 hit points by illusory damage die from the psychic shock to the system, which is too great to withstand.

SUBDUAL DAMAGE

This type of damage is generally not fatal, though on occasion it can be. Subdual damage is more the bludgeoning one receives in a fist fight than the slashing, gashing bone breaking

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FALLING DAMAGE

Falling damage occurs when a character or monster falls from a height of five feet or more. Falling can be very deadly and players should be made aware of the potential hazards of a fall prior to beginning a climb.

If a character falls from a height of six to ten feet, a dexterity check must be made. If the check is successful, the person falling takes no damage. If the check is not successful, the person takes 1d6 points of damage. From heights greater than ten feet, damage accrues significantly. For every ten feet fallen, the number of d6 used for damage increases by one. The damage for each 10 feet fallen is cumulative. For example, if a character falls 18 feet, they take 1d6 damage for the first ten feet and 2d6 damage for the next 10 feet for a total of 3d6 damage. If a character were to fall from a height of 45 feet, they would take 1d6 damage for the first 10 feet, 2d6 damage for the second 10 feet, 3d6 damage for the third 10 feet, and 4d6 damage for the last 10 feet, for a total 10d6 points of damage.

TURNING UNDEAD

Clerics and paladins have the ability turn undead. This power allows them to channel divine power through the display of a holy symbol and invocation, prayer or song for the purpose of repelling, controlling or destroying undead monsters.

TURN UNDEAD (Wisdom): Turn undead requires a successful wisdom attribute check. The challenge level for the check is equal to the undead creature's hit dice. A successful turn undead check results in the undead monster being turned or destroyed. Alternately, evil characters with this ability can attempt to control the undead or even paladins. In game terms, turning undead should be considered a special, ranged combat attack. The maximum range for turning undead is 60 feet.

A cleric can attempt to turn one type of undead per round. For example: a group of 6 skeletons, 4 zombies and a vampire approach a cleric, who decides to attempt a turning. The cleric can attempt to turn one type the first round. The cleric elects to attempt to turn the zombies. The cleric makes a turn undead check and succeeds. On the next round, the cleric can attempt to turn the skeletons or the vampire.

If the turn undead attempt fails, however, the cleric may not attempt to turn that specific group of undead again for the remainder of the combat and one full day has passed. Again, using the situation described above, if the cleric failed to turn the zombies, he could attempt to turn the skeletons or vampire in round two, but could not attempt to turn the zombies again for that combat. The only exception is that newly arrived creatures of the same type, or in a different group, can be turned. So, in the example situation, if a new group of zombies joins the combat, the cleric could attempt to turn the new group of zombies. Essentially, a cleric has one chance to turn each opponent in a combat or 24 hour period, with each opponent being composed of a group of undead of the same type.



combat of swords and maces. It may hurt and even knock one unconscious, but rarely draws blood and usually results in damage that heals quickly.

Subdual damage is usually caused in unarmed combat with natural weapons. However, many monsters use natural weapons that cause normal damage. If a monster's attack causes subdual rather than normal damage, the monster description will note it. Otherwise, damage from monsters should be considered normal damage. A monk's unarmed attack is normal damage, unless the monk chooses to subdue as if using a weapon.

An attacker can use weapons to deliver subdual damage but it does so at varying rates. When being used for subdual, weapons inflict normal damage, but it is mostly temporary damage. Minimally, these weapons deliver one point of damage. All subdual damage delivers some normal damage. For every five points of subdual damage inflicted, one point is considered normal damage.

Subdual damage heals faster than normal damage as it is not usually fatal. It heals at a rate of 1 hit point per every 10 turns. The normal damage inflicted as a part of subdual damage heals as previously described. At the Castle Keeper's discretion, when a character reaches -10 hit points or more of subdual damage, they have taken severe enough bludgeoning damage to an internal organ to cause death or permanent incapacitation. Otherwise, they should be considered unconscious for 24 hours and do not begin healing until gaining consciousness.

CREATING THE CHARACTER

NUMBER OF UNDEAD TURNED

The number of undead monsters that are turned is determined by special rules and depends on the undead monster's type: common, extraordinary or unique.

Common undead are non-sentient, automaton-like undead such as skeletons and zombies. Extraordinary undead are semi-sentient undead of great power that usually have special abilities. They typically are trapped between the material and spirit worlds, and include such monsters as wraiths and ghosts. Unique undead are those rare and powerful creatures of strong will and intelligencesuch as vampires and liches. The turn undead ability affects 1d12 common undead, 1d6 extraordinary undead, or 1 unique undead. For each type, the number turned is increased or decreased by the cleric or paladin's charisma modifier.

TURNED UNDEAD

Turned undead flee at their full movement rate for ten rounds. If unable to flee, they will cower. A +2 bonus to hit is awarded on all attacks versus cowering undead. If the cleric approaches within ten feet, or attacks a cowering undead monster, the turning is broken and the undead creature will attack. Others may attack the cowering creature without breaking the turning effect. Turned undead will not automatically flee evil clerics. Instead, they are rebuked and will cower in awe.

DESTROYING UNDEAD

If the cleric or paladin is five levels higher than the hit dice of the type of undead being turned, the character destroys the undead instead of turning them. The number destroyed is the same as the number of undead that the character would normally turn. If a cleric or paladin is ten levels higher than the hit dice of the undead being turned, the character automatically destroys the maximum possible number of undead. For example, a 12th level cleric making a successful turn undead check against 1 hit dice skeletons automatically destroys 12 skeletons plus the character's charisma modifier.

EVIL CLERICS

Evil clerics can assume control of undead instead of turning them, and can also turn paladins as if the paladins were undead. The evil cleric makes a normal turn undead check to do so. If the check is a success, and the cleric is five levels higher than the hit dice of the type of undead being turned, the cleric may control the undead instead of destroying them. The number controlled is equal to the number of undead that the cleric would normally turn. If an evil cleric is ten levels higher than the hit dice of the type of undead sought to be controlled, the character automatically controls the maximum possible number of undead.

Controlled undead become permanent servants under the evil cleric's mental command unless released. The cleric must take an action to give mental orders to controlled undead. Control can be freely passed from one evil cleric to another if

the recipient cleric passes a turn check of his own. At no time, however, may an evil cleric control a number of undead whose total hit dice is greater than 5 times the cleric's level. Thus, a 5th level evil cleric could control a maximum of 25 skeletons.

PALADINS

Paladins turn undead as a cleric of two levels lower than the paladin's level. That means a paladin can't turn undead until 3rd level, at which point the paladin may turn undead as a 1st level cleric. Paladins themselves can be turned by evil clerics.

REWARDS

After defeating fearsome foes in deadly combat and gathering long lost treasures from dark caverns, the characters should have garnered some little experience in the arts of mortal combat, the capacity to withstand the rigors of a harsh world, the senses to avoid trouble and not some small amount of wisdom . Considering the gold, gems, jewelry and magical treasures acquired, the real experience gained is that of knowledge. The characters end their adventures stronger, wiser and more capable.

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.

EXPERIENCE POINTS

After characters defeat monsters or acquire treasure, they earn experience points (xp). The Castle Keeper is free to award experience points in whatever manner desired, but the following is a recommended general method.

MONSTERS: The Castle Keeper adds the value of all monsters defeated or overcome on the adventure. Each monster has a base xp value, and a bonus can be given if a specific monster was greater than normal for its type. The total xp are then divided by the number of characters that defeated the monsters.

MONEY: Although not all Castle Keepers do so, some award xp for non-magical treasure. The Castle Keeper should award 1 xp to the party for every 1gp value of non-magical treasure such as money, gems, art and other items acquired during the adventure.

MAGIC ITEMS: Like monsters, magic items have a xp value. The Castle Keeper should award a magic item's xp value to a character who possesses and uses the item for a period of time.

STORY: The Castle Keeper should assign an xp value to each adventure and award that total to each character who completed the adventure successfully. An easy way to determine the story xp value is to compare the adventure to a monster of a hit dice that is challenging to the party. The Castle Keeper can then award xps as if the party overcame that monster.

ROLE PLAYING: The Castle Keeper can also award specific characters xp bonuses for good role playing (or penalties for

bad) in a specific situation or over the course of an adventure. A good range to award is 25 to 250 xps, depending on the level of the character.

GAINING LEVELS

Characters gain levels as they adventure. Gaining levels equates to becoming better and more experienced at one's chosen profession. With new levels, the character gains more abilities and greater chances of performing abilities successfully. Hit points increase as does bonus to hit.

To gain a level, the character must accumulate enough experience points to meet the next level's experience point progression (EPPs). The EPPs for each class are located in the appropriate class description. Experience points are gained by successfully completing an adventure, killing foes, successfully performing actions, collecting treasure and 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 whatever reason.

Monster experience points are located in *Monsters & Treasure*. Experience points awarded 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 *Monsters and Treasure*. Bear in mind that 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 which that level confers upon the class.

TREASURE

Treasure can consist of any, or all of the following: coins, gems, jewels, art objects, mundane items, treasure maps, spellbooks and magic items. Treasure can be found in lost dungeons, hidden in a merchant's pocket or serve as the bed for an ancient red dragon.

Treasure reflects the wealth that a character or monster owns or has acquired in a lair. In most cases, a creature keeps valuables in its home or lair, and carries little or no treasure when it travels. Intelligent creatures that own useful, portable treasure such as magic items tend to carry and use them, leaving bulky and valuable monies and gems in their lair.

MOVEMENT

Movement is a fairly abstract necessity in any game. The movement rates listed for characters, monsters and NPCs is an estimation of how far that creature can move at a normal pace in a round. In general, jogging is twice that movement rate, while running is four times the movement rate. As this is a ten second movement rate, a full minute would be six times the movement rate. Movement outdoors equates to movement indoors. For movement outdoors, it should be noted that at an average walking pace for an unencumbered person is about 2 miles an hour.

Moving silently occurs as per the class descriptions. Moving silently does not mean that the character is moving without making a sound. Moving silently means that the character is attempting to move and make as little noise as possible. If successful, this means that the character has moved in such a manner that no one within hearing range has heard him. Some creatures have a more acute sense of hearing so adjustments to the roll might be necessary. For example, a wolf can hear better than a human, so the Castle Keeper may want to adjust the challenge level by +2 or more. Further, it is easier to move silently in certain areas. For example, moving silently across a carpet is much easier than moving silently across a dry forest bed full of leaves and twigs, so adjustments can be made for this environment also if the Castle Keeper chooses.

In much the same manner, moving while invisible does not mean the character cannot be detected. If the character makes noise, this can be heard. Further, all creatures smell and the odor of a sweating body can be detected. Bear in mind, many creatures use sonar or other abilities to determine the location of prey and this can reveal the presence of an invisible creature. An invisible creature does not leave a heat signature.

SPELL RESISTANCE

Spell resistance 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 spell resistance, if any, are applied first, and then the creature may also make a saving throw. In most cases, spell resistance 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*. Note, all creatures have an inherent SR of 1.

LANGUAGES

Every character begins play with the ability to speak a vulgate language. That is, a language that is common to many inhabitants of the region in which the adventure begins.

Each race gets a certain number of racial languages. Beyond this characters receive language bonuses equivalent to their intelligence bonus. Learning languages is not something

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that can normally be done over night. Characters should be encouraged to choose those extra languages they want to learn, but unless they retire for a year or so to study it, they should not be allowed to read, write and speak the language immediately. For example, Quintus, who speaks only the common tongue, travels with Zarious the Mage, who speaks an ancient language fluently. The player tells the Castle Keeper that Quintus is going to study the language while they travel, thus the Castle Keeper may allow him to get by with the new language within a few months, but to not become fluent for several years of travel. Further, learning other species languages, like those spoke by dragons, should be approached cautiously, and short of magic, perhaps impossible. Some languages do not have the same references as do human and demi-human languages. The gnome who speaks to the mole is going to find himself trying to understand a language that has little relation to his own. The mole has different points of reference for simple things such as distance, smell etc. Languages can be an important part of the game and can offer very challenging role playing obstacles if the Castle Keeper is not overly generous in handing them out and the player is intrigued enough to unravel ancient societies' customs with halting words and hand gestures.

VISION

Light sources provide vision for creatures unable to see in the dark. The radius of vision depends on the light source.

TORCH	40 feet
LANTERN	30–60 feet
MAGICAL DAGGER	10 feet
MAGICAL SWORD	20 feet

Some creatures have the ability to see in the dark or in spaces where normal human vision does not work. There are five gradations of vision: normal, deepvision, twilight vision, dark vision and dusk vision.

DEEPCON

Ages spent beneath the earth, and in the dark and quiet places of the world have imbued certain creatures with the ability to see into darkness that a human would find impenetrable with the naked eye. 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 creatures can function well with no light at all. Bright lights, such as from a lantern or other light source, spoil deepvision. A creature requires one turn to adjust his or her eyes when a light source is extinguished before gaining full use of deepvision.

TWILIGHT VISION

Even under starlight, moonlight or torchlight these creatures have exceedingly good vision. They can distinguish color and detail under these conditions for up to one mile when outside.

DARKVISION

In a similar manner to deepvision, some creatures can see in complete darkness for up to 60 feet. Darkvision produces images that are in shades of gray, but it is otherwise like normal sight. These creatures can function well with no light at all. Bright lights, such as from a lantern or other light source, spoil darkvision. A creature requires one turn to adjust his or her eyes when a light source is extinguished before gaining full use of darkvision.

DUSK VISION

Halflings, with their large and piercing eyes, can see in starlight and moonlight just as a human can at dusk. They retain the ability to distinguish color and some detail under these conditions, though everything is cast in shadows. They have no enhanced vision underground, under torchlight or in similar conditions of poor illumination.

TIME

In *Castles & Crusades*, time is represented in two simple equations: a round is 10 seconds and a turn is one minute. This allows the Castle Keeper a logical solution to the unfolding of events in combat or roleplay. That said, the Castle Keeper should be flexible in his interpretation of the round. In normal circumstances, actions are pretty simple. Grog the fighter attacks Nard the ranger. Grog wins initiative and swings. Nard takes his swing. Both being high rollers they crack each other on the head. But throw in the use of shields, parrying, dodging, other combatants, the ringing of axe on shield, spells and magical devices; not to mention the shouting that innovative players do, the calls for help or curses upon the unlucky blade, the wounded and dying and it all adds up to one chaotic ball of action, consequence and inaction. The Castle Keeper has to be very flexible and willing to move with events and the actions of their players. Tracking off seconds of the round can slow the pace of a well run combat and disconcert players who are immersed in the cacophony of sound and sight described by the Castle Keeper. Grog is struck hard by Nard, with what appears to be a mortal blow. On the next round, Grog tries to heal himself, swing his sword and trip Nard. Needless to say this is far too many actions. But if Grog wants to roll and throw up his shield at the same time, though he's lost initiative, such an action would not be impossible and earn him some bonus XP points from the Castle Keeper.

CHAPTER 2: RACES OF KARBOSK



arious races dwell within the confines of the Karboskian frontier. The majority of the population has, for centuries, been human, with a strong smattering of halflings and dwarven exiles from Fanderburg. Some few gnomes are known to occasionally pop up to the surface from their settlements deep within the darkness. Communities nearest to known populations of orcs are known to have half-orc enclaves, though most of these are “free” half-orcs. Half-elves are rare enough to be a curiosity to the folk of Karbosk, since the elves of the area all but disappeared from the land nearly a century ago, leaving behind their half-elven progeny but little else to mark their passing.

HUMANS

Humans are the dominant race in the highlands, comprising 80% of the overall “civilized” population. The humans themselves are of course divided amongst several ethnic groups, with Ugashtan Highlanders comprising the largest ethnic minority population of original native human stock.

The majority of the folk of the southern marches comprise a unique mix of Ugashtan tribesmen and Rhodensian settlers. The Eastern Province comprises a stronger mix of Karboskian Rhodensians and Pashtush nomads. Rarely one may encounter traders from Ayin, Jiron, and far of Tsutsin. The Western Province, like the southern marches, is mostly made of Rhodensian settlers with an occasional smattering of Zargo-Melian merchant sailors, especially in the fishing villages and small port towns like Mantua which dot the west coast.

The local stock is typically of pale-to-olive complexion, where paler stock indicates those of Northmen origins, deeper tans reflecting Ugashtan blood, and apricot-to-lemon hues indicating mixtures of the Ayinian, Jironian, and Tsutsin lineage.

DWARVES

The vast majority of dwarves found within the Karboskian marches are of mountain and hill derivation, exiles from the dwarven fortress of Fanderburg. The exiles live in small communities of 10-20 individuals with some larger clans found in various locations throughout the duchy. The dwarves are peaceful and even helpful to the human and halfling populations of Karbosk, but tend to be quite suspicious of dwarves not from their immediate family clan. This suspicion can lead to outright hostility to other dwarves from Fanderburg, though the reason for this hostility is not easily understandable to non-dwarves.

Dwarves excel at being fighters, though they may also be skilled wizards with their understanding of the nature of enchanting stone and metal. There are many devout dwarves who dedicate their lives to Krannough, the Mountain, god of dwarves, and may serve him as stone paladins or clerics.



ELVES

Elven rarity in the Highlands is a source of wonder and fear amongst the denizens of Karbosk. Although elves are more common in other parts of the world, their presence in Karbosk has been reduced to a living memory in the form of their half-elven progeny. Elves once dwelt amongst the human population in abundance in Karbosk, helping the mortal races rebuild after the great war of the gods that destroyed the Umeshti Empire.

This is not to say that elves do not pass through Karbosk from their island kingdom of Dennyier in search of their lost kinsmen. Merely, they do so in secret, or assume the guise of half-elves to avoid confusion or outright hostility.

Within a few centuries of the fall of Umeshti, the elves abruptly vanished on the eve of the Battle of the Hundred Heroes, leaving their human and half-elven allies to fend for themselves. It is unknown whether the citadel of Amyan Jymoon was destroyed by some dark sorcery prior to the battle or was simply abandoned. A persistent distrust remains.

Their citadel of Amyan Jymoon is a long-deserted ruin, and considered haunted by the folk of Karbosk.

Due to their rarity, elves are greeted with awe and occasionally fear by humans, long remembered hatred by half-orcs, friendly greetings by halflings, and indifference by dwarves who never really understood them anyhow.

Elves tend towards being druids, wizards, rangers, fighters, and knights, though they exceed at any character class.

HALF-ELVES

Similar to elves, and viewed with the same awe and occasional distrust, the half-elves feel most betrayed by the disappearance of their full-blooded kin. To most humans, the half-elves are

RACES OF KARBOSK

living proof that the elven race is not merely a myth from an earlier age.

The half-elves of Karbosk carry on many of their full-blooded kinfolk's traditions, and often live in small but tightly knit groups, in the shadows of the human population. Half-elves are always known to rise during times of trouble, taking the lead in battle against any and all who would threaten Karbosk. Most are rangers, wizards, and bards, chronicling the history of the marches. Some few serve as spies, traveling to Rhodensia where their folk are far more common and elves only somewhat less rare.

HALF-ORCS

Half-orcs in Karbosk are fringe-dwellers, who often find it difficult to earn acceptance anywhere. Most have an intense hatred for their pure-orc sires, as is orcish nature. Equally they share a firm distrust of men, brought on by centuries of racism and the derogatory reference to them as half-ruhks or snot bloods. It is unknown if this racism drives so many of their kind to banditry and crime, or if it is simply the lack of nurturing most felt in their youth.

Half-orcs find themselves most welcome at Dirty Bowbe's Roadhouse, where the Bull has been known to hire them for their intimidating nature and fearless ferocity in battle. Bull at least gives them a fair shake, which is more than can be said of most villages or the sheriff of Dro Mandras has ever given them.

That said, a good number of half-orcs also find themselves in the Undercity of Ulgakur, where they fight in the cleaver pits of Gathaak's Grin, or serve as mercenaries to the city's wealthy merchants. The more cunning of their breed are also known to be clerics of nefarious demons, devils, and dark gods worshipped in that benighted place.

GNOMES OF THE HIGHLANDS

As rarely seen above ground as dwarves, the gnomes of the highlands are a reclusive sort, content to explore the vastness of the darkness below. When encountered, they are frequently mistaken for half-goblins, or a mix breed of dwarf and halfling, by those ignorant of their true heritage. This mistaken identity annoys the gnomes to no end, but they are tiny enough in stature, and in so small a population as to more or less have to take it.

The gnomes are far more respected in the Darkness, where their extensive maps and encyclopedias of the vastness are sought after by dungeon delvers and treasures seekers of the deep. Gnomes keep two settlements beneath Karbosk. The first is known as Lamplight Landing, a small gnomish enclave somewhere in the depths of the Crater of Umeshti. Lamplight Landing has served as a way-station for weary explorers of that famed dungeon for many years and is known for its safety and neutrality. The second settlement, hidden at some depth below and in proximity to the surface village of Gaspar is Hrullholm.

Hrullholm is built into a solid granite prominence, set within a small lake on the southwestern branch of the Eibon River. Powerful illusions mask the prominence as a lifeless rock, hiding the mysteries within. It is believed to contain one of the most thorough museums of natural treasures, a temple of the gnomish god Nerdle, and the headquarters of the Gnomes' Scientific Underground Cavernous Knowledge Society.

Gnomes excel at being rogues, wizards, and illusionists. They are also known to strive towards being rangers, especially those who map the caverns and lairs of the darkness.

HALFLINGS

Halflings of the Haunted Highlands generally spring from two distinct ethnic groups. The first are the folk of Gilby Hall. Gilby halflings are of a strong, independent stock. They love the Dukes of Karbosk for giving them a charter for land and protection and serve readily among rangers and militia bands. The Gilbys, as they are locally known, are some of the most successful farmers, brewers, and fruit producers of the region.

These halflings excel at being fighters, rangers, and rogues, though Wirmwick, a Master's Apprentice of Nesturon, is a renowned fire wizard whose spells are included in the Library of Nesturon the Archmage.

The second branch of halflings are the Broad-Toe branch who hold some considerable prestige in Eskadia where they operate a powerful shipping guild. The Broad-Toe halflings are skilled businessmen who like fine clothes, expensively shoes, and rare wines. They are very cosmopolitan in nature, preferring a city lifestyle and its hustle and bustle to a pastoral one. Broad-Toe halflings excel at being rogues, assassins, wizards, and fighters.

OTHER RACES

Lest one be mistaken, it is not only humans, half-elves, halflings, half-orcs, dwarves, and gnomes who call the duchy of Karbosk's Haunted Highlands their home. In truth other races lay claim to great swaths of land. Races are called by the name of monster by the brave citizens of this dangerous realm.

ORCS

Their bands many, their numbers unknown, and their brutal fury feared by all, the orcs of the Highlands know no pity, feel no remorse, and relish only in inflicting sorrow and pain on others. Orcs favor utilitarian weapons and often wear piecemeal armor, or cover their filthy bodies in stinking, half-cured skins.

Orcs are locally referred to as ruhks by the folk of the Highlands. Ruhks are a unique breed of orc, alleged to have mixed for centuries with hobgoblins, which lends them to be somewhat smarter and more resistant to light than their pure-bred kin. Numerous independent tribes dot the mountains and hill country where they war constantly upon one another, gnolls, and of course with men. Most of these orcs survive as bandits, marauders, and mercenaries of more powerful masters, such as ogres, giants, sorcerers, witches, and even human overlords.

60 CASTLES & CRUSADES

By far, the largest single concentration of orcs is found in the citadel known as Yorgach's Fist.

DESCRIPTION: Orcs' appearance varies from tribe to tribe with only one true commonality in their appearance. They are thick-shouldered, squat, and bandy-legged, with thick jawbones filled with pairs of rotting tusks and broken, stinking teeth. They range in height from five to six and a half feet tall. Their skin may be any color, but is most commonly a sickly shade of slimy, rotted green. Their bodies are hairy, and this greasy lank hair tends to crawl with fleas and lice, creating an ecosystem all its own. Orcs have low foreheads with prominent brow ridges, squinty close-set eyes and more snouts than actual noses. Their ears are large and pointy, moving independently of one another like a beast, granting them keen hearing.

PERSONALITY: Orcs are archetypal stupid and brutish bullies. They tend to pick on smaller, weaker beings, and are cowed by those that are proven more powerful than themselves. That said, they are also known to bide their time, bite their tongues, and wait for the appropriate opportunity to betray any creature that has slighted them in any way in the past. Orcs revel in torture and brutal treatment of slaves and prisoners. Few who are captured by an orc band live out the week, as the orcs constantly pursue harsh "games" with their prey. Those captives who perish in captivity find themselves served up as the main course during the orc band's next meal.

Orcs are typically born in litters of two to four and have short life-spans even by human standards. An "ancient" orc is rarely more than 50 years of age. Orc females would be equal to the males in every way, except that because they spend so much of their lifespans pregnant, they seldom have the opportunity to prove themselves in battle. In rare instances, sterile females of the species have proven themselves more than adequate to the challenges of martial combat. Their ruthlessness and cruelty rivals that of the males in every way, moving them quickly to positions of authority within the orc band.

Orcs understand power, and serve those who wield it so long as they are well fed, occasionally paid, and brutally treated. Individual bands are ruled by the mightiest chieftains. These chieftains happen to be the biggest and meanest bulls in the tribes, who gain station through dominating others in combat, or through murder. In large populations of orcs, an orc king typically rules. The orc king is chosen by dominating or slaying all other chieftains who vie for the job. A king serves until slain, and the process begins again with his sub-chieftains battling one another for supremacy. This "might makes right" policy was handed down by the orc god Gathaak, and is the only true law the ruhks actually obey. Luckily enough, the policy has kept orcs from overwhelming the world through high birth rate and wholesale slaughter.

Orcs are poor engineers, and average smiths, preferring to collect weapons and armor from the battlefield to actually crafting anything of their own. Those things they do craft are often brutal-edged, clunky affairs made from binding bits and pieces of other weapons together, or cutting heavy axe blades from disks of steel plundered from dwarven forges.



RACIAL AFFINITIES: Orcs fairly well despise every other species, and often those of their own species. They tend to tolerate and bully lesser creatures like goblins, in spite of the fact that masochistic goblins frequently manipulate orcs into a curious masked subservient status, with the goblins actually holding sway over their orc "masters". Orcs consider all races, including their own, to be potential meals.

When dominated by a greater power or strong warlord, orcs are able to work with and fight alongside hobgoblins, bugbears, trolls, ogres, and rarely, men. In such situations orcs continuously plot and plan some form of betrayal against their masters, should an opportunity present itself. Those who rule over orcs typically know this, thus brutal discipline is frequently required to keep the orcs in line.

ENVIRONMENT: Orcs hate the sun and prefer the subterranean places of the world. They are commonly known to nest amongst ruins, or in mountainous passes, wild hill country, and haunted forests on the fringes of the civilizations upon which they prey.

RACIAL TRAITS AND ABILITIES

BATTLEFIELD SCAVENGER: Orcs are able to piece together armor affording +1d4 AC bonus from bits and pieces that they scavenge from the battlefield or refuse. After spending

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at least 10 minutes searching through debris, the orc rolls a 1d4 to determine the sort of protection he is able to fashion in this manner.

DARKVISION: Orcs have darkvision of 60 feet.

LIGHT SENSITIVITY: Orcs suffer a -1 to attacks and damage when fighting in daylight or brightly-lit areas. Orcs do not suffer this damage if it is overcast or partly cloudy.

SCENT: Orcs have a strong sense of smell, allowing them to track as rangers of equal level/HD.

ENHANCED HEARING: Orcs wearing no helm gain a +2 to all checks related to hearing.

LANGUAGES: Orcs may speak orc, goblin, and common. The dialect of orcs varies as much as their bodies, thus most orcs of different species speak in a pidgin form of the common tongue when addressing one another. Humans and other races that speak "orc" actually speak this tongue.

SIZE: Medium

MOVEMENT: 30 feet

TYPICAL CLASSES: Fighter, Barbarian

ALIGNMENT: (Typically Any Evil)

ATTRIBUTE MODIFIERS: -2 intelligence, -2 wisdom, -2 charisma, +2 Strength, +2 constitution

RANGER MODIFIER: +1 to Tracking

ROGUE AND ASSASSIN MODIFIER: +2 to Listen

GOBLIN

Devious, twisted, and cunning, goblins are the most common race of the Darkness. Goblins seldom travel to the surface, save in the dead of a moonless night. On such nights the goblin's only intent is theft and murder. Goblins are thought to be blood relatives of both orcs and gnomes, though their connection to gnomes is of no actual certainty. Goblins prefer dark caverns, deep forests, and caves built deep below the surface of desolate wilderness.

DESCRIPTION: A goblin's warty skin ranges from sickly yellow to slate grey and their more common shades of green. They have large pointy ears, and close-set glittering black eyes featuring red, yellow, or green irises. Some goblins have lank, greasy brown or black hair, though most shave their heads to avoid lice. Their bodies are diminutive, with long wiry arms and articulate long fingers ending in sharp filthy claws.

PERSONALITY: Goblins live to suffer, and seem to enjoy receiving pain as much as they enjoy inflicting it. Goblins are cunning and possess strange intellect, especially in such things as breeding of wicked hybrid creatures and the manufacture of explosives and destructive devices.

RACIAL AFFINITIES: Goblins are frequently dominated by those so-called goblinoid races that are stronger and larger than they. Goblins are at least as intelligent as men however, and for that reason are typically brighter and wiser than orcs. In mixed



groups, goblins are abused and mistreated on the surface, but often secretly pull the strings behind the scenes.

RACIAL TRAITS AND ABILITIES

DARKVISION: Goblins have darkvision of 60 feet.

HIDE (dexterity): Even goblins who are not rogues, rangers, or assassins may attempt to hide with an advantage over normal creatures so long as they move at half their movement rate, adding their class level to their check.

MOVE SILENTLY (dexterity): Even goblins who are not rogues, rangers, or assassins may attempt to move silently with some skill, due to their nature of lurking in shadows. When moving at half their movement rate they gain a +2 to attempts to Move Silently, and may add their class level to their check.

ENHANCED HEARING: Goblins wearing no helm receive a +2 to all hearing based checks.

BONUS LANGUAGES: Goblins speak at least their own language, and either orc, or common as their bonus languages.

SIZE: Small

MOVEMENT: 30 feet

TYPICAL CLASSES: Assassin, Fighter, Rogue, Shaman (Wizard/Cleric)

ALIGNMENT: (Typically Lawful Evil) **AC:** Goblins have a +1 to their AC versus larger opponents due to their smaller stature.

ATTRIBUTE MODIFIERS: -1 constitution, -1 Strength, +2 dexterity

RANGER MODIFIER: +2 Conceal, +2 Move Silently

ROGUE AND ASSASSIN MODIFIER: +2 to Listen, +2 Hide, +2 Move Silently

HOBGOBLIN

DESCRIPTION: Hobgoblins, at first glance, appear as larger versions of their more diminutive cousins with notable exceptions. Their unknown parentage is argued to be born of a long breeding process by goblins where the hobgoblin hybrid was achieved. They have long ears, ape-like faces, and chieftains of their stock are born with the colorful markings of the mandrill baboon, complete with flaring nostrils and jutting tusks. They have pinkish orange skin that is, as often as not, covered in coarse black or brown hair.

PERSONALITY: Hobgoblins are selectively bred for violence and warfare and have a structured and militant mindset. They revel in tactical actions and personal combat, offering no quarter, and expecting none. Though their titles change from region to region, their society is typically based on a strict military organization. Although possessed of average intelligence, their single-mindedness can lead to predictability, and a narrowing of options between which the hobgoblin can decipher.

RACIAL AFFINITIES: Hobgoblins tend to dominate other medium and smaller sized humanoids and may be found as chieftains, officers, and commanders of mixed groups of orcs, goblins, and kobolds.

RACIAL TRAITS AND ABILITIES

DARKVISION: Hobgoblins have darkvision of 60 feet and see equally well in daylight conditions.

WEAPON AFFINITY: Hobgoblins deal an additional +1 point of damage on a successful strike with any single weapon of their choice, as selected at character creation.

ENHANCED HEARING: Hobgoblins wearing no helm receive a +2 to all hearing based checks.

BONUS LANGUAGES: Hobgoblins speak goblin, and either orc, giant, or common as bonus languages.

SIZE: Medium

MOVEMENT: 30 feet

TYPICAL CLASSES: Assassin, Wizard, Cleric, Fighter, Ranger, Knight

ALIGNMENT: (Typically Lawful Evil)

ATTRIBUTE MODIFIERS: +1 Strength, -1 wisdom

RANGER MODIFIER: +2 Listen

ROGUE AND ASSASSIN MODIFIER: +2 to Listen



DARK DWARF: THE ZVARGUTH

The ancient kingdom of the dark dwarves is believed to reside somewhere in the high-pressure caverns at the center of the earth. Here the broken clan of outcast survivors of the great dwarven civil war gathered in benighted halls and plotted revenge against their kinfolk. In the eons since, these beings mixed freely with human prisoners stolen from the surface realms and dark elf prisoners of war, creating a race of grey-skinned warrior priests known as the Zvarguth.

APPEARANCE

Zvarguth are recognizably different from their dwarven kin, averaging five feet in height. They are slimmer with broader shoulders. Zvarguth have no particular affinity to their beards, moustaches or hair, and cut or shave it as pleases their nature. Typically they keep their cheeks shaved, chins trimmed short and their hair coiffed in patterns that are unique from clan to clan. Their skin runs the gamut of chalk white to coal black and all shades of grey in between. Their eyes glow a violet red in torchlight, reflecting their mixed heritage.

PERSONALITY

Zvarguth are domineering and cruel, exuding an air of superiority and Zvarguth dominance over all others. This arrogance shades their relations with most other races who either treat them as equals or serve them as slaves. They are sharp minded and literal in their concepts and ideas, with a clear head for all things mechanical and scientific.

Zvarguth are industrially and alchemically minded. They praise utility and function over quality and artifice. Their equipment reflects this in that it is often utilitarian and plain, if sometimes bulky or blockish when contrasted with their clothing and coiffure which is always impeccably pressed and cleaned.

RACES OF KARBOSK



Zvarguth are less inspired by family and clan structure than they are by the constant drive for promotion and prestige amongst their peers, even if this is at the sacrifice of other agendas and ideas. For Zvarguth, the impetus is for the greater Zvarguth homeland, and the superior Zvarguth nation. Those of lesser stature may serve a powerful lord or master, but ultimately even the least of the Zvarguth sees himself as a potential ruler of the Zvarguth nation and infinitely superior to all beings that are not Zvarguth.

ENVIRONMENT: Zvarguth occupy smoky underworld grottoes where their mining equipment grinds away at the earth, dragging up its raw materials and resources with little or no concern for the devastation that they wreak upon the subterranean ecosystem.

RACIAL TRAITS AND ABILITIES

RACIAL AFFINITIES: Zvarguth deal on equal terms with dark elves and Meshkuri, though they trust neither. All other races, save the divine and foul, are considered sub-par by the Zvarguth who seek to enslave, dominate, and eventually exterminate all others. They hold a deep hatred for standard dwarves due to their violent shared past. They have no particular love for orcs or goblins, but do not possess the same hatred their long-bearded cousins share.

DEEPEVISION: Zvarguth have deepvision of 180 feet, and are at a -2 to hit and attribute checks in daylight or bright magical light.

DETERMINE DEPTH AND DIRECTION: Dwelling in the deepest caverns and darkest holes has granted the Zvarguth a common understanding of distance, time, and direction in the stygian dark.

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ENMITY (Mountain, Hill Dwarves): Zvarguth's hatred for their dwarven cousins is so deep and unresolved that they suffer a -4 to charisma checks when confronted with their stony cousins. Likewise, once the urge to strike down their ancient foes reaches a fever pitch, the Zvarguth gain a +1 to hit against common dwarves.

RESISTANCE TO POISONS (constitution): Zvarguth are highly resistant to toxins due to their constant meddling with alchemical admixtures, tars, oils, and coal-based products.

MECHANICAL MINDED (intelligence): Zvarguth gain a +2 to any checks pertaining to machines, or mechanical equipment.

ZVARGUTH ALCHEMY (intelligence): Zvarguth gain a +2 to any checks pertaining to the identification or manufacture of poisons and magical potions.

TRAPS (intelligence): The Zvarguth's keen mechanical minds allow them to detect, set, or disable traps as a rogue of equal level. This applies only to mechanical traps which involve some pulley, spring, pneumatic, or other machinery-based mechanism.

LANGUAGES: They may speak any of the following: Zvarguth, dwarven, goblin, giant, troll, ogre, dark elf

SIZE: Small/Medium

MOVEMENT: 20 feet

TYPICAL CLASSES: Fighter, Wizard, Cleric, Assassin

ATTRIBUTE MODIFIER: +1 intelligence, -1 charisma

ROGUE AND ASSASSIN MODIFIERS: +2 Traps (mechanical), +2 Poisons (assassin)

MESHKURI

The Meshkuri are a race of near albino humanoids that dwell in the Darkness. Like the Ugashtan on the surface world above, the Meshkuri are among the last of the Umeshti race that still retain a semblance of their original human origin. Upon the devastation of the Umeshti Empire an enclave of survivors was entombed alive in the hidden caverns where they were protected from destruction by the aid of their hellish allies. Here they led a humble existence, at times as slaves, and other times as conquerors of the various races of the Darkness.

APPEARANCE: Their skin is almost translucent and their coal black eyes have sunken well into their skulls. Their ears are slightly pointed from a mixture of other underworld races that pump within their thin veins. Meshkuri typically have white hair that is often dyed coal black, or in many cases no hair at all. Generations of life in the Darkness and occasional intermixing with dark elf and goblin races have caused the Meshkuri to developed darkvision, but a lack of sunshine has brought about other deficiencies, such as an aversion to bright light.

PERSONALITY

Meshkuri have long since turned their back on gods and deities, relying on a strange mixture of drugs, super-science, sorcery, and devil worship to heal their wounds. This reliance on science

has resulted in a wide variety of medical treatments for healing that often leave the Meshkuri scarred and twisted.

Meshkuri have no real loyalty to any particular code or creed, save one another. They tend to band together for strength and mutual protection, recalling their history of slavery, sorrow, and forgotten legends of their former glory as their common bond. As a relic of this ancient heritage, a form of knighthood permeates the Meshkuri subculture, though its trappings would seem alien and far removed from the style and substance of knighthood practiced by humans in the surface realms.

RACIAL TRAITS AND ABILITIES

RACIAL AFFINITIES: Meshkuri are distrustful of most races, being the product of calamity and dissolution. Despite this distrust they have shown great resilience in their twilight sojourn and have earned the respect of the other races of the Darkness who give them wide berth.

ENVIRONMENT: Like other races of the Darkness the Meshkuri are at home in the deep caverns, dungeons, and hidden places of the under earth. Meshkuri construct spartan fortifications and often keep a coal mine, forge, and martial training grounds in their castle-like settlements. These settlements feature increasing rings of danger starting from a wide perimeter and terminating in some form of keep or central stronghold that affords defenses in all directions.

HEALING: Meshkuri cannot or will not be healed by divine clerical healing, and see clerics as false prophets of failed philosophies. They may be healed by druidic magic or their own potions.

MESHKURI SURGERY: All Meshkuri are trained in self surgery. They are capable of healing 1d6 points of damage for every four experience levels per day, regardless of character class. The Meshkuri further add an additional point of healing per intelligence point bonus. Thus a first level Meshkuri with a 15 intelligence could heal 1d6+2 points of damage per day. The surgery takes 10 minutes per point of damage healed.

DEEPCISION: Meshkuri have deepvision of 100 feet. They are, however, susceptible to bright magical light and daylight, suffering a -2 to hit and attribute checks for the first 1d4 rounds they encounter such conditions.

RESISTANT TO DIVINE MAGIC: As the Meshkuri have turned their back on the dealings of gods, they receive a +2 to saves versus divine magic.

LANGUAGES: The Meshkuri may be found to speak common, dwarven, Zvarguth, dark elf, goblin, orc, giant, and/or troll.

SIZE: Medium

MOVEMENT: 30 feet

ATTRIBUTE MODIFIERS: +1 constitution, -1 wisdom

TYPICAL CLASSES: Fighter, Knight, Cleric (Fiend Only), Wizard, Assassin.



MESHKURI PAIN KILLER

Meshkuri are adept at finding pain killing drugs and distilling them from natural and supernatural materials. These drugs do not actually heal the imbiber, but instead kill all pain, so that the user has no idea how hurt they actually are. Imbibers gain 1d8 false HP. These false HP increase the depth of which a user can take damage, so that in essence the character may be “dead” but still upon their feet. Multiple doses may be taken though these have no effect until the “false” HP from the first dose have been used. Taking multiple doses is not without side effects. The user must make a constitution save (CL: 4) for the second dose, (CL: 8) for the third dose and so on. Failure results in instant coma, lasting one day per dose taken. A dose of Meshkuri pain killer lasts four hours.

The pain killer may be manufactured by any Meshkuri of at least 7th level regardless of character class. These doses require 200 gp worth of rare material components to manufacture and it takes one day to create a single dose. A laboratory with alembics, flasks, beakers, graduated cylinders, and the like of at least 1200 gp value is required as these pain killers cannot simply be “whipped up” on the battlefield.

CHAPTER 3: CHARACTER CLASSES

ASSASSIN: CHOSEN OF SHAMBERE

This version of the assassin differs from the assassin as detailed in the *Castles & Crusades Players Handbook*. Although the core philosophy of the assassin remains, their attributes and abilities are changed to reflect the more challenging and brutal nature of a Haunted Highlands campaign.

The Chosen of Shambere are a distinct cult within most assassination guilds, as all who do murder for hire owe a debt to that shadowy goddess. Many choose the path of the assassin for monetary gain. Others follow the assassins' road for king and country. The most dangerous of all are those who murder in the name of their goddess. The Chosen of Shambere are not necessarily zealots in the traditional sense of the word. Instead they carefully obey the unwritten rules of the killers' trade, as whispered to them from the shadowy tongue of Shambere and her mortal priesthood. Certainly those who forget the capricious goddess' sacrifice find themselves wanting for work, or worse, before long.

ROADHOUSE RULE: Bowbe feels that the assassin should be a more robust character class than has been presented by fantasy RPGs of the past three decades. Assassins in popular literature are competent with a sword when pressed in hand to hand combat, but also reflect stealth, information gathering, and deceit as cornerstones of their talents. The changes here are reflected in a more difficult XP chart and a broader and more balanced list of abilities.

HD: D8

Armor: Light Armor

Weapons: Blowgun, Scimitar, Longsword, Dagger, Shortsword, Rapier, Shortbow, Long Bow, Light Crossbow, Heavy Crossbow. Other*

Prime: dexterity

*Other: CKs may have unique arms and equipment for assassin cults in their campaign.

The following abilities work exactly as described in the *Players Handbook*. Assassins lose the Case Target ability in favor of Information Gatherer at level 3.

These abilities are earned at 1st level.

1ST LEVEL

Hide (dexterity)

Move Silent (dexterity)

Climb (dexterity)

Death Attack

Sneak Attack

Disguise (charisma)

Traps (intelligence)

2ND LEVEL

POISONS 1 (INTELLIGENCE): Assassins learn through study



and practice the use of deadly poisons in the execution of their mark. Assassins of this level are trained in the use of Type I toxins and antitoxins, and receive a +1 to saves versus Type I poisons.

3RD LEVEL

INFORMATION GATHERER (CHARISMA): Assassins have gained sufficient contacts and street savvy to gather information about marks and their potential whereabouts or hiding places. On a successful check, the assassin gains 1d4 positive leads and facts regarding his quarry. On a failed check he learns 1d4 false leads or incorrect leads and misleading weaknesses. The CL of this check is determined by the CK, but may be as simple as the HD of the mark. Unlike a bard, the information that can be learned by the assassin pertains to his mark, rather than general lore.

MARKED MAN: When attacking a mark, the assassin adds his level to damage. For more information on the mark, see below.

4TH LEVEL

POISON USE 2 (INTELLIGENCE): Assassins gain use of poisons from Type II. Assassins gain +2 to saves to Type I poisons and +1 to Saves versus Type II poisons.

5TH LEVEL

FACE IN THE CROWD (CHARISMA): The assassin has gained experience in blending in with locals so that he may disappear when pursued through crowded or heavily populated areas. The charisma check CL is based on the number of pursuers with the CL increasing by +1 per pursuer. Thus the more pursuers or witnesses to the assassination, the more difficult it is for the assassin to flee the scene of the crime. The assassin must first slip out of direct line of sight from his pursuers before he may attempt to blend into a crowd and make good his escape.

CHARACTER CLASSES

Characters in pursuit of an assassin using this ability must make a successful wisdom check to identify the assassin from others in the crowd. The CL for this check is based on the level + charisma bonus of the assassin.

SLEIGHT OF HAND (DEXTERITY): Character is adept at palming small objects, concealing items, or perhaps depositing a vial of poison in a drink or meal. The assassin must be otherwise unobserved when attempting this ability, and may lift items of no heavier than one pound.

6TH LEVEL

DEATH ATTACK 2: Assassins' required observation time is reduced by one round.

POISON USE 3: Assassins gain use of Type III poisons without fear of self poisoning. They gain a +3 to saves versus Type I poisons, +2 to saves versus Type II poisons, and +1 to saves versus Type III poisons.

8TH LEVEL

POISON USE 4: Assassin gains knowledge in the use of Type IV poisons. Assassins of this level gain a +2 to saves versus Type III poisons and a +1 to saves versus Type IV.

9TH LEVEL

PUBLIC EXECUTION (CHARISMA): Assassin possesses the ability to strike fear into the witnesses with the horror of his attacks. Once per level per day the assassin may choose to make a horrific attack upon an unsuspecting opponent during a sneak attack or death attack. Witnesses of less than 4 HD must make a charisma save versus fear or be terrified for 1d4 rounds, plus one round per point of assassin's charisma bonus, or be unable to take any actions except to flee in terror from the assassin. Victim's save Challenge Level is equal to the assassin's level plus charisma bonus.

10TH LEVEL

POISON USE 5: Assassins gain knowledge in the use of Type IV poisons without fear of self-poisoning. They gain a +2 to saves versus Type IV poisons, and a +1 to saves versus Type V.

11TH LEVEL

GUILD MASTER'S PREFERENCE: The assassin is of sufficient level that he may select his own marks, and pursue and plan his own missions, so long as these missions do not go against the bylaws of his guild or organization.

SPECIAL: An assassin who feels he is of sufficient level to plan the assassination of his own guild master and take over his organization may do so starting at 11th level. Of course failure in this mission equals death.

12TH LEVEL

DEATH ATTACK 3: The assassin is so sufficiently skilled

in death attack that a mere round of observation is all that is required in order to determine the weakness of his mark. Time reduced to one round.

THE MARK

To an assassin, the mark is the subject of his trade. Marks are the targets of an assassination plot. The mark is a generalized term referring to the target of an assassination. A mark may be acquired in a number of ways but must include some form of payment in exchange for the execution of the assassin's duty. This payment could be in the form of money exchanged, information, a key, or whichever plot device the CK feels is appropriate to designate a mark for the assassin. Initially the mark need not be assigned by a guild master, but may not be selected by the assassin himself.

For example, Rodrigo the 4th level Rhodensian assassin may be asked to bring the head of a local goblin boss to a merchant who wants revenge for the goblins attacks on his property. The merchant makes an offer for the assassin's services and a bounty of 400 gp is made (reflecting Rodrigo's level). Rodrigo, however, doesn't need the money, but rather requires information on a fugitive assassin, and the merchant may know of his whereabouts. The merchant agrees to give the information in exchange for the goblin's head and the goblin becomes Rodrigo's mark, granting Rodrigo all additional special bonuses that his class abilities afford him.

If by chance Rodrigo is involved with a party of adventurers who hear a base rumor about the goblin boss and decide to go "check it out" on their own, Rodrigo would not be able to count the goblin boss as a mark unless Rodrigo were 11th level. Once the goblin boss is encountered however, Rodrigo may still observe the goblin boss for his required number of rounds needed to attempt a death attack. Rodrigo would not receive the additional Marked Man damage against the goblin boss in this instance.

Level	HD	BtH	EPP
1	d8	+0	0
2	d8	+1	2,001
3	d8	+	4,001
4	d8	+2	8,001
5	d8	+2	16,001
6	d8	+3	32,001
7	d8	+4	64,001
8	d8	+4	128,000
9	d8	+5	256,000
10	d8	+5	400,000
11	+3 HP	+6	600,000
12	+3 HP	+6	825,000

13+ 225,000 per level

CHARACTER CLASSES

CONJURER (CHARISMA)



Conjurers call upon ancient spirits both malevolent and benign to bend the laws of reality and work the forces of magic on their behalf. Conjurers bridge the gap between cleric and wizard, able to call on powers that are near divine, as well as progression in the study of eldritch lore. Conjurers are said to dwell in the secret darks where whispered tales speak of bargains made and deals broken between mortals and supernatural beings.

As a conduit for the unseen powers beyond the veil, conjurers gain their power through promise and pact with invisible other planar entities, borrowing those powers for their own use for good or ill. Conjurers use the powers they gain to spread their own beliefs or, as often as not, for their own personal gain and prosperity.

Conjurers often follow the dark path of despair and devil worship, summoning powerful entities of the Abyssal Nether or Rings of Hell, bargaining off pieces of their immortal souls and the souls of sacrifices in exchange for greater power. Other conjurers use the abilities of elementals, fey creatures, and celestial entities to enhance their powers and spread good will across the mortal realms. In either case, conjurers must be on guard against physical attacks, as the bond with their otherworldly allies is tenuous at best and may require some martial prowess when their granted magic fails.

For this reason conjurers are trained in the use of armors weighing no more than 25 pounds, and may wield melee weapons, but are limited to simple ranged weapons such as light crossbows and slings.

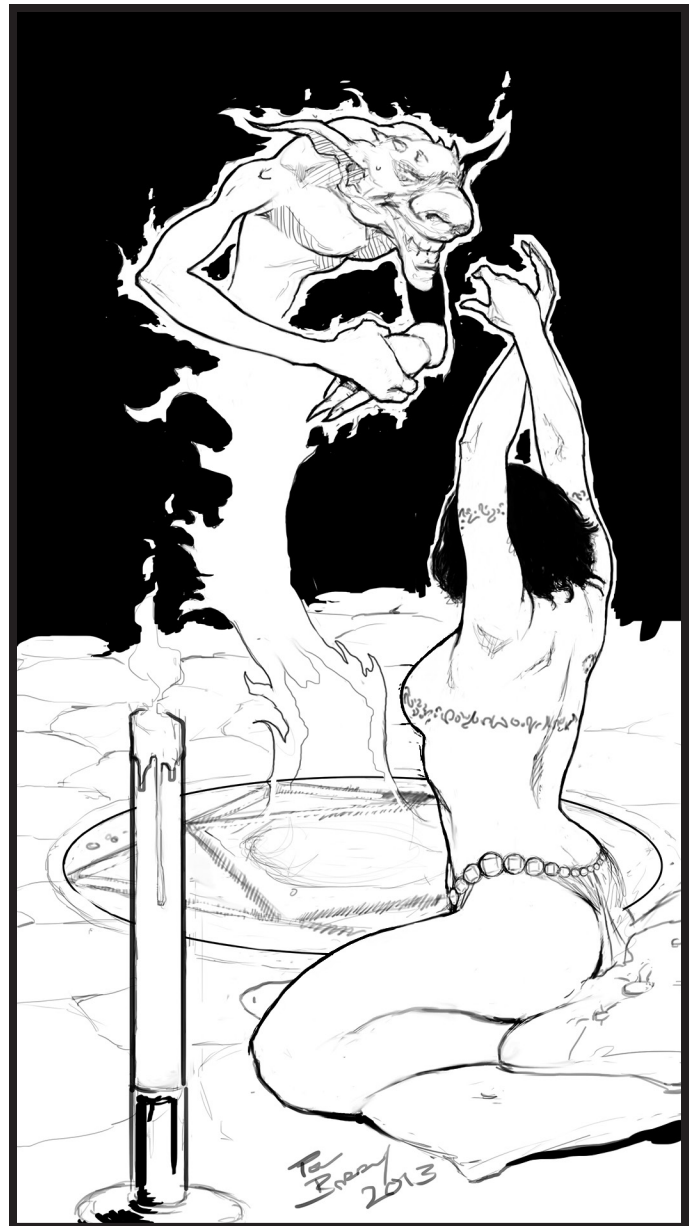
ABILITIES

SPELLS: Conjurers cast spells from both the cleric and wizards spell lists. Conjurers are more limited than clerics and wizards in the number of spells that they may use per day due to the amount of bargain that must be paid. The Conjurer Spells Per Day Table shows the number of spells per day a character of this class may cast. A conjurer starts with two 0th level and one 1st level wizard spell. They otherwise have total access to the cleric spell lists.

BONUS SPELLS: High charisma indicates the ability to form stronger pacts with Otherworld entities with which the conjurer contracts. Thus conjurers with high charisma gain bonus spells. If they have a charisma of 13-15 they receive an extra 1st level spell. If the charisma score is 16-17 they gain an extra 2nd level spell, and if they have a charisma of 18-19, they gain an extra 3rd level spell. Bonus spells can only be acquired if the conjurer is of high enough level to cast them. Bonus spells are cumulative.

SPONTANEOUS CASTING: Conjurers select spells as wizards or clerics do, however they may repeatedly use the same spell or series of spells as many times as they have spells per day.

For example: Mediggio the 3rd level conjurer chooses cure light wounds, magic missile, sleep, and protection from evil as his four 1st level spells, as he has the wizard spells in his spell book, and earned the healing spell from a celestial pact.



A combat breaks out with a pair of ogres later in the day, and Mediggio expels three magic missile spells during the combat. He now has one spell remaining for the day and the choice to use his cure light wounds spell on a wounded ally, or save his last spell for another potential encounter.

SPELL BOOK

Like a wizard, conjurers learn arcane spells through study and scribing them into spell books, generated under the tutelage of their otherworldly allies or gained from seized spell books and captured scrolls. Conjurers may only cast wizard spells which are scribed into their spell books, though their selection of clerical spells is as broad as the clerical spells lists. Like the wizard, a conjurer's intelligence affects whether or not he may actually learn wizard spells that he attempts to gain. He automatically learns a new wizard spell at the beginning of each level, so long as it is a spell level appropriate for the conjurer to cast.

CHARACTER CLASSES

NECROMANCER, AGENT OF UNDEATH



Ilurach's brows furrowed as an inhuman crooning escaped his tortured throat. Waving his crooked fingers above the stiffened cadaver within the confines of his dank and fetid lair, Ilurach grinned and licked his scabrous lips. Eyes rolling back in his head as the trance took effect, he felt the eternal gulf between the land of the living and the realm of the dead compress within his mind.

His guttural call growled forth across the Æther to that dark place where the wicked spirits waited. Here he selected the spirit of his choice- malevolent, malicious, violent, ignorant, and malleable to his will. Drawing it to his transcendent presence with fresh droplets of his own blood and accursed pledges to the black god, he bound the thing. The cost was cheap, all told, and there were many more corpses in his benighted laboratory that would receive a similar entity... in time.

The whites of his eyes clouded black as he completed his bargain with the dark lord; Ilurach drew himself back. Like the shadow which withdraws from the sun, he felt himself hurtling back with his bonded charge in tow. Even as his eyes began to clear, he stared down at the putrid flesh already twitching with new vigor.

"Rise, zombie!" he cooed, slaverling drool already wetting his chin. "Rise and do the bidding of thy new master!"

The zombie nodded in understanding, as Ilurach pointed it to the door. "Go now and guard my lair from all intruders!" Ilurach sibilantly commanded as his eyes narrowed once again to the work at hand. Taking a deep lung-full of the violet incense smoke that wafted through his chambers, his eyes turned to the pale, bluish-hued maiden he had encountered near the outer wall of the city mere hours before.

"And now my lovely, 'tis your turn to serve as my eternal concubine... until you bore me, that is. You should have taken my offer willingly, for certainly the Lord of the Walking Dead will grant me your very tortured soul for the work I have done him thus far!"

She had been a true beauty in life, beneath the makeup and harlot's tresses. No doubt she would be even lovelier in undeath.

Grave-robber, ghoul master, occultist, beldame, juju man, witch doctor, such are the names of those whose lust for power extends to power over the benighted world of the living dead. The necromancer as an archetype exists through many cultures and many ages. Popularized in fantasy fiction by such classic authors as H. P. Lovecraft, Clark Ashton Smith, and Robert Howard, the fantasy necromancer has evolved into a dealer in deadly magic, and keeper of undead cohorts.

In the Haunted Highlands setting, the necromancer is an integral and iconic sub-discipline of other spellcasting classes. Access to the vast tome of necromantic knowledge, powers, and magic is open to all spellcasters, be they druid, cleric, wizard, or illusionist. Certainly access to the magical knowledge hidden in pages of the Black Libram of Nartarus and other occult tomes is useful, but is not the be-all and end-all of a CK's options when introducing the materials from this tome into their game.

Level	0 th	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th
1	3	2								
2	4	3								
3	4	4								
4	4	4	1							
5	4	4	2							
6	4	5	2	1						
7	4	5	3	1						
8	5	5	3	2	1					
9	6	6	4	2	1					
10	6	6	4	3	2	1				
11	6	6	5	3	2	2				
12	6	6	5	3	2	2	1			
13	6	6	6	3	3	2	1			
14	6	6	6	4	3	3	2	1		
15	6	6	6	4	4	3	2	1		
16	6	6	6	5	4	4	3	2	1	
17	6	6	6	5	5	4	3	2	2	
18	6	6	6	6	6	5	4	2	2	1
19	6	6	6	6	6	6	4	3	2	1
20	6	6	6	6	6	6	5	3	3	2

PRIME ATTRIBUTE: charisma

ALIGNMENT: Any **HD:** 1d6

WEAPONS: Cat-O-Nine Tails, Hook Sword, Katar, Light Mace, Heavy Mace, Sickles, Scythe, Spear, Scimitar, Trident.

ARMOR: Padded Armor, Leather coat, Leather Armor, Ring Mail, Hide, Studded Leather, Laminar Leather, Mail shirt, Cuir Bouille, Breastplate (Bronze), Brigadine.

LEVEL	HD	BTH	EPP
1	d6	0	0
2	d6	+1	2,601
3	d6	+1	5,201
4	d6	+2	10,401
5	d6	+2	20,801
6	d6	+3	42,501
7	d6	+3	85,001
8	d6	+4	170,001
9	d6	+4	340,001
10	d6	+5	500,001
11	+2 HP	+5	750,001
12	+2 HP	+6	900,001

13+ 150,000 per level

CHARACTER CLASSES



Most important of all to play a necromancer in a Castles and Crusades game is role-play.

If the character is of a twisted and evil bent, and fascinated with power and control over the undead, he more or less “fits” the criteria!

For example, a druidic necromancer could create undead from animals of the forest, or be focused on the death cults of nature versus those which exemplify the tree of life. Undead animal minions and beasts of the forest could be unleashed on the world outside the druid’s lair, spreading his vision of nature on unsuspecting lands. Importantly, it is about flavor versus flash, and substance over statistics!

An illusionist who chooses the path of the necromancer may be focused on horror. Arcane and ghostly projections from the Nether and twisted images reflected from the psyche of the recently dead serve as fuel to his creative and twisted illusions. Power over life and death merely adds another dimension to his spellcasting repertoire.

Clerics may be in league with cults of the living dead, or perhaps are priests of Nartarus himself. Perhaps their cults hide in cellars and cemeteries on the fringes of civilization where their grave-robbing and twisted worship of corpses remains hidden. Possibly they come from a culture that venerates death as its prevalent norm. In such societies, the clerical necromancer may take orders from an eternal lich king who has ruled for thousands of years over both the living and the dead.

Wizards have perhaps the most tantalizing interest in the seductive sorcery of the necromancer. For wizards, knowledge is power, and knowledge over every sort of magic, of course, leads most quickly to the prestigious Robes of the Archmagi. Yet there are those so deeply seduced in the lore of the dead, they remain within its clutches, falling deeper and deeper into its worm-ridden embrace.

THE EMBRACE OF THE DEAD: AT WHAT COST?

Powers of necromancy do not come cheaply. In the Haunted Highlands setting, they are earned with experience points. These points are expended in addition to experience needed to acquire a new class level. The desire to take on a necromantic power must be stated at the beginning of a level by the character, so that the CK may assume a certain amount of time in studies for his

standard class are also expended in studying the dark arts.

Necromancers may acquire the following powers in pursuit of their studies. Some of these, such as turning or commanding undead, may already be available to a character class via core powers. Others may only be acquired through persistent study and intense training.

BLESSED OF NARTARUS 500 XP Reaction Penalty -2

Those who take this blessing of Nartarus gain a +1 to saves for every four levels versus the special attacks and abilities of undead creatures. This power reflects the constant contact with undead that is the stock of a necromancer’s trade.

COMMAND UNDEAD 800 XP Reaction Penalty -1

Clerics who worship Nartarus gain this power for free. Otherwise this ability is the same as an evil cleric’s power to control undead as part of the turn ability detailed in the *Castles and Crusades Players Handbook*.

FLESH OF THE UNDEAD 500 XP Reaction Penalty -1

Those chosen of Nartarus who wish to gain this advantage pay an experience points cost of 500 XP. In exchange for this sacrifice, the necromancer’s flesh becomes toughened, not unlike that of a withered corpse. Through this blessing the necromancer gains a +1 to his natural AC. The advantage may be purchased multiple times up to a natural AC bonus of +5. At such a point, as the necromancer achieves the maximum AC bonus, he is virtually indistinguishable from an undead being.

TAINT OF DEATH

The path of the necromancer does, however, offer its own costs. Constant interactions with the undead, and the corpses from which they are formed, leave their mark in time. This dark mark leaves an indelible impression on those who encounter the necromancer.

Necromancer powers are listed with a penalty to reaction (charisma checks) when dealing with those not involved in the necromancer’s cult or secret society, or those who do not share a particular alignment with the character.

NECROMANTIC MAGIC

Necromancers gain access to necromancer spells. The cost for this power is paid in experience points. If a spell caster seeks to learn a level of necromancer spells, he must first declare his intention at the start of the level prior to the one in which he would be able to cast spells of that level. For example, a caster who would be able to cast 3rd level spells at his 5th level of experience must declare his intention to study necromantic arts prior to reaching 5th level. The additional experience required to learn necromancer spells is added to the experience points needed to reach 5th level.

Listed below is the experience point cost of learning necromancer spells by necromancer spell level.

NECROMANCER SPELL LEVEL	REQUIRED CLASS LEVEL	XP COST	CHARISMA PENALTY*
1 st Level Necromancer Spells	2 nd	100 XP	None
2 nd Level Necromancer Spells	3 rd	300 XP	None
3 rd Level Necromancer Spells	5 th	500 XP	None
4 th Level Necromancer Spells	7 th	700 XP	-1
5 th Level Necromancer Spells	9 th	900 XP	-1
6 th Level Necromancer Spells	11 th	1100 XP	-1
7 th Level Necromancer Spells	13 th	1300 XP	-1
8 th Level Necromancer Spells	15 th	1500 XP	-1
9 th Level Necromancer Spells	17 th	1700 XP	-1

THE WITCH



orshippers of Jokashka, and dabblers in powers granted by the Princes of Hell and the demonic beings from the Abyssal Nether, witches are feared foes to those who travel the fens and dark forests of the Haunted Highlands. The witch need not be a female, though this is the most common, as Jokashka insists on sharing her secrets with those beings who can understand both the pain of child birth and the ferocity of a mother defending her lair.

Witches have a unique bond with nature, not unlike that of the druid, however they tend to lend themselves to the more deadly and primeval side. Witches believe that death and rot are all the more common ending to life, that those who feast upon life preside over the food chain, and by that axiom may find their own forms of immortality. To that end the witch celebrates dominance over the dark forces of nature and its often unseen ties to the shadowy plane of the queen of the dark fey.

Witches are adept spell casters, harnessing the dark power of nature in much the same manner as the druid. They may also study and learn spells in the same manner as wizards, and for this reason they typically keep personal spell books of sorts, and seek to extract new spells from scrolls and other places to add to their repertoires of the arcane arts. Due to their natures as dualists, they are somewhat limited in their number of spells that they can cast per day, and the level at which they gain more powerful spells is greater than that of the cleric, druid, or wizard.

Witches are known to keep the company of various woodland creatures as guardians to their lairs and spies who can warn them of dangers. Witches are also known to keep familiars, in the same manner as wizards, though the familiars that they most covet happen to be magical ones of dark and possibly infernal or demonic power.

Witches participate in social orders called covens, and cavort freely with hags. Covens consist of up to a dozen witches and hags working together for the explicit purpose of completing some form of goal or task. Typically this task may include bringing about some oracle or prophesy handed down by the Hag Queen, Lady of Shadow, or some fiendish benefactor, or in the preparation of some curse.

Witches are limited in their ability to wield weapons and are wholly unfamiliar in the use of armor. They typically wield simple items such as scythes, scimitars, slings, staffs or spears. They disdain front line fighting and prefer to use charms, enchantments, and animal guardians to do their fighting for them.

ABILITIES

SPELLS: Witches cast spells from both the druid and wizards spell lists. Witches are more limited than druids and wizards in the number of spells that they may use per day, due to the amount of bargain that must be paid. The “Witch Spells Per Day Table” shows the number of spells per day a character of this class may cast. A witch starts with two 0th level and one 1st level wizard spell. They otherwise have total access to the druid spell lists.

BONUS SPELLS: High wisdom indicates the ability to commune with the dark forces of nature and the godhead of Jokashka with which the witch makes contact. Thus witches with high wisdom gain bonus spells. If they have a charisma of 13-15 they receive an extra 1st level spell. If the charisma score is 16-17 they gain an extra 2nd level spell, and if they have a wisdom of 18-19, they gain an extra 3rd level spell. Bonus spells can only be acquired if the witch is high enough level to cast them. Bonus spells are cumulative.

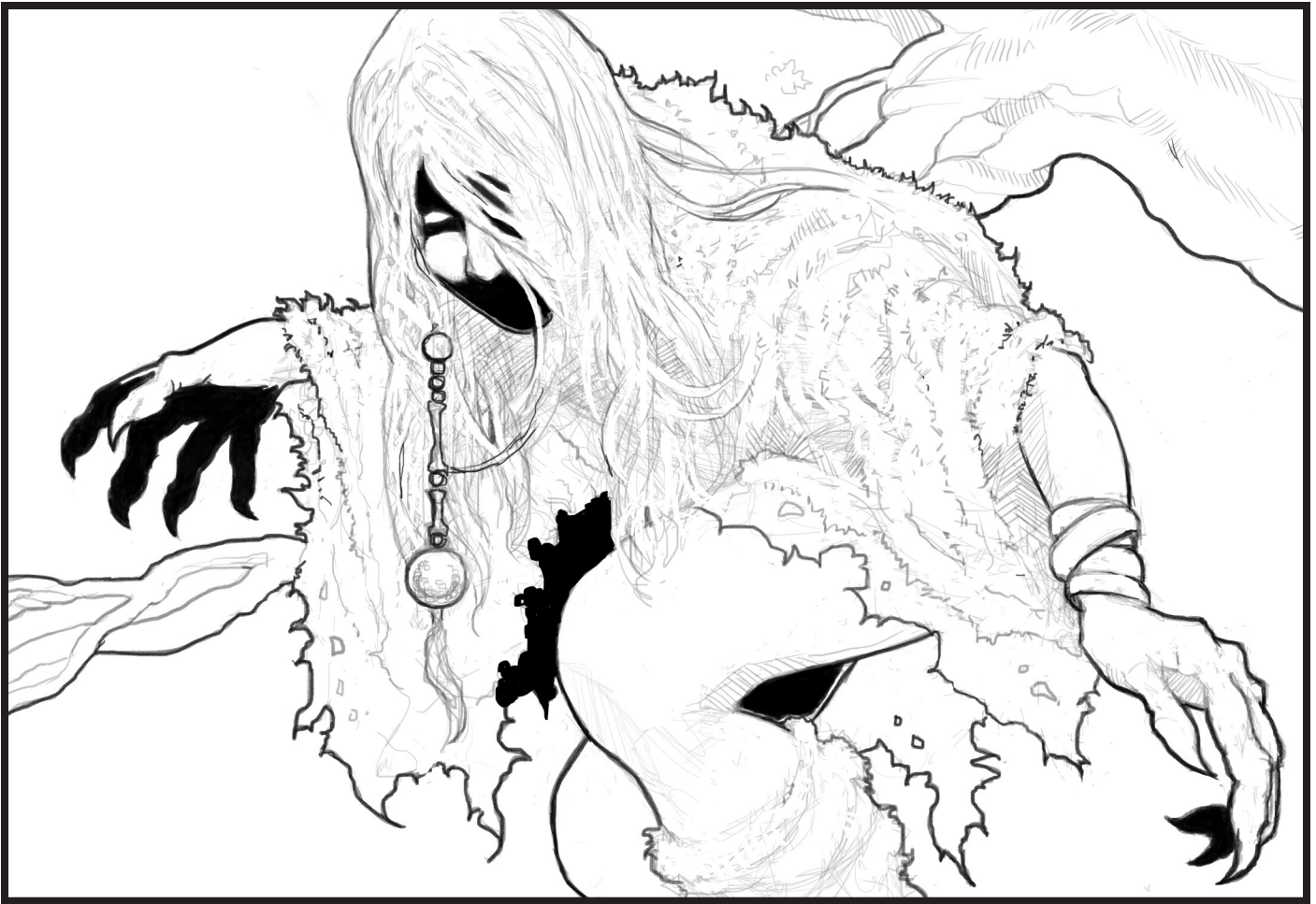
SPONTANEOUS CASTING: Witches select spells as wizards or druids do, however they may repeatedly use the same spell or series of spells as many times as they have spells per day of their selected daily spells.

In addition to spellcasting, witches possess other supernatural abilities as they grow in power and strength. These supernatural abilities are not granted without cost, however, as the hag queen enlists certain expectations from her followers.

CLAWS OF THE HAG: At second level the witch grows a subset of toughened talons that afford her a pair of claw attacks, dealing 1d4 points of damage on a successful hit.

FLESH OF THE HAG: Starting at 3rd level, the witch’s skin begins to subtly harden and wither, possibly growing scales, feathers, warts, a twisting of bones, and all manner of potential disfiguration. This withering and toughening of the hide grants the witch a +2 natural bonus to her AC.

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The flesh continues to wither and harden every three levels, granting an additional +1 to the natural AC. Thus an 18th level witch has a natural AC bonus of +7.

This benefit does not come without cost. Starting with the first toughening of the flesh at 3rd level, the witch's natural appearance begins to suffer, forcing the witch to make a charisma save equal to her level. If the charisma save is failed the witch suffers one point of permanent charisma damage. If the witch fails three consecutive charisma saves in a row she is transformed into a monstrous green hag and may no longer gain levels in her character class.

FRIGHTFUL PRESENCE: Beginning at 6th level, once per day the witch may exude an aura of fear which terrifies beings of fewer HD than the witch, forcing them to make a charisma save or flee in terror for 1d4 rounds + 1 round per level of the witch. Beings that make a successful charisma save and those with HD greater than the witch still suffer a -2 to attack rolls.

BEWITCHING GAZE: At 9th level, the witch gains the Bewitching Gaze ability. This is a gaze attack aimed at a single target, and functions as a *charm monster* spell. The CL for this ability is equal to the witch's level. A witch may use this ability once per day.

THE EYE: Beginning at 2nd level, a witch gains the ability to give someone the Eye. This is a gaze attack that affects only a single

victim, and functions like a *bane* spell (the reverse of a *bless* spell). The CL for the save equals the witch's level, and the effect lasts one minute for every three levels of the witch. A witch may use the Eye once per day for every five levels, so once a day for level 1-5, twice a day at levels 6-10, three times per day at levels 11-15, etc.

CALL COVEN: At 12th level the witch can call a coven of lesser witches to her aid. The ritual of the calling takes one full day and at the end of the day a number of lesser witches equal to the HD of the witch arrive. The coven can only be called once per year and then only when some special need such as a curse or ritual is required that calls upon a greater power than the witch may currently possess.

The coven remains with the witch for no longer than one day per level of the witch, unless some other circumstances necessitate that the coven stay together longer. In the case of an extended coven the casting benefits of the coven only last for the initial number of days.

While in a coven all members cast spells as if they were two levels greater than their actual caster levels, so that a 12th level witch would cast spells as if she were a 14th level caster, though she would not gain the spells available to a 14th level witch.

THE WITCH'S BREW

Witches are capable of brewing a variety of potions unique to their class. In addition to this, witches gain the standard ability to brew potions at 6th level. Listed here are potential draughts and witch's brews available to learn. CKs are encouraged to modify these draughts or create their own as they see fit for their own campaigns.

DRAUGHTS

These are specialized potions capable of being brewed only by the witch. They tend to be expensive and require rare ingredients which are most often specifically paired or targeted to an individual. Listed here are samples of the sorts of brews that a witch may create.

DRAUGHT OF HEALING: At 1st level, the witch may brew a weak potion of healing. The draught requires one hour to prepare and components and herbs equal to 100 gp. The potion heals 1d4 points of damage, but has a limited shelf life and must be consumed within a week.

DRAUGHT OF LOVE: At 4th level the witch may make a draught of love. This brew costs 50 gp per level of the witch to brew and requires rare items such as fairy hearts and a lock of hair, fingernail clipping, tooth, or similar organic or personal items from the intended lover or lovers. Once drank, the victim is smitten as if under the effects of a *charm person* spell with the first person he sees. The heartbreaking longing is so strong that the victim feels physically ill whenever he is not in the presence of the object of his love for more than one hour. Victims who are lovesick suffer a -2 to all attacks, saves, damage rolls, and attribute checks until they are within sight of their loves again.

The victim of this draught must make a successful charisma save to avoid the effects of this draught. The power of the draught lasts for one month per level of the witch or until it has been successfully dispelled with a *dispel magic*, *remove curse*, or similar spell.

If two victims drink from a draught of love and fail their saving throws, their love for one another is so strong that it becomes permanent and can only be broken by a wish or similarly powered magic.

DRAUGHT OF SLEEP: At 9th level, the witch may brew a powerful sleep potion which causes the drinker to fall into a deep slumber unless a successful constitution save is made (CL is equal to the level of the witch). The victim sleeps for a year and a day, unless awakened by *Dispel Magic*, *Remove Curse*, or a precondition set by the witch, such as love's first kiss, or completion of a quest. While sleeping the victim does not age, and his body has no need for food. The draught costs 100 gp per level of the witch to brew and takes one hour to brew per HD of the intended victim, and requires a personal item or piece of hair, fingernail, tooth, or the like from the intended victim.

A draught of sleep may be imbibed by a target other than the intended victim, though that victim gets a +5 to his saving throw, and only falls asleep for 1d8 hours, with no effect on a successful saving throw.

DRAUGHT OF DEATH: At 12th level the witch may brew a potion of death. This potion costs 200 gp to brew per level of the witch and requires the dust from the crypt of an undead being, as well as some personal or biological item of the intended victim, such as a nail clipping, strand of hair, or tooth. If the victim consumes the potion, he must make a successful constitution save whose CL is equal to the level of the witch. Victims who succeed their saving throws they still suffer 1d4 points of damage per level of the witch as the toxicity of the draught is both poisonous and magical.

If the draught of death is imbibed by a target other than the intended victim, the drinker gains a +5 to his saving throw. If he succeeds there is no effect and if he fails he suffers 1d4 points of damage per level of the witch who prepared the draught.

SPELL BOOK

Like a wizard, witches learn arcane spells through study and scribing them into spell books, generated under the tutelage, most often from seized spell books and captured scrolls. Witches may only cast wizard spells which are scribed into their spell books, though their selection of druidic spells is as broad as the druidic spells lists. Like the wizard, a witch's intelligence affects whether or not they may actually learn wizard spells that they attempt to gain. They automatically learn a new wizard spell at the beginning of each level, so long as it is a spell level appropriate for the witch to cast. Witches of course also have access to cleric spells designated as those granted to clerics of Jokashka.



CHARACTER CLASSES

Level	0 th	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th
1	3	2								
2	4	3								
3	4	4								
4	4	4	1							
5	4	4	2							
6	4	5	2	1						
7	4	5	3	1						
8	5	5	3	2	1					
9	6	6	4	2	1					
10	6	6	4	3	2	1				
11	6	6	5	3	2	2				
12	6	6	5	3	2	2	1			
13	6	6	6	3	3	2	1			
14	6	6	6	4	3	3	2	1		
15	6	6	6	4	4	3	2	1		
16	6	6	6	5	4	4	3	2	1	
17	6	6	6	5	5	4	3	2	2	
18	6	6	6	6	6	5	4	2	2	1
19	6	6	6	6	6	6	4	3	2	1
20	6	6	6	6	6	6	5	3	3	2

PRIME ATTRIBUTE: wisdom

ALIGNMENT: Any HD: 1d6

WEAPONS: Scimitar, Staff, Sling, Spear, Club, Sickle, Sling, Dagger.

ARMOR: None

LEVEL	HD	BTH	EPP
1	d6	0	0
2	d6	+1	2,800
3	d6	+1	6,001
4	d6	+2	10,001
5	d6	+2	22,001
6	d6	+3	52,501
7	d6	+3	90,001
8	d6	+4	190,001
9	d6	+4	360,001
10	d6	+5	550,001
11	+2 HP	+5	800,001
12	+2 HP	+6	1,100,001

13+ 275,000 per level

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MONKS OF THE HAUNTED HIGHLANDS

PAMMAKONI

Pammakon is the traditional unarmed fighting style of ancient Rhodensia, said to have been taught to man by Taxus himself. Its practitioners, the pammakoni, are a sect of athlete-monks who venerate the god Taxus the Pillar. They train in gymnasiums throughout Rhodensia. Pammakoni are afforded all the rights, fame, wealth, and privileges of revered professional athletes.

Pammakoni constantly practice the classic sports of antiquity: weight lifting, foot races, javelin, discus, high jump, long jump, wrestling, boxing, and of course the brutal and definitive sport of pammakon.

Pammakon is a system of unarmed fighting that involves punches, kicks, and grapples, with the intent of beating one's foe into submission, using any and every part of the body to achieve this goal. Some argue that such a brutal fighting style, with its seeming lack of rules, finds itself out of place when practiced by those who venerate the lawgiver. The pammakoni argue that there is no biting or eye gouging allowed and that the fight ends when the foe surrenders or is killed... meaning the rules are quite direct.

Becoming one of the pammakoni requires years of intense athletic training and self discipline. Although the basics of pammakon are taught to most nobles and attempted by most youths born to moneyed families, only those practitioners who show the greatest skill are allowed to complete their training at the gymnasium.

RULES VARIANT

A monk wishing to play as a pammakoni must be neutral or lawful neutral in alignment. He must also take strength as a prime, as his training focuses mainly on strength and constitution. Pammakoni add half of their level to strength checks when attempting grapple attacks. Pammakoni may attempt to grapple creatures up to twice their size, but lose their level adjustment advantage when grappling larger creatures, or creatures with no legs (snakes) or more than two legs (centaurs).

Successful pammakoni often develop a fan following. They are given sample of the finest food, drink, and lodging, as their patronage often increases business in the locales that they are known to frequent.

PAMMAKONI IN A HIGHLANDS CAMPAIGN

Pammakoni frequently travel the world in search of new moves, trainers, and fighting technique.

ADDITIONAL PAMMAKONI ABILITIES

PAMMAKONI CHOKE HOLD: Pammakoni who score a natural 20 against an opponent of up to one size larger when making grapple attacks, latch on to their opponents throats (if such is possible) in a choke hold. Once the choke hold is established, the pammakoni begins dealing 1d2+strength bonus points of temporary constitution damage per round to his

opponent. This continues until the opponent falls unconscious upon reaching zero constitution , or until the hold is broken. The pammakoni receives a bonus of +4 to his armor class from attacks of opponents attempting to assist the grappled ally.

This ability costs 500 XP.

PAMMAKON HAMMER: Pammakoni automatically strike grappled opponents for their unarmed attack damage + 2.

This ability costs 500 XP.

THE ATAXIAN BOXERS

Ataxian boxing is a loosely defined school of martial arts based on principles of anarchy, nihilism, and creating chaos. Monks who practice Ataxian boxing venerate Ataxus, the Lord of Chaos. Ataxian boxers train closely with individual instructors, learning their special moves and styles before moving on to other masters, informal schools, or temples where the style is instructed.

Ataxian boxing varies in its combative nature, sometimes involving the fighter imbibing huge quantities of alcohol, other times utilizing terrain and objects that lay at hand as impromptu weapons. Fights with Ataxian boxers are typically quick and brutal, with the boxer relying on slicing cuts to opponents' eyes, and short brutal kicks to the legs to drop opponents so they may be beaten into submission. No two Ataxian boxers fight the same way, but all seek to deal as much destructive damage to their opponents and their surroundings as possible.

RULES VARIANT

Ataxian boxers deal damage in a variety of ways. They add half of their level to strengthchecks when attempting a trip (overbearing) attack. Ataxian boxers may attempt to trip (overbear) creatures up to twice their size but lose their level bonus when so doing. They cannot trip creatures with more than two legs, or creatures with no legs.

Ataxian boxers are adept at using found items, such as dishes, mugs, bottles, and the like. These items deal the equivalent of the boxer's unarmed attack + 1 point per five levels of the boxer, though the item is typically destroyed after a single attack.

ATAXIAN BOXERS IN THE HIGHLANDS

Ataxian boxers tend to roam Rhodensia, Karbosk, and other lands, picking fights and challenging practitioners of other fighting styles like pammakon to duels of single combat, spreading chaos wherever they go. They are recognized by their self destructive nature, stunning tattoos, and penchant for self mutilation.

ADDITIONAL ABILITIES

ANARCHISTS FEINT: Once per level per day an Ataxian boxer may force an opponent who made a successful attack against him to re-roll the attack, taking the result of the second roll, be it for good or ill.

This ability costs 500 XP.



MARTYR'S SPIRIT: Ataxian boxers remain conscious to -6 HP even when grievously wounded. They may continue to fight, however, losing an additional HP per round doing so.

This ability costs 500 XP.

OTHER MONKS

Other traditional style monks may be encountered in the highlands. These monks often earned their training from masters in far off Tsutsin, where schools and styles frequently take the names of the various beasts and animals whose moves they mimic. These styles make their way to the Karboskian highlands by way of the dangerous but lucrative trade passes that cross through Pashtush. Tsutsin monks and their students are frequently hired as caravan guards. Tsutsin style monks excel at such work due to their sure-footedness and hearty nature in the face of bands of orcs, giants, bandits, and other threats met along the road.

Non-Karboskian monks may select either of the two additional abilities at first level. They may gain the other ability by spending experience points. The experience point cost is listed at the end of the ability description.

SCALE (strength or dexterity): Monks may climb up, down, or across dangerous inverted slopes, inclines, cliffs, or walls with readily available handholds while unencumbered at half of their movement

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rate. If the character fails his check by 5 or more, he falls, suffering any normal falling damage (as reduced by the monk's ability to avoid damage from falling). This ability differs from the rogue ability in that monks are not able to climb near-sheer walls as a rogue.

Scale costs 200 XP.

LEAP (strength or dexterity): Monks may leap greater distances due to their intense physical training. Their leap may be based on dexterity or strength, whichever score is higher.

LONG JUMPING: Any unencumbered character may make a standing long jump equal to his height plus 1d4 feet plus one foot per bonus point of strength or dexterity with a simple attribute check.

A character may also make a running long jump equal to twice his height plus 2d6 feet, plus one foot per point of strength or dexterity. He must first move at least his full standard movement rate in order to make a running long jump.

HIGH JUMPING: An unencumbered character may make a standing high jump equal to half his height plus one foot per point of strength or dexterity, whichever is higher.

Monks may acrobatically fling their bodies greater distances adding an additional d6 to their standing and running jumps. These leaps may be taken as their move actions, and added to their maximum distance moved in a single round. Monks need move only half their normal movement rate to attempt either the running high jump or the running long jump.

Leap Costs 200 XP.

ADDITIONAL MONK ABILITIES

Monks may train in additional abilities by expending additional XP. To learn the ability they must first declare their desire to learn it, prior to gaining the ability, once the XP goal is achieved.

SPIRIT KI

Monks of the spirit path are attuned to the forces that guide the universe, converting its physical and metaphysical elements into fierce attacks and wily defenses.

KI OF FLAMES: The disciples of the flame Ki channel the element of flame in their attacks, dealing an additional 1d6 points of fire damage (2d6 damage to cold based creatures). Water creatures are immune to this power. The monk gains damage resistance to fire of five.

This ability costs 350 XP to gain. Training in this power must be declared in the level prior to gaining it.

KI OF STONE: Disciples of the Earth Ki channel the elements of the earth into their attacks and deal their full normal damage +1d6 points of damage to elementals, constructs, armor, and weapons on a successful hit. Earth disciples also gain damage resistance of 2 to all physical attacks.

This ability costs 400 XP to gain.

KI OF WINDS: Disciples of the Ki of Winds channel elements of air. Disciples of this Ki may leap twice their normal range as a full movement action. They need not be within any distance of a wall in order to slow their fall when the Slow Fall ability is gained. Their Slow Fall distance is doubled.

This ability costs 300 XP to gain.

KI OF WAVES: Disciples of the Ki of Waves channel elements of water, which is reflected in their defensive stance and retributive attacks. Disciples of the Ki of Waves may choose to receive damage resistance of five against one physical attack per two levels per day. The monk must declare his intent to take damage reduction against a designated attacker during the monk's turn. When struck by a physical attack from this opponent he automatically turns the resisted damage back upon the attacker.

This ability costs 400 XP to gain.

KI OF SHADOWS: Disciples of this dark path draw Ki from the essence of the underworld. Once per day per three levels they may attempt a shadow blow which deals 1d4 points of temporary strength damage to their opponents, unless the opponents make a successful strength save (CL is equal to the level of the monk). Followers of this path may Hide as a rogue of equal level.

This ability costs 600 XP.

PALADIN

THE HOLY ORDERS OF VANIAM

In Karbosk and lands beyond, the Holy Orders of Vaniam are revered for their bravery and the power of their faith and strength of their sword arms. Once in great numbers in Rhodensia, their orders have been persecuted in the last half century by weakling princes and their greed. The various paladins' orders thus hold few citadels in that land, though others exist in realms beyond.

THE HOLY ORDER OF ST. DUBREND THE FAITHFUL

This holy order follows the deeds of St. Dubrend. Followers of this path are known as shield bearers and guardians, often swearing themselves to the defense of besieged cities or wayward travelers. They are legendary in their battles with undead and their powers in exorcising restless spirits, either through prayer or by the edge of their swords.

Even while on quest, members of the Order of St. Dubrend are ever mindful of their connection with Vaniam, devoting themselves to prayer and deep meditation. Taboos of the Order insist that they make an offering at any shrine or temple of Vaniam that they should pass, even if pursued by enemies (though consequently NOT while in the defense of those who cannot defend themselves!).

Paladins of the Holy Order of Dubrend turn undead as a paladin one level higher than themselves and gain a +2 to saves versus the undead.

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THE HOLY ORDER OF ST. ALWYNDRA THE VALIANT

The order of St. Alwyndra is the most militant and respectful of all orders of Vanium, and as such are the most common. Their training most closely resembles that of secular knights. Members of the Order of Alwyndra ride their chargers far and wide across many lands, stamping out wrongs and teaching justice and good by their very example.

Paladins of the Holy Order of Alwyndra may purchase the ability of Horsemanship as detailed in the *Players Handbook* under the “Knights” description for 200 XP. This ability may be purchased at any time starting at 1st level.

THE PIOUS BROTHERHOOD OF ST. ELLJAN THE HUMBLE

This brotherhood of paladins is often referred to as the beggar order. They are deeply respected and revered by members of other orders for their humble nature. Members of the pious brotherhood wear simplest of homespun garments, stitched with a simple Helm of Vanium over their hearts. The order survives only on faith and charity, keeping no spoils from battles save basic weaponry and armor, but never gold or gemstones.

This is not to say that the Pious Brothers do not occasionally keep a magical trinket that would further their quest against evil. Simply, they refuse to keep any coin to pay for lodging, food, drink, or any other means of survival or luxury. They often camp in the out of doors or dwell amongst the homeless and refugees with nothing more than their cloaks bedrolls and their intense connection to Vanium as their comfort. Here they heal the injured, cure the sick, and feed those who go hungry. In doing so they teach the qualities of Vanium, and guarding the helpless against those who would worsen the plight of the disadvantaged.

Members of the Pious Brotherhood have the ability to use their Lay on Hands ability to instead pray for mana. This mana serves as both food and drink. They may create enough mana to feed one person for one day for every two HP worth of Lay on Hands power that they have remaining.

KNIGHTLY ORDERS

THE KNIGHTS OF KARBOSK

Sworn to lifelong allegiance to the dukes of Karbosk and his lords, the knights of Karbosk are both the flower of chivalry and the fury of the duke’s will upon the field of battle. Many knights of Karbosk keep small steadings and fortified homes throughout the frontier, within the domain of the barons and lords who are their direct commanders. Others are barons and lords themselves, and were bred to their station, being nearly raised in the saddle from an early age. Rarely, though not unheard of, are those men at arms who prove themselves to the duke, and gain the title, training, and honor of knighthood by first serving as squires to those hereditary gentry.

Karboskian Knights are generally beloved throughout the duchy, and gain a +2 to all charisma based checks as are related to reactions amongst the local population. They also suffer a

-2 penalty to charisma based reactions when encountering bandits, whom they are sworn to bring to justice by warrant of the duke.

KNIGHT-ERRANT

Knight-errants are most often mercenary knights who have traveled to the duchy of Karbosk, either to seek service with the duke, or to prey upon his subjects in less patrolled areas. Little other than a chivalrous code separate most from true bandits. In the case of the knight-errant, an understanding of capture and ransom may prove as lucrative as exploration and treasure seeking.

Still other knight-errants are known as questing knights, those knights who have a cause known to few, that is pursued to the ends of the earth without deviation. Questing knights may be motivated by revenge, or even a desire for knowledge or perhaps something else. Those players seeking to play a knight-errant should work with their CK to determine what sort of over-arching quest best serves their characters’ needs.

RHODENSIAN RED LANCERS

These elite knights from the broken kingdom of Rhodensia serve the weakling princes who rule its sundered provinces. Red Lancers are known for their glinting steel and the crimson pennants that fly from their deadly lances. Red Lancers battle one another as often as any outside enemies of Rhodensia. Without question, however, all Red Lancers bury any differences they have with one another for the cause of greater Rhodensia... which their knight wardens stills serve over all else, though there is no true king.

Rhodensian Red Lancers attack Karboskian Knights on sight, considering them pretenders to the pomp and grandeur of their storied brotherhood.

RANGERS

KARBOSKIAN HUNSMEN

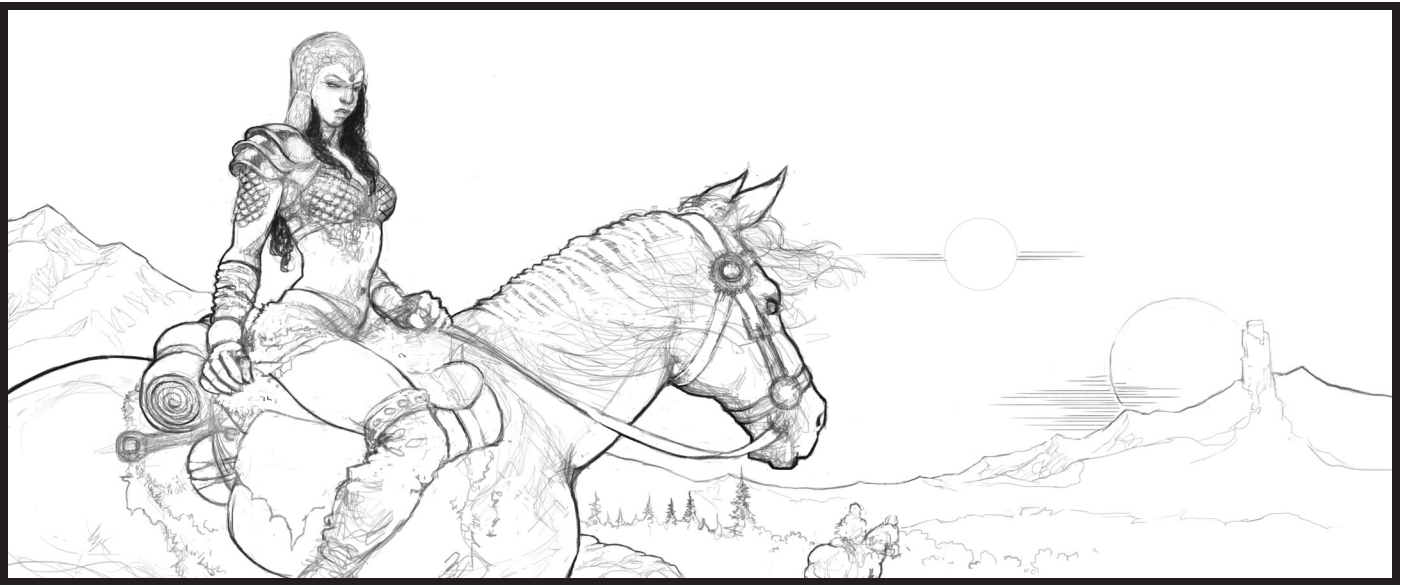
Karboskian huntsmen patrol the marches of the duke’s land under his charter. In the wilds they stalk foes of the duchy... be they man or beast that would prey on the duke’s citizens. These rangers divide their range amongst themselves and serve alone or in small squads of four to six members. Here they spend months in the mountains, valleys, and forests that gird the edges of Duke Mandras’ domain, stalking humanoids and serving as the duke’s eyes and ears upon the frontier.

Karboskian huntsmen often serve to keep the peace between Ovates of the Circle of the Green Man, Ugashan tribesmen, and Karboskian farmers and villagers.

These rangers differ from rangers as presented in the *Castles and Crusades Players Handbook* in the following ways:

A ranger may select one of these abilities at 2nd level and another at 7th.

CHARACTER CLASSES



MARKSMAN: Rangers suffer no chance of striking their allies when firing into melee combat with a ranged weapon.

LONG-RUNNER: Rangers cover great distances without tiring. When unencumbered a ranger moves four miles per hour over wilderness terrain, or two miles per hour while moderately encumbered. Rangers can keep this pace for a duration of 10 hours plus one hour per point of constitution bonus. Each additional hour of travel requires a constitution check equal to the number of hours traveled. Once the check is failed, the ranger becomes exhausted and must rest for no less than six hours before continuing his journey at a normal speed. The ranger requires rest of at least eight hours to once again take up his Long-runner pace.

PASS WITHOUT TRACE: This ability is the equivalent of the 3rd level druid ability. Taking this ability has an XP cost of 650. To acquire this ability, the ranger must declare his intent to take it on the level prior to gaining its use.

COMBAT CORPSMAN: The ranger's acute knowledge of anatomy and local herbs grant him the ability to heal a wounded subject of 1d6 points of damage once per day per three levels of the ranger. A single subject may not be healed in this manner multiple times in the same day; however, multiple subjects may be healed. Such healing involves but is not limited to the applying of sutures and bandages, the setting of splints, or application of salves and herbs. The ranger's ministrations and healing attention require a minimum of one minute per point of damage healed.

BARBARIANS

Although the most prominent barbarian tribe in the highlands is the Ugashtan Highlanders, other barbarians frequent the marches. Their organization and cultures are as differing as any other, though all share a deeply rooted warrior culture and the raw survival instincts of the pure savage.

Stretching from the far northern mountains, raiders of the Icy Waste may be found in their log-hewn hill forts along the

northern coast. These folk of the cold seas are brutal warriors and able sailors known to brave the straits entering the broad fresh water of Lake Veyona from the outer seas. Here most often they bring trade in ivory and goods from far off lands.

To the far east beyond the hold of Yorgach's Fist, the steppe people of Jiron may be found. Prior to the rise of Yorgach, their occasional raids infrequently crashed like waves upon the walls of Fort Ewar. They are adept horsemen, feared for the accuracy of their arrows and swiftness of their strikes.

Barbarians in the Haunted Highlands differ from those presented in the *Players Handbook* in the following ways:

Barbarian characters may select from one of the following cultural abilities at creation:

HILL RUNNER: Barbarians with the hill runner ability move at rate of 10 feet per round faster than others, reflecting their ability to sprint over rough and rugged terrain. This ability is only available to barbarians in medium or lighter armor.

The Hill Runner ability is favored by Ugashtan Tribesmen of the Strong Buffalo Clan and their cousins of the Icy Wastes.

HORSEMANSHIP: Barbarians with this ability are adept in mounted combat. They possess the same abilities as a knight of equal level. This ability costs an additional 500 XP added to the necessary XP required to complete level one. The XP addition is required as horsemanship falls in the domain of the knight character class.

Horsemanship is favored by the barbarian tribes of Jiron and Irtusk.

HILL CLIMBER: A barbarian with the Hill Climber ability can Scale as a ranger of equivalent level.

The Hill Climber ability is favored by Ugashtan Tribesmen of the Blood Moon clan.

Barbarians may select one of the following abilities at 2nd level, and an additional ability at 7th level.

BRUTAL BLOW: Once per level per day, a barbarian character may subtract any amount of his base attack bonus and convert it to damage, reflecting their fierce tactics and brutal force. This ability costs an additional 500 XP to learn.

EXTREME ENDURANCE: Barbarians who have gained the *Welderunng* ability (below) may opt to increase the duration of this ability when wearing medium or lighter armor. This ability effectively doubles their constitution bonus for purposes of calculating the number of rounds that their rage stays in effect. This ability costs an additional 500 XP to learn.

WILD DEFENDER: Once per level per day, a barbarian character may subtract any amount of his attack bonus and convert it to his defense. This ability costs an additional 500 XP to learn.

BATTLE HOWL: The war-cry of the barbarian is so terrifying to his enemies that those within 20 feet of it are forced to make a save versus fear or suffer -1 to attacks, AC, and charisma -based saves for the duration of the battle. This ability may be used once per day. The CL of this ability is the barbarian's character class level modified by the barbarian's charisma . This ability does not stack with the barbarians *Intimidate* ability, though unlike that power, it is not limited in the number of creatures who are affected so long as the creatures are within a 20-foot radius of the barbarian. This ability costs an additional 500 XP to learn.

NOTE: Use of this ability doubles the number of random encounters that the barbarian and his party have for the next hour. Also, any subjects within earshot of the barbarian are automatically alerted to the presence of intruders.

THE WELDERUNNG

Many barbarians of the northern marches pay homage in some respect to the might and power of the dread lord Bowbe, god of battle rage. Through their various war lodges they are trained from an early age to instantly enter a berserker fury and lay waste to enemies in all directions with any weapons at their disposal, be it edged axes, iron topped maces, or teeth and claws. The bestial fury of the rage lasts for four rounds plus one round per point of constitution bonus plus one round per every two levels of the barbarian. While in the throes of the *Welderunng* the barbarian gains +2 bonus to damage, a +2 bonus to strengthbased attribute checks, a +2 to saves versus fear and +1 temporary HP per HD he already possesses.

While in the fit of the *Welderunng* the barbarian is less able to defend himself, suffering a -2 penalty to AC. Barbarians attack any target within reach, be it friend or foe. The barbarian may cease the *Welderunng* at any time but upon cessation of aggression, the barbarian loses all temporary HP, and is fatigued, unable to run, and suffers a -2 to all attacks, damage, and strengthbased checks for a number of minutes equal to the amount of time he spent in the throes of his rage. This ability costs an additional 500 XP to learn.

FIGHTERS

Fighters differ from those presented in the *Castles and Crusades Players Handbook* in the following ways

Fighters may select one of the following abilities at level 2nd, 5th, 8th levels.

MARTIAL PROMINENCE: When using one of his favored weapons, the fighter may opt to confer any amount of his base attack bonus to damage, or confer any amount of his attack bonus to his AC, or any combination of the two. Unlike the barbarian, these abilities are a single skill for the fighter.

This ability costs an additional 500 XP to learn.

FAVORED ARMOR: Fighters may select a sort of armor or shield as their favored armor. This selection, and practice in its use, grants the fighter an additional +1 to his AC with that armor. This ability may be taken multiple times over the course of the fighter's career, each time conferring an additional +1, or may be spread over differing armor types.

This ability costs an additional 500 XP to learn.

HORSEMANSHIP: Fighters with this ability are adept in mounted combat. They possess the same abilities as a knight of equal level.

This ability costs an additional 500 XP added to the necessary XP required to complete level one. The XP addition is required as horsemanship falls in the domain of the knight character class.

STUNNING ATTACK: Fighters attempt a blow so severe as to temporarily cripple or stun an opponent who is eligible for such an attack. The attack is similar to the stunning attack ability of the monk. The training in this ability must be declared in the level prior to its acquisition. The additional XP cost is added to the total required to reach the next level. For example, a character seeking to gain this ability at the start of level 3, must declare his intent to gain it during his 2nd level.

This ability costs 400 additional XP.

REFLEXIVE STRIKE: Fighters with this ability gain the advantage of a wild second swing if the following conditions are met: 1st, the wild attack may only be made if the first strike was a successful hit, 2nd, the wild attack may only be made if the fighter has not taken a move action during his round, and 3rd, the fighter must make a successful strengthcheck whose CL is equal to the HD of his opponent. If all of the above conditions are met, the fighter may take a second swing, adding only his strengthand magical enhancements to the die roll.

This ability may also be selected for use with missile weapons or melee weapons, and may be selected twice, to cover both missile and melee weapons. In the event of missile weapons, a successful dexterity check is substituted for the strengthcheck.

This ability costs an additional 500 XP to learn.

CHAPTER 4: DUAL-CLASSING



n some instances a single class, multi-class, or class and a half as defined by the C&C PHB may not adequately serve the needs of a given role player or reflect the changes that the character experiences through role play. Understandably allowing dual-classing can and often does add an uncomfortable “fly in the ointment” to what is ultimately a game about assuming the role of a heroic archetype such as the farm boy warrior, blood crazed barbarian, or evil wizard.

Most often the issues involved in multi-classing involve a bending or breaking of the power arc of these various archetypes that can create an in-game imbalance between other characters. To wit, dual-classed characters in role playing games are seen by their fans as the ultimate in role playing freedom, allowing the player to completely flesh out his character in the way in which it was fully conceived. Unfortunately they are just as often seen by their detractors as broken, overpowered characters who serve the ego trips of obnoxious power-gamers. In the end, any debate over their usefulness in game is pointless. Collected here are some loose and easy alternate rules which should help the harried CK appease both sorts of players!

Perhaps most importantly for a Haunted Highlands campaign is the fact that there are NPCs and recurring characters that are themselves dual-classed. How unfair and complicated to have foes and villains that are dual-classed for story telling purposes and not at least offer some vehicle by which player characters may also achieve this goal?

Listed below are points to consider in allowing a character to branch into another class in your game, with some old fashioned “roadhouse rules” from which to pick and choose, designed to help you do what is best for your own game.

ANYONE CAN DUAL-CLASS BUT NOT EVERYONE SHOULD

First of all, assume that any character of any race may multi-class. However, in dual-classing a character should choose a class in which he already has a prime attribute selected. Why? Because by choosing a character class in which they are not prime, they are ultimately damaging their characters, potentially to the point of unplayability and distraction to their fellow gamers. The player is already putting their allies out by choosing another class, in essence weakening the party; choosing a class that is non-prime weakens the character and the party further. In a social game based on teamwork for survival, this is an important consideration.

For example if a fighter chooses to study arcana and learn to cast magic missiles at the darkness, he must also be prime in intelligence. Requiring that the character maintain a prime in the new class that he wants to take solves a lot of problems as far as making siege checks and seeing that the character is sufficiently skilled to be able to “do the job” of another class.

Players should be reminded that taking levels in additional classes means that the character will have limited strength in both classes compared to a character of “comparable” level with a single class. For example, a 2nd level fighter/2nd level wizard may add up to a 4th level character, but is neither as powerful as a 4th level fighter with a +6 strengthenhanced attack bonus and +4 enhanced damage from weapon specialization, or a 4th level wizard able to cast five 1st and three 2nd level spells. Instead he is a fighter with a +2 attack bonus and a wizard with three 1st level spells. If that is what the player wants for his character, then he should get it. Still, it bears reminding the player, so that at the end of the day he doesn’t wind up with an unplayable character.

CHARACTERS MUST COMPLETE AT LEAST ONE FULL LEVEL OF HIS “BASE” CLASS

To say it another way, characters must have completed first level of their base class before attempting a new class. The character still gains the HD and abilities of reaching the new level normally as achievement for surviving the previous level.

However, from this point forward a portion of his experience must be spent in learning his new class.

EXAMPLE: A character may declare at the start of 2nd level he wishes to train as a cleric. His “3rd” level will be the “1st” level of the new class. In order to reach the 1st level of the new class, the character must earn the one-half of experience points required to reach 2nd level of the class for which he is training before he may officially “begin” the new level. As he is earning experience towards his new character class, a portion of his experience is still reserved in continued use of his previous class. (This point is repeated often!)

Declaration of intent and experience point cost in training for the new level allows the CK time to insert training into role play sessions, determine cost of training, and get the character involved with a master to teach him the skills of his new class.

Furthermore, think of it as a gentleman’s agreement between the player and CK, and also between the player and other players at the gaming table. It is only fair to others that they know the intent of the player (though not necessarily the in game intent of the character, and understand that the character is choosing to expend experience in an additional class in lieu of perfecting his skills in his original chosen class.

Role play of the training may not be a bad thing, as the training itself could serve as a series of story seeds by which an entire adventure campaign may move forward!

APPRENTICESHIP

Upon declaration of intent to begin a new character class the character begins a second experience point column, dividing any earned in game experience between his “new” character class and his existing class.

Why? For one, it requires the first full level of experience in a new class to learn the class. This experience is spent without use of any of the new abilities that come with the class for which he is training. One cannot say he knows how to pick a pocket if he has not yet been taught how to do so. At the same time it is ignorant to assume that the character will not or cannot use pre-existing abilities, or unlearn thing which he already knows.

Most role playing games take for granted that the character’s initial class involved plenty of training and apprenticeship focused on a life as an adventurer in his chosen character class. It assumes a barbarian was raised in his barbarian tribe by other barbarians. It assumes the conceit that a wizard has apprenticed to a mighty mage prior to being sent out to meet a life of adventure. Most RPGs do not assume that a character

spent much of his youth training to be a soldier so that after his first or second level he will become a wizard because “deep in his heart that’s what he always wanted to do.”

To assume the trappings of a new class, the character should spend a portion of his in-character time training in some apprenticeship to learn the skills of the new class. Practicing incantations or prayers, making nice with the plants and animals, or practicing his lock-picking skills on dummy locks under the tutelage of an experienced locksmith are examples of this training. To take on the new level the character may have to pay for this training. Training costs could perhaps be 100gp per level of his existing class to reflect the amount of new training required to learn something else. The training should last no less than one month, but is completed when the character finishes out the experience point total of his current level.

Apprenticeship along with a combined experience cost and possible monetary cost helps to level the playing field for multi-class characters and those players with characters that choose to stay true to their original character classes.

GAINING THE NEW CLASS

Once the apprenticeship is completed the character again starts a fresh experience point column for his new class. He now gains his first HD in the new , as well as any and all abilities granted to a first level character of the new class.

The character is now 1st level in his new class. The experience point column for this class should be kept separate from that of his previous class and is, as mentioned, different entirely from his apprenticeship column.

At this point in time characters may choose to divide any of their earned experience from adventures and treasures between their two classes, adding to each column, or simply adding to one class or the other as to how they should choose to level up their character.

Remind characters that dividing experience between character classes greatly slows their character’s overall growth.

BASE TO HIT

If a character’s new level grants a bonus BtH, this is added to the existing BtH. A character does not unlearn how to hit something simply because he studies a different character class.

SAVES

In *Castles & Crusades*, saving throws are based on HD and prime attributes. Just because a character has a d4 for one class and a d6 in another does not mean that the character does not have an overall 2 or 3 HD. For example a 3rd level rogue/1st level wizard still has 4HD.

SIEGE CHECKS

In SIEGE checks that allow the adding of levels, you must add the level of the class from which the ability comes. If a character

DUALCLASSING

with levels of rogue is attempting to sneak around and hide in shadows, he makes a dexterity SIEGE check, and adds the level of rogue to this check. In the case of SIEGE checks, only the applicable level is rolled versus the applicable prime. Penalties versus prime and non-prime challenges still apply as normal.

PENALTIES AND RESTRICTIONS

All penalties and restrictions apply. Folks in full plate cannot now go sneaking about and slinking in the shadows with their heavy armor on, even if they have levels of rogue. Wizards do not get the proper body English for the casting of their spells while wearing heavy armor or whatever campaign excuse they come up with for keeping the sorceress naked. Hopefully this takes no more than typical common sense to understand.

MONKS, DRUIDS, PALADINS, & BARBARIANS

Certain character classes do not necessarily lend themselves to multi-classing as well as others.

Barbarians for example should typically start as barbarians before being allowed to multi-class into anything else, reflecting their society at the fringes of civilization. On the other hand, changing from a so-called civilized class to the barbarian class is at best a little bit froggy, and could be hard for other players at the game table to swallow.

Certainly it could be imagined that a “civilized” class could somehow devolve into barbarism from being stranded on a desert island or through years living amongst other so-called savages. In the event of a story this deep and rich, the CK and players must arbitrate their reasons for allowing a non-barbarian class to take a level of barbarian.

Monks and druids in traditional RPGs are often considered closed or secret societies whose members are not allowed to stray into other character classes lest they lose the ability to use any of the abilities learned previously in their original classes. Such traditions should instead be campaign-specific versus a rules-specific decision.

Paladins by nature should almost always start their careers as apprentices and prove their ability to follow their deities’ creeds. Of course such extreme tactics won’t work for every player, nor every CK, but it is something to keep in mind. Fallen paladins must declare at the point they have permanently fallen what character class they wish to pursue next and begin apprenticeship in that new class immediately.

TRIPLE, QUADRUPLE CLASSING

Triple and quadruple classing is for gimpy munchkins who haven’t had any luck with members of the opposite sex. Such players must and should be shunned from any sort of RPG environment and required to go outside and feel the sun on their faces and give their mothers a chance to clean out their basement dwellings, often referred to as their “lairs” or “strongholds”. Seriously, Bowbe can maybe see multi-classing into a 3rd additional class if your character is so honestly awesome

that he has tapped out 20th level in both his other classes. Even then, you should probably go outside or something!

EXAMPLE IF MULTI-CLASSING: The player of Gulfain the rogue has declared that at the end of this level he wishes to study to become a wizard. He is currently a 2nd level rogue and gains a d6 HD and any and all abilities granted to a 2nd level rogue. Gulfain’s player begins an apprenticeship column for the character and now allots half of any earned experience points towards the apprenticeship for becoming a wizard, which is equal to half of the experience required to reach 1st level of wizard, or 1200 XP. See the table below.

Gulfain’s player places the other half of earned experience into the normal experience column for his rogue level, as he still relies on his rogue abilities to survive while he trains under the tutelage of Lluvandro the Lich, who happens to like the kid’s style and can communicate with Gulfain telepathically.

Once Gulfain reaches 1300 experience points in his apprentice level, he is officially a 1st level wizard. He rolls his 1d4, selects his 0th and 1st level spells.

At this point the old apprentice column is erased and a wizard column takes its place right next to the rogue column. Now, Gulfain may expend his experience points as he sees fit, either on his wizard class, or his rogue class, or split the experience anywhere in between. Gulfain’s player may decide at some point down the line that he prefers Gulfain to be more a rogue than a wizard or vice-versa. Either way he now has the choice to do both if he so desires, and ultimately that, or the hokey pokey, is what it is all about.

As Gulfain levels up, he gains the HD and additions to his BtH of the character class that he levels up in. As a 2nd level rogue, Gulfain’s BtH was a +1. If Gulfain goes on to gain a 2nd level in wizard, he then adds +1 to the BtH as well, giving him an overall +2 BtH. Again the BtH is added to the character’s overall BtH, as you do not unlearn how to hit something simply because you have trained in a different class.

Gulfain’s saves are based on his overall level since saves are based on a combination of HD and prime abilities.

Gulfain gains any new spells or abilities due to level that are earned by the class in which he levels up. If he levels up in wizard levels, he gains wizard spells and abilities. If he levels up as a rogue he gains his level bonus to his rogue skills.

APPRENTICE EXPERIENCE COST

Fighter	1000 EPP	Illusionist	1200 EPP
Ranger	1125 EPP	Cleric	1125 EPP
Rogue	625 EPP	Druid	1000 EPP
Assassin	875 EPP	Knight	1125 EPP
Barbarian	1050 EPP	Paladin	1350 EPP
Monk	875 EPP	Bard	1250 EPP
Wizard	1300 EPP		

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NEW MAGIC



agic lies at the heart of fantasy and so it does in *Castles & Crusades*. Of greatest importance for the players is the acquisition of magic spells and an explanation of how spells are used in the game. The following is a list and brief description of terms regarding magic in *Castles & Crusades* with which the players and Castle Keepers should be familiar.

ARCANE MAGIC: The type of magic learned by wizards and illusionists. Wizard and illusionist spells are referred to as arcane spells.

DIVINE MAGIC: The type of magic granted to clerics and druids by a deity or other mystical forces. Cleric and druid spells are referred to as divine spells.

ILLUSION MAGIC: The type of magic mastered by illusionists. Illusion magic is a type of arcane magic, but is inherently different from a wizard's magic since the effects are all in the mind.

COMPONENTS: The aspects, elements and ingredients involved in casting a spell, including verbal (spoken), somatic (motions or gestures), material (physical ingredients), focus (a specific object of power) and divine focus (a specific object of religious significance).

SPELL: The formula a character uses to harness magic and give it form, and the casting of which results in a specific magical effect.

SPELL SLOTS: The number of spells at each spell level that a character can prepare each day, as reflected on the character class tables.

BONUS SPELLS: Additional spells that can be cast each day as the result of a high score in the related attribute.

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

PREPARED SPELLS: The spells memorized or prayed for that are ready for a character to cast.

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

THE NATURE OF MAGIC

In *Castles & Crusades*, four classes can cast spells: *Clerics*, *Druids*, *Illusionists*, and *Wizards*. Before addressing the specific spells or their use and acquisition by characters of these classes, it is important to understand the fundamental nature and differences between the magic they utilize.

The magic used by clerics and druids is classified as divine because it is granted to them after prayer or supplication to a deity or other powerful entity or elemental force. In most cases, clerics receive their magic from deities, who may limit or place special restrictions on its use. Druids gain their magic ability from more varied sources, be they primal forces, nature gods or elemental powers. Thus, clerics and druids act as a conduit, channeling and focusing magic originating from a higher entity.

This similarity can be seen in the replication of specific spells or spell types in their spell lists. Clerics and druids often cast the same spells in a similar manner

The magic used by wizards and illusionists is classified as arcane because it is learned from ancient knowledge, and passed down from one generation of magic-users to the next, either through apprenticeship or textual record. Wizards and illusionists, unlike clerics and druids, share very few spells in common; the two forms of arcane magic are quite distant from one another. Wizards use their mystical knowledge to create and give form, or to enhance or physically alter form. Illusionists, on the other hand, alter one's perception of form and reality.

The source of arcane magic may vary from game to game. Some may portray arcane magic as negative or positive energy channeled from other planes of reality. Others may portray it as existing in and around all things. No matter the source, the arcane magic of a wizard is quite distant from that of an illusionist.

Wizardly magic deals with direct manipulation of the real and concrete. Wizards use magic to create and give form, or to enhance or physically alter form. They funnel it, channel it, and redirect it. A wizard's magic is based on the metaphysical, properties of the world around them. Even though a wizard may alter reality, it is most important to remember that that such reality is perceived in the same way by all who view it, whether the caster, the recipient, the victim, or anyone viewing the spell effect.

In contrast, illusionists utilize a very different type of magic. Illusionists alter the perception of form and reality for each creature who is subjected to it or views it. An illusion is every bit as real to the spell's recipient or viewer as a physical creation. Indeed, an illusionist calls forth his magic and gives it a form that can be more easily perceived to the senses. The actual illusion is the comprehensible form the magic is given.

Thus, it could be argued that illusionist magic is the most powerful of all magics as it can allow those affected by it to defy nature and its physical laws, even beyond those that exist in a fantasy universe. In practical terms, the illusionist convinces a spell recipient that what they sense is real by altering and giving comprehensible form to magic. A rope, though illusory, is real to the one climbing it. A bridge, though illusory, is real to the one crossing it. An illusionist can even trick the mind to such an extent that the physical body responds. The alteration of the recipient's perception brings about actual, physical effect through the force of the illusionist's magic. Thus, illusions can cause damage and can heal damage with lasting effect.

EXAMPLE: Angrod is wounded in battle. He risks the chance of death if not healed soon. Imach, an illusionist, comes forward casting *cure critical* wounds upon the dwarf. Angrod is amazed to see his wounds heal. Imach has cured through magic and altered the perceivable reality so that the mind of the dwarf and those viewing the healing can understand it. The power is nothing like the cleric's healing, though it has the same game results.

MAGIC

These fundamental differences between the spell-casting classes affect game play in different ways. Each spell description cannot cover all situations that may arise during a game. But players, and more importantly Castle Keepers, need to keep the above discussion in mind when such situations do arise and necessitate a ruling so that the game may continue without long debate and discussion.

Many spells appear on both the cleric and druid spell lists, whereas wizards and illusionists do not share as many spells. The cleric and illusionist share a few spells. Yet, even when the same spell appears on more than one class spell list, it should be understood that the nature of the magic, and sometimes even the casting and effect of the spell, is different.

PREPARING SPELLS

Methods for preparing and casting spells is generally the same for characters of all spellcasting classes. Spellcasters must prepare their spells for casting on a daily basis and they utilize roughly the same process to do so.

WIZARDS AND ILLUSIONISTS

Wizards and illusionists learn complex, arcane formulas to harness magic and give it effect. Their spells are known as arcane spells, and both classes inscribe them, in their own unique language, in a spell book. Each wizard and illusionist begins play possessing an arcane tome of spells containing those spells they know how to prepare and cast. The number of spells of each level in the book is equal to the number of spells of that level the caster can prepare at one time (including bonus spells). A wizard's spell book is typically quite large in size and thickness, averaging about four pages per spell. New spells may be learned and added to spell books through gaining a level, by copying from another spellbook or from scrolls and through research.

Each day, wizards and illusionists memorize and prepare the spells they intend to cast during the day. A character's level limits the number of spells the character can prepare and cast each day, although a high or low intelligence score might grant bonus spells or take away from the typical number of daily spells gained.

A wizard or illusionist must have access to a spell book to study, and sufficient light to read in order to prepare the spells. A character can use a borrowed spell book or a spell book written by another magic-user to prepare a spell the character already knows and has recorded in the character's own spell book, but *read magic* must first be cast in order to decipher the writing in the book (See *Acquiring New Spells*, *Castles & Crusades Players Handbook* Page 51).

A character needs to sleep and rest for a total of 8 hours each day before preparing spells. The character need not slumber for every minute of that time, but must refrain from movement, combat, spell-casting or any other fairly demanding physical or mental task during the rest period. If the character's rest is interrupted, each interruption adds one hour to the total amount of time the character has to rest, in order to clear his

or her mind. A character must have at least one hour of rest immediately prior to preparing spells for the day. If the character does not need to sleep for some reason, the character still must have eight hours of restful calm each day before preparing any spells. When the character prepares spells for the coming day, all spells the character has cast within the last eight hours count against the character's daily limit of spells of a specific level.

In addition to the complete hour of rest immediately prior to preparing spells for the day, it takes 15 minutes per spell for a character to study a spell book and memorize the spell for the day. A character need not prepare a full complement of spells allowed per day, but preparing even one spell takes at least one hour of rest and 15 minutes of study.

To prepare any spell, the character must have enough peace, quiet and comfort to allow for proper concentration. The character's surroundings must be free from overt distractions, such as nearby combat or other loud noises. Exposure to inclement weather might prevent the necessary concentration, as would any injury or failed saving throw the character might suffer while studying.

Until a character prepares spells from a spell book, the only spells available to cast are the ones that the character already had prepared from the previous day and has not yet used. During the study period, a wizard chooses which spells to prepare. If a character already has spells prepared from the previous day that have not been cast, the character can abandon some or all of them to make room for new spells.

A character can prepare the same spell more than once each day. Each preparation counts as one spell toward the character's daily limit for each spell level. If a spell has multiple versions, the character must choose which version to use when the character prepares it, unless the spell description specifies that the choice is made upon casting.

When preparing spells for the day, the character can leave some spell slots open. Later during that day, the character can repeat the preparation process as often as the character likes, time and circumstances permitting, to fill these unused spell slots. Like the first session of the day, this preparation takes at least one hour and 15 minutes of game time. The character cannot, however, abandon a previously prepared spell to replace it with another one, or fill a slot that is empty because the character has cast a spell in the meantime. That sort of preparation can only be done during the first study period after resting.

Once a character prepares a spell, it remains in the character's mind until the character triggers it through casting 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. If a character dies, all spells stored in the character's mind are wiped away.

CLERICS AND DRUIDS

Clerics and druids prepare their spells in largely the same manner. They choose and prepare spells ahead of time, just as a wizard or illusionist would, but clerics or druids do not require spell books. Instead, 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. If some event prevents the character from praying at the proper time, the character must do so as soon as possible thereafter. If the character does not stop to pray for spells at the first opportunity, the character must wait until the next day to prepare spells.

The time required for a divine spellcaster to prepare spells is the same as for a wizard. There must be eight hours of rest each day before prayer, and at least one hour of that rest must be immediately prior to prayer. It takes 15 minutes per spell to pray for and receive the spell. There must be a relatively peaceful environment in which to pray. Unlike arcane magic-users whose choice of spells is limited to those in their spellbook, a cleric or druid may pick any spell from the applicable spell lists unless the character's deity imposes a restriction.

As with arcane spells, at the time of preparation, any spells cast within the previous eight hours count against the number of spells that can be prepared. Like arcane magic-users, a divine spellcaster does not have to prepare all of his or her spells at once. However, the character cannot fill a slot that is empty because the character cast a spell or abandoned a previously prepared spell at any time other than during the first daily spell preparation. In all other respects, the spell preparation rules for wizards and illusionists apply to clerics and druids.

AQUIRING NEW SPELLS

Spellcasters, both arcane and divine, seek to add new spells to their repertoire but the process for adding new spells is different for each.

WIZARDS AND ILLUSIONISTS

Most arcane spellcasters desire, beyond all other treasure, the acquisition of new spells for their spell books. Wizards and illusionists learn and add new spells through several methods.

GAINING A LEVEL: Just as a fighter constantly practices with his weapons, a wizard or illusionist spends time researching and learning about arcane magic and spells. When a character gains a new level, he chooses one new spell to add to his spell book. The spell chosen must be of a level the character can cast. For example, upon attaining second level, a wizard may add one additional first-level spell to the character's spell book. The wizard automatically knows the spell and can prepare it.

DECIPHERING SPELLS: To decipher spells in another's spell book or a scroll, a character must first cast *read magic* on the spell to be deciphered. Once the character successfully

casts *read magic*, the character can learn or attempt to learn a new spell and add it to a spell book. The rules for adding new spells to a spell book depend upon the source of the spell. Even reading spells already known by a character contained in another's spell book requires the casting of *read magic*, because no two spells are inscribed alike.

Once a wizard deciphers a spell book or scroll, the character does not need to decipher it again to read it at a later time. Deciphering a magical writing allows the reader to identify the spell and gain some idea of its effects although the character must still learn the spell in order to cast it. If the magical writing is a scroll, the wizard can use the scroll.

LEARNING AND COPYING SPELLS: A character must first decipher the spells contained in a spell book or scroll as described above. Thereafter, the character can learn the new spell from the book by spending one day plus one day per level of the spell being learned in study of it. If the person who created the spell book is on hand to help the reader, the reader can learn the spell in one-half the normal time. The number of days necessary to learn the spell is reduced by a number of days equal to the character's intelligence modifier, with a minimum of one day. The castle keeper may choose to require the character to make a successful intelligence check to learn a new spell (after the necessary days of study). Once the new spell is learned, the character can copy it into a spell book, as described below. The process of copying leaves the spell book or scroll from which it was copied unharmed.

WRITING SPELLS: Once a wizard understands a new spell, it can be copied into a spell book. The process requires one day plus one additional day per spell level. Zero-level spells require one day. A spell takes up one page of the spell book per spell level, except zero-level spells, which take up a single page. A normal spell book has 200 pages. Materials for writing a spell cost 100gp per page of the spell.

REPLACING SPELLBOOKS: The same procedure for learning a spell is used to reconstruct a lost spellbook. If the character already has a particular spell prepared, the character can write it directly into a new book at a cost of 100 gp per page. The process wipes the prepared spell from the character's mind, just as casting it would. If the spell is not prepared, the character may not reconstruct it from memory but can prepare it from a borrowed spellbook and then write it into a new book. Duplicating an existing spellbook uses the same procedure as replacing it, except that the time requirement and cost per page are halved.

RESEARCH: A character can also research a spell independently, duplicating an existing spell from the spell list or creating an entirely new one. At the end of the process, the character must write the spell into a spell book.

READING A SCROLL INTO A SPELL BOOK: a character must first decipher the spell contained on a scroll by casting *read magic*. Because a scroll is magical, and the reduction of the spell to the scroll involves all the necessary components for casting the spell from the scroll, a character can simply read a scroll into

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a spell book. Doing so copies the spell to the character's spell book, but destroys the scroll in the process.

CLERICS AND DRUIDS

Characters who can cast divine spells undertake a certain amount of study of divine magic between adventures. Each time a character receives a new level of divine spells, the character learns the new spells from that level automatically. For example, a cleric reaching third level is granted knowledge of all spells on the second-level cleric spell list by their deity.

Additionally, a cleric or druid can research a spell independently. Only the creator of such a spell can prepare and cast it, unless the character decides to share it with others. Some such creators share their research with their churches, but others do not. The character can create a magic scroll (provided they are high enough level) or write a special text, similar to a spell book, to contain spells the character has independently researched. Other divine spellcasters who find the spell in written form can learn to cast it, provided they are of sufficient level to do so and are of the same class as the creator. The process requires deciphering the writing (see *Divine Magical Writings*, below).

DIVINE MAGICAL WRITINGS: Divine spells can be written down and deciphered just as arcane spells can, except *read magic* is not used to do so. Instead, the character can decipher and learn the new spell from the scroll by spending one day plus one day per level of the spell being learned in study of it. Only characters who have the spell in question on their class-based spell lists can cast a divine spell from a scroll.

CASTING SPELLS

A character who wishes to cast a spell announces his intention to the Castle Keeper during the character's initiative turn. A character must make all pertinent decisions about a spell (range, target, area, effect, etc.) when the character begins casting, unless the spell specifies otherwise. 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. The Castle Keeper applies whatever results a spell entails using the spell's description.

To cast a spell, the character must be able to speak (if the spell has a verbal component), gesture (if it has a somatic component), and manipulate the material components or focus (if any). The spell descriptions indicate which components are necessary. Additionally, the character must concentrate to cast a spell (see below). If something interrupts the character's concentration while casting, the spell is lost and marked off the character's list of prepared spells. If the character ever tries to cast a spell in conditions where the characteristics of the spell (range, area, etc.) cannot be made to conform, the casting fails and the spell is wasted.

Many spell durations are measured in rounds, minutes, hours, or some other increment. When the duration expires, the spell's effect ends.

CONCENTRATION

To cast a spell, the character must concentrate. If something interrupts the character's concentration while the character is casting, the spell is lost and marked off the character's list of prepared spells. Sometimes, the Castle Keeper may allow a concentration check (against the appropriate ability, typically intelligence or dexterity) to see if the spell is simply disrupted (and not lost) or even not interrupted (casting is completed).

Getting hurt or being affected by hostile magic while trying to cast a spell can break the character's concentration and ruin a spell. If while trying to cast a spell the character takes damage, fails a saving throw or is otherwise successfully assaulted, the character's casting is disrupted unless the Castle Keeper allows a concentration check. The interrupting event strikes during spellcasting if it comes during the time when the character starts and completes a spell (for a spell with a casting time of more than one full round). Anything that could break the character's concentration when casting a spell can also break the concentration necessary to maintain a spell. A character can't cast a spell while concentrating on another one.

The only spells the character can cast while grappling or pinned are those without somatic components and whose material components the character has in hand at the time. Even so, the Castle Keeper will often require a concentration check for the character to cast the spell. Vigorous motion, such as from riding a mount, the rocking of a small boat in rough water or simply being jostled in a similar fashion, might necessitate a concentration check.

USING SCROLLS

Scrolls are spells reduced to a portable form. Not only does a scroll contain the text of a spell, all the necessary components, except verbal, have been magically incorporated into the scroll. Before using a scroll, a character must decipher it by casting *read magic*. The character can then read the scroll aloud, casting the spell contained on it just as if the character had the spell prepared. The spell's casting time, range, area of effect, duration and all other details and limitations are no different. A spell contained on a scroll may only be cast once. When a spell is cast from a scroll, the spell disappears or destroys the scroll.

There are some limitations on the use of scrolls, of course. A character must be of a class that can cast the type of spells contained on the scroll. For example, a druid cannot cast wizard spells from a scroll.

A character can cast a spell from a scroll that they have not learned, recorded in their spell book. However, the character must be of a high enough level to cast the level of spell found on the scroll. For example, a 2nd level wizard finds a scroll and casts *read magic* on it, revealing that it contains the 1st level spell *magic missile*. The wizard had not previously learned *magic missile*, and does not have it recorded in his spell book. The wizard, however, can cast 1st level spells and thus can cast *magic missile* from the scroll.

A character can attempt to use a scroll to cast a spell of a level they are not normally able to cast, but they must first make an intelligence check to do so. A penalty to the intelligence check equal to the level of the spell is applied to the roll. Failure indicates that the spell fails and the scroll is destroyed. For example, the 2nd level wizard deciphers a scroll bearing teleport, which is a 5th level spell the wizard cannot normally cast. The wizard attempts to cast the spell from the scroll, but he must first make a successful intelligence check with a **challenge level of five**.

Spells can be learned and copied from scrolls normally, and doing so does not destroy the scroll.

SPELL DESCRIPTION FORMAT

As mentioned, each spell is defined by a description of the effect it causes and a set of terms necessary for game play. The spell descriptions appear after the class spell lists. A summary reminder on spell format and terms appears prior to the spell descriptions, but the following provides more detail and information on spell terms.

CASTING TIME

Most spells take one round to cast. A spell that takes one round (**CT 1**) to cast comes into effect during the caster's initiative turn for that round. Complex spells may take more time to cast, and such casting times are expressed in rounds (**rd**), minutes (**min**), hours (**hr**), turn (**tn**, equal 1 minute or 6 rounds), or days. For relative understanding of casting time, a round is 10 seconds.

Spells that take more than one round to cast come into effect during the caster's initiative turn on the last round of the casting time for the spell.

Most Castle Keepers make you announce at the beginning of the round whether you are going to cast a spell. If so, and you roll a low initiative roll, then you have a chance of being struck before the spell goes off. For those Castle Keepers who do not require announcement, some disallow any spell in the same round in which you were hit before your initiative turn. For Castle Keepers who do neither of the above, it would be more a situation of simultaneous swings with an enemy or some sort of environmental or magical effect situation disrupting the spell.

For example, Cardom the Chromatic rolls a 6 for initiative and he acts third in that round after his fighting companion, Quinn, and the Ogre they are fighting. Cardom casts a spell with a casting time of one round. The spell takes effect that round. If Cardom chose to cast a spell with a casting time of two, then the spell would take effect in the next round of combat during Cardom's turn for the next round. So, if Cardom acted first in next round the spell would take effect then, but if he acted last, then it would take effect after all others had taken their action.

RANGE

A spell's range is the maximum distance from the character that the spell's effect can occur, as well as the maximum distance at which the character can designate the spell's point of origin. The character aims a spell by making some choice about whom the spell is to affect or where the effect is to originate, depending on the type of spell. If any portion of the spell's area extends beyond the range, that area is wasted.

Sometimes the range of a spell is listed as personal (affecting only the caster) or touch (the caster must touch a creature or object to affect it), as noted in the spell description. Many spells have a range expressed in feet. A few spells have an unlimited range, meaning their effects can reach anywhere on the plane of existence.

Some spells create or summon things rather than affecting things that are already present. The character must designate the location where these things are to appear, either by seeing it or defining it. Range determines how far away an effect can appear, but if the effect is mobile it can move without regard to the spell's range.

TARGET OR AREA OF EFFECT

Spells that do not affect the caster personally generally have a target or affect a certain area. This part of a spell description defines the number of creatures, dimensions, volume, weight and so on that the spell affects, if it is not otherwise obvious from the spell's description.

TARGETED SPELLS: Targeted spells are cast directly on creatures or objects, as defined by the spell itself. In most cases, the character must be able to see or touch the target, and the character must specifically choose that target. If the character casts a targeted spell on the wrong sort of target, the spell has no effect. If the target of a spell is the caster, the caster does not receive a saving throw, and spell resistance does not apply.

AREA SPELLS: Some spells affect an area. The character selects where the spell originates, but otherwise does not control which creatures or objects the spell will effect. Sometimes a spell describes a specially defined area, but usually an area falls into one of several categories:

BURST: The character selects the spell's point of origin, and the spell bursts out from this point, affecting whatever it catches in its area.

CONE: The cone shoots away from the character in the direction the character designates, starting directly before the character and widening out as it goes, though some spells affect all creatures in an area rather than individual creatures.

CYLINDER: The character selects the center of a horizontal circle as the spell's point of origin; the spell shoots from the circle, filling a cylinder.

EMANATION: Some spells have an area like a burst but the effect continues to radiate from the point of origin for the duration of the spell. Some spells affect objects within an area the caster selects, Some spells spread out like a burst,

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but can turn corners; the caster selects the point of origin, and the spell spreads out for a given distance in all directions.

OBSTACLES: Some spell effects like rays, bursts, and cones are affected by obstacles. The character must have a clear line of effect to any target that the character casts a spell upon or to any space in which the character wishes to create an effect. The character must have a clear line of effect to the point of origin of any spell the character casts. For bursts, cones, cylinders, and emanating spells, the spell only affects areas, creatures, or objects to which it has line of effect from its origin (a burst's point, a cone's starting point, a cylinder's circle, or an emanating spell's point of origin). An otherwise solid barrier with a hole of at least 1 square foot through it does not block a spell's line of effect.

A caster aims a ray as if using a ranged weapon, though typically the character makes a ranged touch attack rather than a normal ranged attack. As with a ranged weapon, the character can fire into the dark or at an invisible creature and hope to hit something. The character doesn't have to see the creature they are trying to hit, as the character does with a targeted spell. Intervening creatures and obstacles, however, can block the character's line of sight or provide cover for the creature the character is aiming at. If a ray spell has a duration, the duration refers to the effect that the ray causes, not to the length of time the ray itself persists.

Bursts and cones spread out from a point of origin to a distance described in the spell. The effect can extend around corners and into areas that the caster cannot see. The caster must designate the point of origin for such an effect if the spell description does not specify one.

DURATION

Duration measures how long a spell's effect lasts. Many durations are measured in rounds, minutes, hours or some other increment. When the time is up, the magic goes away and the spell ends. Some spells have a permanent duration, and some require the caster to concentrate in order to maintain the spell's effect. A character can typically dismiss personal spells at will before the duration ends, or if the spell description so states. A spell that requires concentration is dismissible by its very nature.

Sometimes a spell lasts for a short time after the character ceases concentrating. In these cases, the spell effects continue for the stated length of time after the character stops concentrating. Otherwise, the character must concentrate to maintain the spell, but the character cannot maintain it for more than the stated duration in any event.

SPELL DESCRIPTIONS

BARDUKE

A mysterious archmage who lives on a hidden island in storm-wracked Lake Ugashtan, Barduke is renowned for his lightning- and thunder-based magic. Very few have ever actually met the

archmage, though his spells occasionally find their way into the duchy of Karbosk or onto the deadly streets of Eskadia.

BARDUKE'S ACIDIC MISSILES OF PAIN, Level 3 wizard
CT 1 R 150 feet, 50x50-foot area D instantaneous
SV none SR yes Comp V, S

Barduke was able to unlock the powers underlying the *magic missile* spell and reweave them in such a way that allows for much greater potency for the wielding wizard. Based loosely on the magical power of the 1st level *magic missile* spell, this enhanced version of that wizard's spell is decidedly more wicked than its lesser-powered cousin. When cast, the wizard calls forth a missile of magical energy that flies from the caster's hand and unerringly strikes its target. These missiles also do 1d4+1 points of damage from the magical energy, just like standard *magic missiles*.

These missiles also always hit the intended target, so long as the caster has visual contact. However, Barduke's *acidic missiles of pain* also deal an additional 1d4+1 points of acid damage to the intended target, making the effect of a single missile double that of the standard *magic missile*. To wit, the caster of this spell is entitled to one missile per level of experience attained. Thus, a 4th level wizard gets four missiles. The caster has the option to have all of the missiles called forth strike a single target, or to have them strike several different targets.

BARDUKE'S THUNDEROUS LIGHTNING, Level 5 wizard
CT 1 R 10 x 20 x 50-foot cone D instantaneous
SV dexterity half lightning, wisdom half sonic blast
SR yes Comp V, S, M

Always the innovator in the field of destructive magic, this innovation of the war wizard Barduke began as a tried and true *lightning bolt* spell. This enhanced version incorporates a wee bit of the magic of Barduke's more powerful *thunderclap* spell. The terrible bolt springs forth from the caster's finger tips, arching with crackling energy unerringly in a 10x20x50-foot cone. In addition to the 1d6 points of damage per caster level spell of a *lightning bolt*, this improved *lightning bolt* delivers an additional 1d4 points of sonic blast damage per two levels of the caster to all creatures in the path of the bolt. This additional damage requires a second wisdom save on behalf of the victims, to avoid the stunning and deafening effects of the *thunder clap*.

BARDUKE'S THUNDERCLAP, Level 7 wizard
CT 1 R 50 feet D see text
SV none SR yes Comp V

This one-word spell calls forth a massive blast of thunderous magical energy that deafens one or more creatures within a 50x50-foot area, hurling them prone and dealing 1d6 points of damage per two caster levels. The spell affects the creatures with the lowest HP totals first, selecting subjects one at a time until the next target is one whose HP total exceeds 100. Creatures with more than 100 HP are not affected by this spell. The duration of this spell mirrors that of the 7th level wizard spell power word *blind*.

LASSITER

Nesturon would be the first to admit that Lassiter the Necromancer would seem a strange fit as apprentice and potential heir to the Tower of the Archmagi, but in truth it is Lassiter's love for magic and the aplomb by which he crafts his spells that has impressed the ancient mage.

LASSITER'S VIOLENT DISEMBOWELMENT, Level 6 necromancer

CT 1 R touch D permanent
SV charisma negates SR yes Comp V, S

This destructive counter-curative is a special purpose version of the *harm* spell that produces a most disturbing battery of effects. Immediately following the casting of the spell, the target victim goes permanently blind and deaf. Following this, target victim begins to experience internal hemorrhaging of several major internal organs, which in turn causes the victim to begin expectorating his own blood, stomach acid, and bile. This continues for one to four rounds, after which time this spell drains all but 4 of the target's HP. By this time, the central nervous system and the muscle control system of the target victim have broken down, causing uncontrolled bodily functioning and erratic movement. This spell may be countered or removed with a *heal*, *limited wish*, *remove curse*, or *wish* spell.

LASSITER'S BOUNCING ICE BLAST, Level 3 wizard or necromancer

CT 1 action R 40 feet radius around caster
D instantaneous SV none
SR no Comp V, S, F

This spell summons a blast of icy mist that leaps and bounces through the area in a seemingly random pattern. The ball of frozen mist shows a complete lack of regard for friend or foe as it strikes all targets within a 40 feet radius of the caster. Targets who are struck must roll percentile dice; on a roll of 51-100% the target suffers 1d4 points of cold damage per level of the caster.

WIRMWICK THE FIRE WARLOCK

Wirmwick hails from the halfling home of Gilby, where he was exiled due to his proclivity for pyromania. Wirmwick studied from scraps of scroll and misbegotten tomes pilfered from the tombs of the Mythnock cairns until he eventually caught the attention of Nesturon, who took him on as an apprentice and taught the wily halfling warlock how to control his fiery passions and transform them into astounding feats of arcane magic.

WIRMWICK'S TOUCH OF THE SUN, Level 5 wizard

CT 1 R self D discharge
SV *special SR yes Comp V, S, M

Considered by many to be Wirmwick's signature spell, the *touch of the sun* channels the power of the center of the Plane of Fire directly into the caster's hands. This powerful energy, when discharged, deals 1d6 points of damage per level of the caster to any target it touches. Furthermore the heat is so extreme that it automatically ignites wood, fabric, leather, and foliage. The *touch of the sun* melts one square foot of metals per caster level.

This includes gold, silver, copper, iron, steel, and platinum.

***Special:** Enchanted items such as weapons or armor targeted by the *touch of the sun* receive a saving throw whose bonus is equal to +1 per point of enchantment.

The material spell components for the *touch of the sun* are a smelting cinder and a dried dandelion flower, which are consumed upon casting.

WIRMWICK'S LAVA ARMOR, Level 4 wizard

CT 1 R self D 1 round/level
SV n/a SR no Comp V, S, M

Upon the casting of this rune, the caster is covered in an armor suit of molten lava. While encased in lava, the caster gains the following benefits: damage reduction over heat and fire of 20, a +4 to AC, and damage reduction of 5 against physical attacks. Enemies who strike the caster with a melee attack must make a dexterity save or be struck with a jet of molten lava, dealing 1d6 points of damage and instantly igniting any flammable clothing or materials upon the person of the attacker. The lava continues to burn the opponent for 1d4 additional rounds. The lava armor is heavy and reduces the caster's movement by 10 feet per round.

The material component of this spell is an obsidian figurine carved in the shape of a suit of armor, and a pinch of sulfur, which are consumed upon casting.

WIRMWICK'S GLOBE OF WARMING, Level 3 wizard

CT 1 R 10 feet D 10 minutes/level
SV n/a SR yes Comp V, S

This spell creates a sphere of warmth around the caster and moves with him for the duration of the spell. The sphere creates a temperature of around 99 degrees Fahrenheit, effectively protecting the caster and anyone within the sphere from the ongoing effects of arctic climates. The warmth melts snow and ice at a rate of one inch per minute... so resting in one place would result in melting 60 inches of ice and snow in an hour, leaving the caster standing in about six inches of water, five feet below the surrounding snow and ice pack.

The *globe of warming* absorbs 25 points of cold-based magic such as a *cone of cold* spell or cold-based breath weapons, but is dispelled forthwith.

Encumbered beings or beings in heavy armor within the *globe of warming* must make a constitution save or have their movement reduced by one quarter and suffer a +1 challenge penalty to dexterity and constitution based checks.

WIRMWICK'S FLAMING WEAPON, Level 2 wizard

CT 1 R touch D 1 minute/level
SV n/a SR yes Comp V, S

Wirmwick developed this spell early in his wizard career, as he found that he and his allies were constantly assaulted during the great troll uprising of the Fly Bite Fens. The natural solution to whacking a troll with a torch was whacking them with an axe or sword that was already on fire!

MAGIC

Wirmwick's flaming weapon imbues any magical or non-magical weapon with fire, causing it to deal an extra 1d6 points of magical flame damage to any target struck with the weapon. As it is a magical flame, the fire deals damage to creatures affected by fire even if they are not affected by the weapon due to any special resistance to non-magical weapons.

Flammable objects have a 25% chance to catch fire when hit by a *flaming weapon*.

WIRMWICK'S BURNING EYES, Level 1 wizard
CT 1 R 20 feet D 1 round/3 levels
SV none SR yes Comp V, S

The casting of this spell causes a burning ray to unleash from the eyes of the caster, igniting flammable objects and dealing 1d6 points of fire damage. The caster gains a second eye beam every 3rd level, though he cannot fire all of his beams in the same round. He may, however, cast other spells while the *burning eyes* are active. The eye beams fire unerringly at the target as they are able to strike whatever the eye can see. Objects which catch fire continue to burn for 1d4 rounds, dealing an additional 1d2 points of damage per round until extinguished.

STRUMMICK IRONBEARD

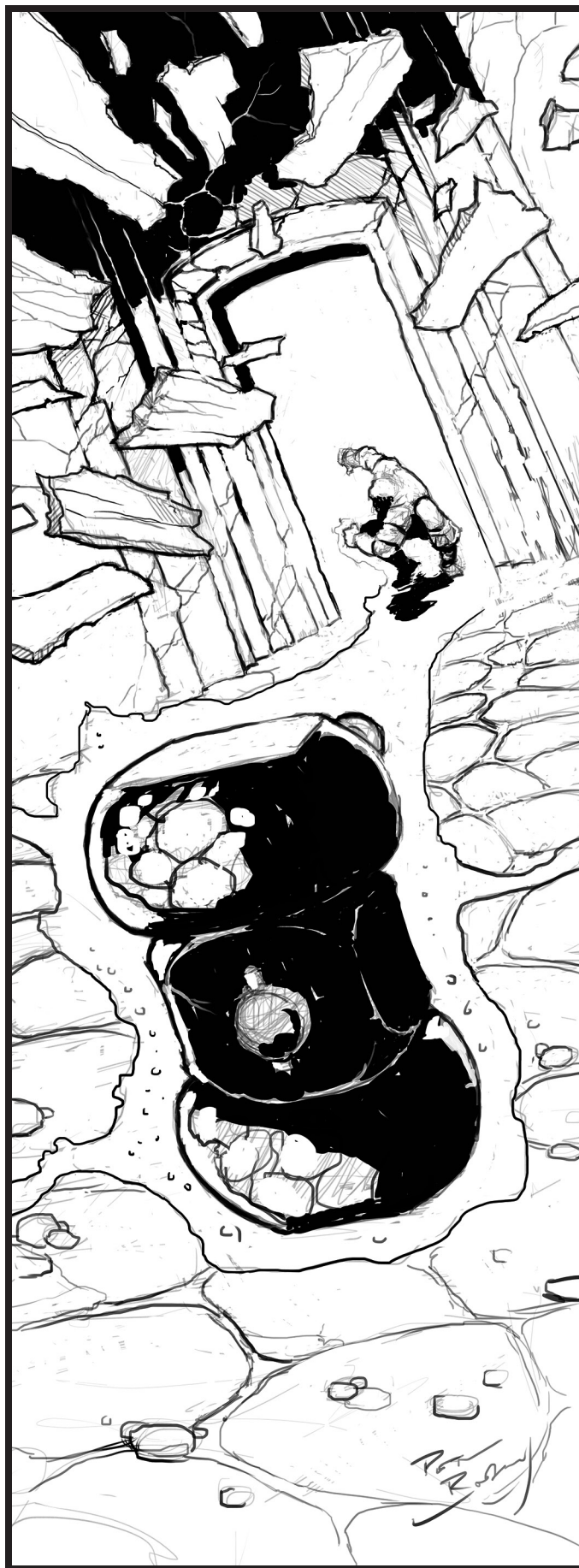
A refugee exile of Fanderburg, Ironbeard was a stone sorcerer whose expertise grew under the tutelage of Nesturon. His signature spells involve his love of stone and steel, as well as his longing for the kingdom of the deep. Strummick binds the runes of his forefathers with his knowledge of dwarven warfare to create stunning conjurations of martial dominance.

IRONBEARD'S STONE SHIELD, Level 1 wizard
CT 1 R 25 feet D permanent
SV no SR no Comp S, M, V

Through the power of this spell, the wizard causes a flat immovable tower shield of stone to erupt from the ground, granting any being of medium size or smaller who stands behind it to gain a +6 armor bonus against any opponents attacking from the other side of the shield. The stone itself is destroyed if it suffers 25 points of damage. The material spell component for this is a flake of granite inscribed with the drawing of a shield upon it.

IRONBEARD'S ENCHANTMENT, Level 2 wizard
CT 1 R touch D 1 turn/level
SV no SR no Comp S, M, V

As Ironbeard became invested in the lifestyle of an adventuring wizard, he and his allies frequently found themselves faced with enemies who could only be harmed by enchanted weapons, or creatures that could easily defeat the armor and equipment of his allies. To this end Ironbeard devised spell which could offer base enchantment to ordinary arms and armor. Each casting of this spell grants an immediate +1 bonus to attack and damage or AC to the ordinary item thus imbued. Ironbeard's *enchantment* draws its power from dwarven runic lore, and as such stacks with other forms of magical enhancement for the duration of the spell.



IRONBEARD'S TUNNELING PICK, Level 4 Wizard

CT see text R 250 feet D special
SV no SR yes Comp S, M, V

This spell calls into being a magical *Ironbeard's tunneling pick*, capable of carving a five cubic feet shaft of solid rock or earth per level of the caster. The tunneling takes five minutes per five cubic feet but can be dug in any direction. The pick can carve into stone of any hardness save stone that is magically hardened, or otherwise enchanted. Casting time takes three minutes per five cubic feet of earth or stone dug through. The passageway, once dug, is permanent and fully reinforced as if buttressed by professional miners. Unlike *move earth*, the *tunneling pick* cannot be used to weaken walls or ceilings of existing structures. Instead *Ironbeard's tunneling pick* merely cuts a perfect passage between or through areas of stone. If no possible safe passage can be made, the spell fails.

The material spell component for this spell is a tiny rock hammer and a piece of feldspar.

IRONBEARD'S SMASHING HAMMER, Level 5 wizard

CT 1 R 25 feet D discharge
SV special SR yes Comp V, S

This spell summons into being a great mallet of spectral energy which can be commanded to strike a foe, smash an obstacle, or destroy a piece of equipment. *Ironbeard's smashing hammer* destroys doors, gates, or portals of up to one square foot per caster level. Doors which have been enchanted with a spell such as *hold portal* or *lock* are also cast open. The *smashing hammer* may be used to destroy a magical wall of ice, force, or thorns, in up to one square foot per caster level. The *smashing hammer* destroys wooden structures such as ship's hull, catapults, or cottages in an area of one square foot per caster level.

The *smashing hammer* may be commanded to destroy any single piece of equipment, such as a weapon, suit of armor, or a catapult as an example. Enchanted items gain a bonus to their saving throw equal to the amount of enchantment. For example a +3 tower shield would gain a +3 to its save versus the *smashing hammer*.

When used to target an enemy combatant, the *smashing hammer* deals 5d10 points of damage and forces the target to make a successful strength save or be stunned for 1d4 rounds.

IRONBEARD'S WARRING AXE, Level 6 wizard

CT see text R 250 feet D 1 round/level
SV no SR no Comp S, M, V

Proud of his dwarven heritage, Strummick Ironbeard devised this enchantment as an homage to great thains of the dwarven nations. The casting of this spell conjures into being a spectral dwarven battle axe with a supernatural enhancement bonus of +3 to hit and damage. The axe may be wielded by the caster as if the caster were a fighter of equivalent level to the wizard. Thus an 11th level wizard would wield the warring axe as if he were an 11th level fighter wielding a +3 battle axe, including weapon specialization in the battle axe, combat dominance, and an extra attack per round. Combined, these grant the 11th level wizard two attacks per round with a +15 to hit and 1d8+5 points of

damage per successful strike. The material spell component is a rag stained with the dried sweat or blood of a mighty warrior.

MANGOLD THE MAGNIFICENT

Mangold the Magnificent has spent his life exploring polymorphic properties and the principles of cloning, said to have been perfected by the ancient archmagi of the Umeshti. He moved to the Karbosk to explore any Umeshti ruins he could find, in the hopes of replicating their legendary powers over living flesh. In this time Mangold has taken apprenticeship with Nesturon, in the legendary tower of the archmage, where he diligently pursues his arcane research.

MANGOLD'S POLYMORPHIC LIMBS, Level 2 wizard

CT 1 R self D 1 turn/level
SV n/a SR n/a Comp V, S, M

Through the power of this transmutation, the wizard is able to transform limbs of himself or into any sort of tail, leg, or claw-like appendage necessary for the task at hand. For example the wizard could transform his arms into the arms of a great ape in order to facilitate easier climbing, or transform his legs into the tail of a mermaid in order to swim more easily in rough waters. Using the limbs for such purposes grants the caster a +5 to circumstance checks as they pertain to the chosen task. Characters seeking ostrich legs would gain a +10 to movement rate for the duration of the spell. Characters transforming their arms to claws or tentacles gain natural attacks appropriate to their size. For example a small character would gain a claw attack dealing 1d4 points of damage, medium creatures would gain a claw attack dealing 1d6 points, and large casters would gain a claw attack of 1d8 points of damage. Casters are unable to cast spells involving Somatic components until they change their hands back to the finger-like shapes required for complex somatic actions. Characters transforming their arms into bat wings or bird wings would not however gain the ability to fly as natural flying requires massive changes to the skeletal system of the flying creature. It takes one round to switch arms from one sort to another.

MANGOLD'S ADDED ARM, Level 1 wizard

CT 1 R self D 1 round/level
SV n/a SR n/a Comp V, S, M

Through the casting of this enchantment, the wizard may add an additional arm to himself or a willing ally. Upon completion, an additional arm sprouts from his body, which is as strong as the character's original non-dominant hand. The hand may be used to carry extra packages, offer a +2 to dexterity based checks where an "extra hand" would be necessary, or to offer an additional attack. Characters may use the arm to attack with a two-handed weapon on one hand while using a shield for no additional penalty. Alternately characters may choose to use a three-handed weapon approach. In this instance attack penalties are -3 for the primary hand, -6 for the off hand, and -9 for the third hand, modified by the character's dexterity modifier. Thus a character with a dexterity of 18 would suffer no penalty to his primary hand, no penalty to his secondary hand, and a -3 penalty to his third hand.

MAGIC

MANGOLD'S SIMULACRA SWARM, Level 4 wizard
CT 1 hour/simulacrum R touch D 1 day/level
SV n/a SR n/a Comp V, S, M

This spell creates one weak replicant of the caster's choosing per HD of the caster. The attributes of these simulacrum are significantly weaker than that of the base creature, and their outward appearance would in no way pass for the base creature due to more than subtle differences in appearance. The on average the attributes of the replicant are all 1d6 points less than that of the base creature. Otherwise these lesser replicants possess the same powers and abilities of the base class of the subject but only have 1 HD. Replicated spell casters have the ability to use scrolls, wands, and staves, though there is only a 50% chance that they have a memorized spell available to use.

The replicants are not completely under the actual control of the caster though they possess 15-20% of the memories and knowledge of their base creature. The generated replicants are allowed a charisma save versus their creator. If they fail they are emotionally inclined to follow the orders of the caster, and accept his advice and direction in all things. "Free" simulacrum are considered neutral to their creator but can be otherwise charmed or commanded with magic.

Creating a replicant swarm takes time, a stocked laboratory worth over 2000 gp, and material spell components equal to 100 gp per replicant to be created. The caster needs a piece of flesh, hair, fingernail clipping, droplet of blood, or tooth from the subject to be replicated. As they are only half baked in terms of simulacra and other sorts of clones, the simulacrum only survive for one day per level of the caster, unless they have been made permanent through the casting of a *permanency* spell, though one casting of the permanency is required per simulacrum. If slain, or time runs out, the simulacrum dissolve into a puddle of amorphous goo.

MANGOLD'S SUBJACENT SIMULACRUM, Level 5 wizard
CT 6 hours R touch D permanent
SV n/a SR n/a Comp V, S, M

This spell allows the caster to create a lesser simulacrum who bears a better than 80% resemblance to the base creature from which it was crafted. The subjacent simulacrum is considerably weaker than the base creature, however, having only 25-35% of the base creature's HD or levels. This includes skills such as special abilities, spells, or languages. The subjacent simulacrum's attribute scores are 1d4 points lower than that of the base creature as well. The subjacent simulacrum is under the creator's verbal command at all times and can perform autonomous tasks if instructed to do so.

Crafting the *subjacent simulacrum* requires a fully staffed laboratory worth at least 1000 gp, as well as 500 gp in raw materials and an additional 50 gp per HP, and takes a minimum of six hours to complete.

MADAM VERTRENT

A pleasantly plump middle aged form belies the hidden power of this mistress of the summoning arts. Madam Vertrent has spent

much of her wizard's career focused on spells which bring aid to allies, or summon instant armies to do battle on her behalf. Always one seeking knowledge of greater powers, and by proxy, knowledge of greater creatures to summon and command, Vertrent joined the Tower of Nesturon to study under the great archmage himself.

VERTRENT'S EYES OF THE FRISKER, Level 1 wizard
CT 1 R touch D 10 minutes/level
SV none SR yes Comp V, S, M

Vertrent named this spell after her first and favorite familiar, a cat called Frisker. Through the power of this spell the wizard gains twilight vision of a cat and a +2 to senses as they pertain to spotting secret doors, locating traps, or other persons and hidden objects for 10 minutes per level. The material spell components for the *eyes of the Frisker* are a pinch of cat hair and a cat's eye marble.

VERTRENT'S DIMINUTIVE SUMMONING, Level 2 wizard
CT 1 R 50 feet D 1 round/level
SV none SR no Comp V, S, M

This summoning spell channels to dimensions where creatures are of a much smaller stature than their normal counterparts. Through the power of this spell the caster may summon 1 HD worth of monsters per caster level. In the instance of this summoning however, the diminutive creatures who arrive are one quarter the size and strength of the original creature, though the summoned creature itself cannot have a base HD of greater than 2.

Thus a 4th level wizard casting *Vertrent's diminutive summoning* to summon 4 HD worth of orcs would summon four orcs of standard HD and HP, bearing standard weapons that deal approximately 1d8 points of damage. Through the casting of diminutive summoning, spell would call into being 16 orcs who are only two feet tall, have 1d2 HP and deal 1d2 points of damage with their diminutive weapons. The caster does not choose the specific diminutive creatures summoned, though alignment plays a factor and suggestions can be laced into the spell. The summoning components include dried tadpoles and a pinch of hot pepper.

VERTRENT'S PETITE SUMMONING, Level 4 wizard
CT 1 R 30 feet D 1 round/level
SV none SR no Comp V, S, M

Madam Vertrent's explorations of the arcane arts and her penchant for miniature creatures led to the development of this summoner's tool. Through this spell, the caster summons 1 HD worth of monsters per caster level, with no base creature with more than 4 HD. The summoned creatures are half the size, strength, and HD of the original creature. For example an 8th level caster could summon 16 half-sized orcs possessing a 1d4 HD and capable of bearing weapons dealing 1d4 points of damage. The caster does not choose the specific diminutive creatures summoned, though alignment plays a factor and suggestions can be laced into the spell. The summoning components include a dried immature frog, still possessing its tail, and a pinch of hot pepper.

GODS, DRUIDS, AND NECROMANCERS

Listed here are spells granted by the gods, or gleaned through research of supernatural powers which dwell in realms beyond the mortal planes of existence. These are spells of raw nature, and pure chaos, and secrets from that dreaded tome “The Black Libram of Nartarus”. Here too are spells from the “Grimoire of the Hag Queen” and the “Scales of the Dragon”.

BOWBE

Bowbe is primal war god of many barbarian tribes, the foe of Nartarus and Jokashka, as well as Ataxus. His followers believe in a simple lifestyle where the dead lay sleeping in their graves, and the damned burn in hell. They feel that the only law one needs follow is the law of mortal might and strength for perseverance against the outrages of monsters, witches, and demons who have long brought sorrow to the likes of mankind.

BOWBE'S BLESSING, Level 8 cleric

CT 30 minutes	R special	D 1 hour
SV charisma	SR yes	Comp V, S, M*

The caster can affect an area of up to one square mile that he can see. Spells such as *clairvoyance* that allow scrying may change the distance at which the spell may be cast. Once cast, all creatures within the affected area must make a charisma save with a CL equal to the caster's level, or succumb to Bowbe's blessed battle madness. Those who fail succumb to the Welterunng, attacking any foes in sight. While under the effect of *Bowbe's blessing*, they will fight until all living (or undead) beings within the area are dead or the spell has worn off. They do not discriminate between friend or foe, simply attacking the closest opponent. If using the **Fields of Battle™** battlefield rules, each unit, rather than each individual, attempts the save. A unit that succumbs to the battle madness suffers damage equal to half that they inflict every time they deal damage. The material component for this spell is the blood collected in the sacrifice and a bear pelt which must be soaked in the blood and then burnt.

TAXUS THE PILLAR, GOD OF LAW

The following spells are granted to priests of Taxus, though they may be called upon by any cleric of a lawful neutral deity.

WRIT OF JUDGMENT, Level 7 cleric

CT see text	R see text	D see text
SV yes	SR yes	Comp V, S, M, DF

Using a crisp, blank scroll of perfect vellum or papyrus worth at least 100 gp, and ink worth at least 200 gp, the cleric prepares a scroll with the legal writ of the deity upon it. The scroll takes one hour to write. Once completed the writ may be read before the forces of chaos. The writ may be read for one round per two caster levels. Upon its reading all chaotic foes within hearing of the cleric or sight of his writ must make a wisdom save or face the following effects.

- | | |
|---------|--|
| 1-3 HD | Lay down on the ground and surrender |
| 4-6 HD | Flee from the cleric for duration of the reading |
| 7-10 HD | Stand their ground but be unable to attack or take action against the cleric |

- | | |
|----------|--|
| 11-15 HD | Take any action but at a -4 to attack and damage rolls, and -4 to attribute checks |
| 16+ | -2 to attacks and damage, -2 to attribute checks while the writ is read |

PILLAR OF LAW, Level 5 cleric

CT see text	R self	D see text
SV yes	SR yes	Comp V, S, M, DF

A powerful spell wrought by the priests of Taxus, god of law, to protect their comrades in arms. The *pillar of law* infuses the cleric with the strength of Taxus himself, making him an immovable pillar of defense. The cleric doubles in size, gaining a +4 to strength, a +2 to constitution, a +5 to AC, and SR of 10 for the duration of the spell. The cleric occupies a space 10x10 feet and acquires a reach of 10 feet. He may cast any spell and use any weapon or item in his possession. While under the effects of the spell, the cleric may not move and is in essence fused to his location until the spell effects wear off or he dismisses the spell.

BLINDFOLD OF JUSTICE, Level 3 cleric

CT 1	R self	D 1 round/level
SV no	SR yes	Comp V, S, DF

Through the power of this spell, the cleric is given the exceeding ability to blind himself to sensations of good and evil as they pertain to the adherence to law, and the administration of justice. While under the influence of this spell the caster gains a +3 AC bonus and a +3 to saves against good- or evil-aligned foes. Chaotic enemies suffer a -3 to saves against the effects of the cleric's own magic while this spell remains in effect. Furthermore the *blindfold of justice* grants the cleric the able to detect the presence of hidden chaotic foes within 30 feet of himself in a general manner (i.e.: he knows that a chaotic enemy is to his left or right, above, below, or behind him, though not necessarily how far away or how close).

GAVEL OF LAW, Level 4 cleric

CT 1	R 150 feet	D n/a
SV see text*	SR yes	Comp V, S, DF

The caster summons into being a spiritual mallet which strikes down with great force upon chaotic-aligned enemies, sending them flying in a punishing shock wave of destruction.

The *gavel of law* strikes all beings within a 30 feet radius, dealing 1d8 points of damage per two levels of the caster, and forcing victims to make a successful dexterity save or be hurled 1d10 feet in a random direction and thrown prone. The *gavel* has no effect against lawfully-aligned beings. Neutral-aligned beings must make the save versus being thrown prone, but do not otherwise take damage from the *gavel's* effects.

RIACHEE THE RAT GOD

Keeper of Darkness and Disease, the Rat God is a hidden creature, worshipped by beggars, thieves, and lycanthropes. Riachee's priesthood represents the insidious nature of their deity, who is always around, watching with red eyes from the darkness.

GODS, DRUIDS & NECROMANCERS

TRAP RESISTANCE, Level 2 cleric or druid

CT 1	R self	D 10 minutes/level
SV none	SR yes	Comp V, S, M, DF

Through the casting of this spell, the cleric becomes fully invulnerable to one non-magical trap such as a pit trap, arrow trap, spear trap, smashing wall trap, or guillotine wire spring trap and the like. The cleric receives a +5 to saves versus the effects of one magical trap while the spell is in effect.

The additional material component to this spell is a sliver of cheese or pinch of peanut butter.

BONES OF THE RAT, Level 3 cleric or druid

CT 1	R touch	D 1 minute/level
SV n/a	SR yes	Comp S, DF

Through the power of the Rat God, the caster causes the recipient of this spell's bones become soft and pliable, allowing him to squeeze through bars and crevices as small as an inch thick. This way a character may squeeze underneath a door, or between iron bars without difficulty. He could squeeze into a narrow fissure of rock and out the other side so long as he does so in the allotted time. Characters moving through narrow cracks do so at half their normal movement rate and cannot "run" or otherwise double their speed. If a character runs out of time while caught in a crack, he becomes stuck and suffers 10d6 points of damage per round, until he is freed or expires.

Recipients of the *bones of the rat* spell gain a temporary immunity to non-magical bludgeoning attacks.

FORM OF THE SWARM, Level 2 cleric, Level 3 witch

CT 1 action	R self	D 1 turn/level
SV n/a	SR no	Comp V, S

The caster transforms into a swarm of rats, able to fit through tiny openings, or squeeze under doorways. The caster gains a bite attack dealing 1d6 points damage to anyone caught within the swarm. The caster takes only one-third damage from physical attacks and half damage from magic while in the swarm shape. The caster may transform back and forth from swarm to normal shape as a full round action for the duration of the spell.

RIACHEE'S FOOTPRINT, Level 2 cleric, Level 3 druid

CT 1	R touch	D 10 minutes/level
SV n/a	SR yes	Comp V, S, DF

The casting of this spell temporarily grants the recipient the abilities of Climb and Move Silently as if he were a rogue or assassin of equivalent level to his base class. If the recipient is a rogue or assassin, he gains a +5 to his Climb and Move Silently attempts. While under the effects of the spell, characters are assumed to be prime as it pertains to attempts in the Climb and Move Silently abilities.

RIACHEE'S FEVER, Level 7 cleric, Level 8 druid

CT 1	R 20 feet	D permanent
SV yes	SR yes	Comp V, DF

Through the utterance of this terrible curse, venerates of the Rat God infuse their foes with a debilitating disease. *Riachee's*

fever affects 2 HD worth of foes per level of the caster; thus, a 12th level cleric could grant *Riachee's fever* to up to 24 HD worth of victims. Victims must make a successful constitution save or become infected, immediately suffering 1d4 points of both temporary constitution damage and temporary intelligencedamage. Characters continue to suffer 1d4 points of intelligenceand constitution damage every hour until the disease is cured with a *remove disease* spell, or a paladin's Remove Disease ability. Victims whose intelligenceis reduced to 3 or less become violent and difficult to manage as they hallucinate and see friends as monsters and enemies, attacking anyone they see with tooth and claw. Those bitten by a victim infected with *Riachee's fever* must make a constitution save or become infected with the disease as well. Victims whose constitution score reaches zero, die.

Riachee's foul high priests have been known to unleash this terrible curse within the slums of large cities, and upon village communities. Often the disease is mistaken for a zombie outbreak, resulting in horrible loss of life due to disease and resultant purges.

RIACHEE'S BITE, Level 2 cleric, Level 3 illusionist

CT 1 action	R self	D 1 round/level
SV constitution (special)	SR no	Comp V, S, M

The caster grows rat-like fangs over his upper and lower incisors that afford the caster a bite attack which deals 1d4 points of damage. Victims of the bite must make a constitution save or become infected with effects similar to Raichee's Fever, granting a -2 to saves, attack rolls and damage. Unlike a true disease, these effects wear off at the end of the spell's duration.

RIACHEE'S MASK, Level 3 cleric, Level 4 illusionist

CT 1 action	R self	D 1 turn/level
SV no	SR no	Comp V, S, M

The *mask* of Riachee grants the caster the Scent ability, twilight vision and the ability to Move Silently as a rogue of the same level as the caster. He likewise gains the ability to understand and communicate with rats. For all intents and purposes the caster is perceived as a were-rat or dire rat of a size appropriate to their race. This grants the caster +4 circumstance bonus to charisma checks used when dealing with races of the Rat God. One wearing *Riachee's mask* may only be known for his true form through the use of a *true seeing* spell. The material spell component is a rat's whisker and a pinch of rat dung.

RIACHEE'S WHIP, Level 3 cleric or druid, Level 4 wizard

CT 1 action	R self/ 20 feet attack	D 1 round/level
SV no/strength escapes	SR self	Comp V, S, M

The caster grows a long, warty, hairless, rat-like tail. This tail is prehensile, and may be used as a rope to climb a distance of no more than 20 feet. Likewise the tail may be used as a whip, attacking opponents within 20 feet of the caster, dealing 1d4 points damage +1 point per two levels of the caster. On a successful hit the caster may choose to entwine the victim, dealing continuous constriction damage every round unless a successful strengthcheck is

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made by the victim to break free. The tail has an AC of 14 and 2 HP per level of the caster. If the tail is cut free, the caster takes half of that damage to his own person.

ATAXUS

The god of chaos is twin brother to Taxus the Pillar, god of law. Although not necessarily malevolent, Ataxus is known for his firm refusal to obey the will of others. He points out the injustice of forced justice, and the loss of freedoms associated with tying oneself blindly to dogma.

MADNESS OF ATAXUS, Level 5 cleric, Level 6 illusionist
 CT 1 R 30x30 of Caster D 1 round/level
 SV yes SR yes Comp V, S, DF

This gift from the god of chaos grants his faithful prophets the power to twist the minds of their enemies with the raw madness of pure chaos. Upon the reading of this prayer all foes within a 30x30 feet area must make a wisdom save or be afflicted with acute psychosis. Characters who fail their saves take the following d12 action for the duration of the spell, or until the magic is dispelled.

1. Attack self with weapon at hand
2. Attack allies with weapon at hand
3. Eat refuse, dirt, stones, or rubbish (suffering 1d6 points of damage per round)
4. Sit on the floor in a catatonic state
5. Wander away in random direction at full movement rate
6. Climb to the highest height possible and leap to his doom. If he survives, repeat.
7. Ask others for money and directions home
8. Carry on a conversation with dead friend or relative
9. Begin prophesizing the end of the world
10. Busy self by filling underpants or armor with insects (ants, roaches, etc.)
11. Smash head repeatedly into wall (suffering 1d6 points damage per round)
12. Cry uncontrollably while screaming at the top of his lungs (attracting random monsters)

The CK is free to amend or add to this list with any appropriate psychotic behavior. Unlike *confusion* or similar spells, the victim of this spell does not gain additional saves as he damages himself. He cannot be dissuaded from his task and fights violently against anyone who attempts to stop him from enacting his mania.

ATAXUS' LASH, Level 5 wizard or cleric of Ataxus
 CT 1 standard action R personal D 1 round/level
 SV wisdom SR yes Comp V, S

When this spell is cast, the caster creates a cat-o-nine tails composed of swirling chaotic energies that he can wield in battle. The lash strikes as a melee weapon and deals 1d4+1

point of damage per level of caster (1d4+9 at level 9, 1d4+10 at level 10, etc.). In addition, each person struck must make a wisdom save or suffer the effects of a *confusion* spell for 1d4 rounds.

MASK OF CHAOS, Level 2 cleric, Level 3 illusionist
 CT 1 R 100 feet D 1 round/level
 SV yes SR yes Comp V, S, DF

With the utterance of this prayer, the prophet of the Mad God creates an ever-shifting mask of faces which obscures his true visage, leaving him indescribable to the casual observer. Any living creature who attempts to attack the cleric while under the effects of this spell must make a successful wisdom save or become mildly confused and forget what he was doing for one round, losing any additional actions. He may attempt to attack the cleric on the following round but must attempt an additional wisdom save in order to succeed. Characters who succeed their wisdom saves do not have to make any additional wisdom saves to attack the target, though they are unable to make out the actual identity of the cleric. Attempting to avoid looking at the *mask of chaos* forces the attacker to take a -4 penalty to his attack rolls as he swings wildly. A roll of natural 1 made by an attacker attempting to avert his gaze automatically strikes any adjacent target.

ATAXUS' SECOND CHANCE, Level 1 cleric
 CT 1 R touch D 1 hour/level
 SV yes SR yes Comp V, S, DF

The Chaos God loves a good joke and a game of chance. Thus he offers his priesthood the ability to bless their flocks with an old-fashioned second chance. While under the effects of this blessing a character may take a re-roll over any single attack or attribute check. Once the re-roll has been made the character is stuck with the decision of the roll and the *second chance* is expended. The *second chance* may be cast on a character more than one time in a day, however a character cannot have more than one active *second chance* spell upon his person at any one time.

CURSE OF LAWFUL STUPIDITY, Level 4 cleric
 CT 1 R 100 feet D 1 day/level
 SV yes SR yes Comp V, S, DF

Ataxus bequeaths this curse to his follower as a foil against the workings of venerators of his twin Taxus, god of law, and Vanium, lord of good. This curse affects only beings of lawful alignments. Lawful beings who fail their wisdom save versus the *curse of lawful stupidity* suffer a -4 to wisdom based attribute checks and wisdom saves for the duration of the spell. While under the effects of the curse, lawfully-aligned, level-headed individuals who typically make measured decisions find themselves ruled by emotion and gut instinct, though they see these emotions as just and righteous. Characters miss obvious clues about the nature of individuals and find themselves easily taken advantage of by others who would manipulate them into making foolish and self-destructive decisions.

The spell may be dispelled by the caster, a *remove curse* spell, or similar enchantment-breaking magic.

GODS, DRUIDS & NECROMANCERS

CURSE OF ILL FORTUNE, Level 5 cleric

CT 30 minutes

R 1 mile/caster level

D permanent until removed

SV charisma

SR yes

Comp V, S, M*

The *curse of ill fortune* can be cast on one target that the caster can see within one mile per level. Scrying and other magic can be used to see the victim when casting, but the victim must be on the same plane as the caster. The target must make a charisma save with a CL equal to the level of the caster of the curse. If the save is failed, the target suffers from ill fortune. Every time he makes a check, saving throw, or attack roll, he rolls 1d6 in addition to the d20, and subtracts the result of the d6 from the d20 roll. The material component of this spell is the blood from the sacrifice and a pair of knuckle bones made from human bones.

FYTHELE

Though she is co-ruler of the realm of the light fey and birthplace of the elven races, Fythele's followers are rare in the Haunted Highlands. Her granted powers draw from the supernatural spirit that resides within all living things.

AURA OF THE FEY QUEEN, Level 8 illusionist, cleric, or druid

CT 1 action

R 450 feet

D instantaneous

SV charisma (partial)

SR yes

Comp V, S, M

When this spell is cast, the caster's face takes on the appearance of Fythele, the Fey Queen, in all her stunning beauty. The caster can then make a gaze attack at one target. The target, seeing Fythele's deadly beauty, must make a charisma save or be struck dead by her unearthly visage. Even if the target saves, he is blinded for one minute per caster level by the unearthly beauty of the Fey Queen. The material component for this spell is a finely crafted mirror costing at least 50 gp which must be shattered in the casting.

LOST IN THE WOOD, Level 6 cleric or druid

CT 1

R 200 square feet/caster level

D 10 minutes/level

SV see text

SR no

Comp V, S, DF

Through the power of this prayer to the Fey Queen, the cleric or druid summons the power of nature to confuse enemies so the chase may be hindered, and legitimate tracks temporarily change to dead ends, and paths become suddenly blocked. Flowers and trees have been known to temporarily switch places and trails suddenly become overgrown with thickets of briar.

The spell affects an area of 200 square feet per caster level. Characters within the area of effect of this spell may make an intelligence save to determine that they have wandered in circles or been led to a dead end trail that was previously not a dead end. A *detect magic* spell reveals that the area is under an enchantment and successfully casting *dispel magic* shifts the terrain back to its appropriate original condition.

PIXIE DUST, Level 5 cleric or druid

CT 1

R special

D 10 minutes/level

SV none

SR yes

Comp V, S, M, DF

This spell conjures small amounts of pixie dust into being, which allow the caster and up to one ally per two levels of the caster to fly like a pixie. Creatures imbued with the pixie dust may ascend at 30 feet per round and can fly at 60 feet per round for up to 10 minutes per level of the caster. When the pixie dust wears off or is dispelled the flier gently floats to the ground. The spell actually requires a small pinch of pixie dust as a material spell component. This has a rare item's cost of around 100 gp.

DANCE OF FEY COURT, Level 6 cleric or druid

CT 1

R 40 feet

D 1d4 minutes

SV yes

SR yes

Comp V, S, DF

This prayer to the Fey Queen summons the jovial cacophony of the fey court, causing all living beings within ear shot to make a wisdom save or stop what they are doing and begin a jolly dance with one another. The music and dance both grow in speed and intensity as the dance wears on so that creatures must make a constitution save at the end of each minute of dancing or faint from over exertion, remaining unconscious for one minute per minute that they danced.

Dancing beings suffer a -4 to their standard AC bonus as well as losing any shield or dexterity bonus, as they are so deeply focused on correctly performing their various dance steps. If a dancer is physically attacked or injured in any way while in the dance, the charm is broken. There is a 1% chance that the dancer's shoes are worn out after the dance, which would require the services of a leprechaun or a good cordwainer to repair.

At the end of the dance all dancers are somewhat winded and need to take a brief rest of 1d6 minutes or suffer -2 to all attack rolls and attribute checks until they have caught their breath.

The music from the dance is loud enough that it is likely to attract the attention of wandering monsters. The CK should consult any wandering monster charts once every minute that the *dance of the fey court* is in effect. Wandering monsters are also subject to the dance and must make saves accordingly.

JOKASHKA THE HAG QUEEN

The wretched twin of Fythele, Jokashka is queen of hags, witches, and dark druids. Her followers seek always to disrupt and pervert nature to their own ends. Any spells dedicated to the Hag Queen may be substituted for equivalent level spells found in the hag monster descriptions of *Monsters & Treasure*.

AFFLICTION OF THE BEAST, Level 8 cleric or druid

CT 1 action

R 50 feet

D permanent

SV wisdom

SR yes

Comp V, S, M

The witch binds her foe with dark rites, transforming it into a lycanthrope of her choosing. The afflicted is forced under the dominant control of the witch who is considered alpha beast to the victim. At the instant that the spell is cast, the creature transforms into a lycanthropic version of its former self, gaining the attacks, alignment and special abilities of its new form, but retaining its original HD, HP and most class abilities (class abilities are lost in the case of goodly-aligned clerics, or

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paladins). The afflicted remains in this form for a period of 24 hours in which time it must slay and devour a sentient living being of at least 1 HD. This slaughter seals the curse, making it permanent. Once permanent the afflicted may shift back to its natural form. If the afflicted fails to slay and consume suitable prey, it dies a cursed death. Those who die a cursed death may only be raised if *remove curse* is cast upon its corpse, and then only through the power of a *resurrection* or *wish*. The material spell component is a pelt and salve made from the sort of beast that the witch wishes to afflict with lycanthropy.

BLACKENED EARTH, Level 8 cleric or druid

CT 20 minutes R 1000 yard radius around caster
D see text SV none
SR no Comp V, S, M, DF

Clerics of the darkest powers call upon this brutal spell to lay waste to farmland, fields, and villages. When this terrible curse is unleashed, the land surrounding the follower of the Hag Queen becomes not only devoid of life, but unable to sustain any plant life for two years. Trees, grasses, and other plants wither and die over a period of 2d4 weeks as the spell takes brutal hold and animals flee the area. During this time, the land can be rescued with the aid of powerful druids and clerics, but after this time passes, only a *wish* spell can bring life back to the land before the two-year duration of the spell expires. It is a dark weapon of the patient, weakening enemies through starvation and famine before even bothering to attack.

Wells and other sources of water are left sterile and devoid of life, though not poisonous in any way. Rivers carrying other fish and animals into the area can eventually repopulate but any plants requiring sustenance from the soil cannot grow for two years.

The material component of this dark spell is the blood of a demon which is mixed with the earth of the location to be blackened and then thrown into the air during the incantation.

CKACKLE OF THE HAG QUEEN, Level 2 cleric, Level 1 druid or necromancer

CT 1 action R 25 feet radius D 1d4 rounds
SV yes SR yes Comp V, S, M

Calling upon the powers of the dark court, the hag is capable of emitting a horrifying screeching cackle that causes anyone hearing it to make a save versus fear or suffer -2 to all rolls for 1d4 rounds.

CARNIVOROUS CAULDRON, Level 3 cleric or druid

CT 1 R 50 feet D 1 round/level
SV none SR no Comp V, S, M, DF

Through the casting of this spell the crone animates her cauldron into a killing machine which fights as her surrogate, guarding her and following her orders. The cauldron remains animated for one round per level. The cauldron has a movement rate of 30 feet and 1d6 HP per level of the caster up to 12 HD. The cauldron otherwise possesses the following statistics:

(The **CARNIVOROUS CAULDRON** is a neutral, animated object whose vital statistics are HD 1d6/HD of caster

and AC 18. The cauldron's primary attributes are physical. It attacks with a bite for 1d8 points of damage and has a movement rate of 30 feet.

At the end of the spell's duration the cauldron transforms back into a normal, non-magical cauldron. The cauldron can be dispelled with a successful *dispel magic* spell. If the cauldron is reduced to zero HP it is destroyed and cannot be repaired save by magic or physical repairs equal to half of the original cost of the cauldron. A minimum two-gallon cauldron is required for the casting of this spell.

GRAVE TO THE CRADLE, Level 7 druid, Level 8 cleric

CT 1 R 50 feet D permanent (special)
SV wisdom negates SR yes Comp V, S, M

Through the rattling of a tiny silver rattle and the calling of strange forces, the caster selects one target for this curse which peels the years away from its victim, turning him instantly into an infant on a failed wisdom save. This spell may be countered with the *ghostly grip*, a *greater restoration* spell, or a *limited wish*. As an infant the victim has the same HP that he had prior to succumbing to the spell. He has an AC of 8, retains all his memories, but does not have the ability to speak, other than to cry.

NOTE: This spell may not be used to unnaturally extend the life of the caster or his victims.

The material component for this spell is a silver rattle of fine craftsmanship worth at least 50 gp.

CHANGELING CURSE, Level 6 witch, illusionist or cleric (of Jokashka)

CT 1 turn R 200 feet D permanent
SV wisdom negates SR yes Comp V, S, M

The *changeling curse* has long been used by witches to wreak vengeance upon women who have broken a deal or shown disrespect to their powers. Through the casting of this spell, the witch steals a newborn infant from its crib. The babe is instantly substituted with a wicked imp, poly-morphed to the likeness of the original child and bent on the murder of its surrogate parents. Many horror tales are told of what the witches and hags do with the stolen child.

CHOKING VINE, Level 3 druid

CT 1 action R 50 feet D 1 round/level
SV dexterity SR no Comp V, S, M

With this spell, the druid creates a hideous vine that encircles the throat of the target and attempts to choke the life out of him. The target can evade the vine's grasp with a successful dexterity save. If the save fails the vine grabs hold of the target and begins to choke him. The vine reduces the target's constitution by 1d4 points per round, and the victim becomes unconscious when his constitution is reduced to 0. Once the constitution is reduced to 0, the vine chokes the victim to death in two rounds. A choking victim, or someone helping him, can try to break the vine's hold with a successful strengthcheck (CL: 3). Once the victim is freed, it takes him one round to

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recover his lost constitution points as he catches his breath. He is unable to act during this round. If the spell expires before the victim is reduced to 0 constitution, the vine dissipates, and the victim recovers in one round as above.

FEAST OF SWEETS, Level 4 cleric or druid

CT 10 minutes R 50 feet D permanent
SV yes SR yes Comp V, S, DF

The crones and hags who follow the queen of the dark fey are renowned for their love of the fattened flesh of humanoid children. Through the casting of this spell the crone creates a feast of pies, cakes, cookies, candy, and sweetened drinks suitable to feed three medium-sized humanoids. Creatures who encounter the feast must make a successful wisdom save, or stop and eat until all of the sweets have been devoured. The feast causes the eater to gain 6d12 pounds by the time the feast is completed. The character loses one point of his constitution score for every 10 pounds that he gains and lose one foot of base movement rate as lethargy sets in. Any weight over 10 pounds gained forces the character to change out of his armor as his clothes and equipment suddenly become too tight. Seams in pants split and belts become too constricting to wear. The weight may be removed and constitution returned via a *remove curse* or *lesser restoration* spell.

USEFUL CAULDRON, Level 6 cleric or druid

CT 5 minutes R 10 feet D. see text*
SV n/a SR n/a Comp V, S, M, DF

The crone is capable of calling forth a random useful object, livestock, or transport of up to one cubic foot per caster level, from her caster's cauldron. The object may be any combination of non-precious metal, wood, vegetable matter, meat, or foodstuffs that are potentially needed by the crone at the time of casting. Food and drink last until consumed or they naturally rot. Armor, weapons, and mundane items such as ladders, tools, camping gear, horses, flatboats, or the like, last one hour per caster level. Consult the equipment lists from the *Players Handbook* for the sorts of things that can be drawn from the cauldron.

The material spell component is a minimum two-gallon cauldron which has been blessed with a *bless* spell in the name of the Hag Queen.

FLYING CAULDRON, Level 4 cleric or druid

CT 1 R touch D 1 minute/level
SV n/a SR n/a Comp V, S, M, DF

Through the power of Jokashka, her crones may temporarily enchant their cauldrons so as to use them to fly for a short period of time. The casting requires a large cauldron of at least 30-gallons but no larger than 60-gallons, which is capable of carrying the cleric.

The *flying cauldron* is capable of achieving speeds of up to 60 feet per round, ascending at a rate of 30 feet per round and going into a dive of up to 120 feet per round. If dispelled or the duration runs, out the cauldron and all of its contents float gently to the ground. The cauldron is capable of hovering at the

command of the crone and can hold its gallon volume of weight in objects and passengers.

JOKASHKA'S KISS, Level 9 cleric or druid

CT 1 action R touch D 1 year/level of the caster
SV wisdom negates SR yes Comp V, S

The witch's *kiss* places her victim into a deep and enduring slumber. The victim does not age while in this slumber, nor does he dream. This spell is otherwise identical to *temporal stasis*.

LIAR'S TONGUE, 5th level Druid, 6th Cleric

CT 1 R 50 feet D 1 round/level
SV charisma negates SR yes Comp V, S, DF

Although similar to a *discern lies* spell, the caster may only affect one living target upon which he concentrates. If a target knowingly tells a lie, his tongue drops out, swelling to the size of a large constrictor snake that attacks the target. The constricting tongue fights until slain. The victim's tongue eventually grows back, but this takes one day per level of the caster. The tongue may be re-grown magically through use of a *heal*, *regenerate*, or *limited wish* spell. Spell casters who lose their tongue to a *liar's tongue* spell may not cast spells that require the verbal component.

The material spell component is the dried tongue of a toad or newt.

LOCKJAW, Level 3 druid, Level 4 cleric

CT 1 R 20 feet D permanent
SV wisdom SR yes Comp V, S, M

Favored by witches and hags, the curse of *lockjaw* seals the jaws of its victim tightly, so that he can do no more than grunt and slobber, unable to speak coherently to cast spells nor prize his mouth open far enough that he may eat or drink. Victims of this spell most frequently starve to death or die from thirst within a few days of having been inflicted with this curse. The spell may only be removed through the casting of a *remove curse* spell, or through the use of a *limited wish*.

MOONSHINE, Level 5 druid, Level 6 cleric

CT 1 action R 60 feet radius D 1 turn/level
SV wisdom SR yes Comp V,S,M

This powerful spell has multiple effects for the witch who calls forth the power of the moon. A brilliant disk-like simulacrum appears over the head of the witch casting its light in a 60 feet radius. The disk forces any lycanthrope to transform instantly into his hybrid shape unless he makes a successful wisdom save. Lycanthropes that are forced into their hybrid forms are under the command of the caster for the duration of the spell, though they gain an additional wisdom save every turn to break free.

NYMPH OF DOOM, Level 5 illusionist

CT 1 action R 150 feet D 1 round/3 levels
SV intelligence SR no Comp V, S, M

The illusionist selects one target within range, and creates the image of an alluring nymph that beckons the target to embrace her. If the target fails his save he is filled with a desire by the illusion and attempts to embrace the nymph. When the target is

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firmly in the embrace of the nymph, the illusion becomes visible to others and the nymph seems to transform into a succubus. Others viewing the illusion gain a save versus intelligence if they disbelieve the illusion. The illusionary succubus kisses the target and drains one level per round that the illusion persists. The material component for the spell is a strand of hair from either a succubus or a nymph.

YILISIA'S ECSTASY, Level 5 druid or illusionist

CT 1 action R 60 feet D 1 round/level
SV charisma partial SR yes Comp V, S, F

Sometimes it is as effective to strike an enemy with pleasure as it is with pain. Yilisia, a succubus of astounding beauty and power, created this dark, twisted spell that debilitates its victims with pleasure. A single target within range of the witch is struck with such intense pleasure that he is unable to cast spells and has a -4 penalty on all attack rolls and saving throws for the duration of the spell. A successful charisma save limits the effect to a single round.

The focus for this spell is a vial of succubus blood that is held and pointed at the target.

YILISIA'S MOAN, Level 6 druid or illusionist

CT 1 action R 30 feet radius around caster
D 1 round/level SV charisma negates
SR yes Comp V, S, F

Seduction and pleasure are merely weapons in the arsenal of a succubus. Yilisia, a succubus so skilled she is legend even among demons, created a way to bring forward the most ecstatic thoughts and dreams in everyone around her with a single moan. Everyone within a 30 feet radius of the witch casting this spell suffers throws of ecstatic pleasure, such that they are left unable to cast spells and suffer a -4 penalty on all attack rolls and saving throws. Although similar to *Yilisia's ecstasy*, this spell affects all targets in the area and a successful constitution saving throw negates the effect.

The focus for this spell is a vial of succubus blood that is flourished about the caster in bold movements.

KHARZARN THE CRUEL

Lord of slavers, Kharzarn's priesthood provides lawful basis for the bondage of sentient beings. Kharzarn's priests are experts in torture, humiliation, and pain, as reflected by the unholy power he grants his clerics.

KISS OF THE IRON MAIDEN, Level 5 cleric

CT 10 minutes R 1 mile/caster level
D permanent until removed SV constitution
SR yes Comp V, S, M*

The *kiss of the iron maiden* can be cast on one target that the caster can see within one mile per level. Clairvoyance and other similar magic can be used to see the victim when casting, but the victim must be on the same plane as the caster. The target must make a constitution save with a CL equal to the caster's level. If the save is failed, the target is wracked with pain as if

he were being tortured within an iron maiden, until dead. The victim loses 1 HP per hour and suffers a -2 on all attacks, saves, attribute checks, and damage rolls from the debilitating pain. Characters cannot heal naturally, though they can be kept alive via magical healing until the curse has been removed. The *kiss of the iron maiden* may be removed with a *remove curse*, *limited wish*, or *wish*. The material component for the spell is 1d8 HP worth of fresh blood, and an iron maiden which has been blessed by a cleric of Kharzarn. The blood is poured over the iron maiden, and consumed in the casting. The iron maiden can be reused.

HELLFIRE BOLT, Level 3 cleric, level 2 wizard

CT 1 action R 50 feet D 1 round
SV constitution SR yes Comp V, S, M

The caster brings forth a bolt of hellfire that strikes its intended target for 2d6 points of damage, but the worst part is it seems to sear the very soul of the target leaving him stunned for one round and unable to act. The target may make a constitution save; a success means the target is not stunned and only takes half damage from the hellfire bolt. The material component for this spell is a small vial of brimstone that is consumed in the casting.

HELLFIRE SHIELD, Level 4 cleric

CT 1 action R self D 1 round/level
SV none SR yes Comp V, S

Crackling purple and blue flames surround the cleric in a hellish halo of power. The curling flames grant a +1 bonus to AC as well as returning all melee damage to attackers in the form of soul-burning flames that leap from the caster's shield onto the attacker's body.

HELLFIRE MACE, Level 3 cleric

CT 1 action R self D 1 round/level
SV none SR no Comp V, S

The caster summons a sturdy mace made of crackling purple and blue flames. This potent weapon is powered by the evil forces of hell, granting the caster powers far beyond normal at this level doing physical damage as a heavy mace (1d8 + strength bonus) while also tearing at the soul of the victim. In addition to the physical damage, a *hellfire mace* deals 1d4 points of temporary constitution damage (regained after one hour of rest). The hellish powers behind the mace are greedy though; the wielder suffers one point of temporary constitution damage (as above) on each successful strike. If a victim, or the caster, is brought to 0 constitution his soul is immediately sent to Hell to be tormented eternally and he can not be brought back by any spell short of a *wish* or *true resurrection*.

The *hellfire mace* is particularly powerful against good-aligned outsiders, but a battle against outsiders increases the thirst of the mace. Against a good-aligned outsider the mace deals 2d4+2 points of temporary constitution damage (as above) and 1d4 points of temporary constitution damage to the caster. Outsiders slain with the mace return to their natural plane of existence and are banned from returning for 2d4 years. Outsiders slain on their home plane can't be returned to life by any means.

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KHARZARN'S SCOURGE, Level 2 cleric

CT 1 action R self D 1 round/level
SV n/a SR yes Comp V, S

The spell causes a sickly green glowing scourge to appear to appear in the hands of the caster. The caster can use the scourge to strike at foes. It is the equivalent of a +2 weapon, granting +2 on attack rolls with it and dealing 1d6+2 plus the strengthmodifier of the caster on the round in which it strikes. The wounds caused by the scourge continue to bleed, dealing one point of additional damage per round. The bleeding of each wound lasts one round per level of the caster.

MARK OF THE SLAVER, Level 4 cleric

CT 1 action R touch D until removed
SV charisma SR yes Comp V, S, M

With the cleric's touch, the target is marked with the sign of a pariah. All who see the sign shun the victim, refusing direct entry to homes, places of business, temples, shrines, etc., and refusing to interact with him in any way, from simple conversations to exchanging of goods or any other sort without permission of the cleric who bound the target with the mark. The mark of the slaver remains until it is dispelled either by a *dispel magic* or a *remove curse*. The target must make a charisma save when touched to avoid the effects of the mark. The material component of this spell is a piece of charcoal used to make the mark on the caster's hand. The spell transfers the mark to the target's cheek.

TAINTING TOUCH, Level 2 cleric or druid

CT 1 action R touch D 2 rounds
SV none SR yes Comp V, S, DF

This spell cloaks the caster's hand in a miasma of foul energy that is released on a successful attack roll. The foul energy taints the victim causing good or neutral clerics to lose the connection with their god for a period of two rounds, making it completely impossible for them to cast spells or turn undead. Paladins tainted with this dark miasma lose their divine aura and ability to turn undead for two rounds. The evil cleric must make a successful attack roll in order to discharge the spell; it is not discharged if he is touched by an attack.

THE KHAN

The god of war is worshipped by many races, including the hobgoblins of Yulgam Kak in the north, as well as the djinn-haunted steppes of Jiron to the east. His priests thirst for war and conquest in his bloody name. Divine power called down in his name is militant in nature and destructive to the extreme.

STORM OF ARROWS, Level 5 cleric

CT 1 R 500 feet D instantaneous
SV yes SR yes Comp V, S, DF

A spell favored by the Khan, god of war, the *storm of arrows* conjures just that on behalf of his honored priests. Upon completion of this spell a loud thunderclap is heard and from it rains a cloud of enchanted arrows 50 feet in diameter which descends down onto a chosen spot of the battlefield. All beings



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within the area of effect are bristled with a cloud of enchanted arrows. The arrows are treated as +1 for the purposes of defeating magical weapon resistances and deal 1d6 points of damage per level of the caster, though a dexterity save is allowed for half damage. The Khan's war priests use this spell with great impact upon the battlefield as it is injurious over a broad plain. The arrows do not distinguish between friend or foe and deal damage to any of the cleric's allies caught within the cloud.

HELL BORN LEGIONNAIRES, Level 6 cleric

CT 1 R 50 feet D 1 round/level
SV none SR no Comp V, S, DF

This spell summons into being one full squad of the Khan's own fiendish Waing Legionnaires per five levels of the caster. Each squad is comprised of five 5th level fighters who serve the war priest unwaveringly.

Their individual statistics are as follows.

WAING LEGIONNAIRES: *(They are lawful evil male Waing 5th levels fighters whose vital statistics are HD 5d10+5, HP 39, and AC 17. Their primary attributes are strength, dexterity, and constitution. Their significant attributes are strength 17 and constitution 15. They have a +2 to saves versus cold, fire, and electricity and a Spell Resistance of 2. They wear chainmail, and they carry a light steel shield, a bastard sword, and a composite longbow with 40 arrows.)*

For players and CKs using the **Fields of Battle™** rules set, the legionnaires are capable of fighting in squad formation, keeping the cleric as their field commander.

KYULESHEDRAC

The dragon priests of far off Jiron have occasion to travel throughout the world seeking to worship and offer sacrifice to the terrestrial embodiment of the True Wyrms. As the dragon is the most inherently magical creature of all magical beasts, wizards have long traced the essence of their power to the children of Kyuleshedrac. For this reason many spells available to the Dragon Priesthood are also available to wizards.

DRAGON BREATH, Level 4 wizard, Level 3 cleric

CT 1 standard action R 30 feet cone D 1 round
SV dexterity for half SR no Comp V, S, M

When a wizard casts this spell he is able to breathe like a dragon for one round. The material component for this spell is a scale of a dragon, and the type of breath weapon the wizard gains depends on the type of scale used. The scale is consumed in the casting. When the wizard breathes, he creates a 30 feet cone of the appropriate breath weapon type. All within the cone take 1d6/caster level damage of the specified type (fire, electricity, acid, etc.), and can make a dexterity save for half damage.

DRAGON'S EGG, Level 1 wizard or cleric

CT 1 action R touch D 1 round/level
SV n/a SR no Comp V, S, M

With this spell, the caster transforms an ordinary stone

into something resembling a dragon's egg. The egg contains bristling energy, the type of which is dependent on the dragon egg created (e.g.: blue dragon eggs-electricity, red dragon eggs-fire, white dragon eggs-cold, black dragon eggs-acid, etc.). The stone can be thrown or fired from a sling at an opponent. If it successfully hits the opponent it deals 1d6+1/caster level (1d6+1 at 1st level, 1d6+2 at 2nd level, etc.) damage of that type to the target. The caster can transform one stone for every three levels he has, but the eggs must be used up before the duration of the spell ends, or they revert back to ordinary stones. The material component for this spell is a scale from a dragon of the type the stones are changed into. The scale can be reused for multiple castings.

CURSE OF THE SERPENT, Level 4 cleric

CT 1 R touch D permanent
SV charisma negates SR yes Comp V, S

This spell is a customized or special purpose curse that causes the targeted person or creature to gradually poly-morph into a member of the lizard folk species. The transformation takes from one to six hours to complete once the spell has been cast. During the transformation to lizard folk the target creature suffers a -4 penalty on attack rolls, saving throws, and other checks. Thereafter, the person or creature is in all respects a lizard folk. This curse may be countered or removed with a limited wish, remove curse, or wish spell.

MIEN OF THE DRAGON QUEEN, Level 6 wizard or cleric

CT 1 R 30 feet radius +20 feet/level of caster
D 1 round/level SV charisma negates
SR yes Comp V, S, M

The caster is enshrouded in the awesome presence of a dragon, gaining the resistances of dragon kind, and instilling fright in his foes. The caster gains immunity to sleep and paralysis effects. The dragon-like eyesight and keen hearing allow the caster to see four times as well in shadows, and ten times better in normal light, gaining darkvision of 120 feet and the scent ability. Their enhanced hearing allows them to pinpoint all enemies save those hidden by magical means such as invisibility. Living creatures within the spell must make a charisma saving throw. Beings under 4 HD who fail their save become panicked (as a fear spell) and flee from the caster for 4d6 rounds. Those with 5 HD or more become shaken, taking a -2 to saving throws, attack rolls, damage, and attribute checks for the duration of the spell. The material spell component for this spell is a dragon scale.

ROAR OF THE DRAGON, Level 3 wizard

CT 1 action R 30 feet cone D 1 round/5 levels
SV constitution and dexterity SR no Comp V, S, M

The caster emits a horrific roar producing a 30 feet cone of effect. All those caught within the cone must make a constitution save or be stunned and unable to act for 1d4 rounds, in addition, they must make a dexterity save or be knocked prone. Those in the cone can be subject to either or both of the effects. The caster can roar once per round for the duration of the spell. The material

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component is either a dragon scale (which can be reused) or a vial of dragon's blood (which is consumed in the casting).

SUMMON LESSER DRAGON, Level 6 wizard or cleric

CT 1 turn R 30 feet D 1 turn/level
SV no SR no Comp V, S, M

Through the performance of ancient rituals and recalling of ancient pacts, the summoner is able to call forth a dragon to fight on his behalf. The summoned dragon may have HD equal to no more than half that of the caster. The dragon only agrees to work for the caster so long as he is paid up front, and under the circumstance that no order given to the dragon could be considered suicidal, demeaning, or unworthy of its unique talents and powers. A dragon who is poorly treated terminates the connection between summoner and itself and vanish immediately back to its lair. No dragon of an age category greater than three may be summoned through the casting of this spell regardless of the level of the caster. The material spell components for the casting of this spell are treasures equal to at least 500 gp per HD of the summoned dragon, offered as bribe for the dragon's services, and a scale, tooth, or claw from the sort of dragon being summoned.

SUMMON GREATER DRAGON, Level 8 cleric, Level 9 wizard

CT 1 turn R 30 feet +10 feet/level D 1 turn/level
SV no SR no Comp V, S, M

The spell is similar in all ways to the 6th level spell, except the caster may summon a dragon with HD equal to the level of the caster. This may be dangerous to the caster, as such dragons may not appreciate the summoning. Thus, the bribe has to be substantial and worthwhile to the dragon when it arrives. Depending upon the task, the dragon might demand particular magical items for its trove, or demand a large payment of no less than 2500 gp per HD up front, with contingent treasures on the back end of the deal. The dragon never agrees to anything suicidal and may return to its home at any time, whether the service is performed or not. It is quite possible that the dragon decides not to perform a task at the last minute. This spell is particularly dangerous for the unprepared summoner as the spell provides no protection against being attacked by the dragon who answers the call.

TURNING THE WYRM, Level 8 cleric

CT 1 R 400 feet D 1 round/level
SV wisdom negates SR yes Comp V, S

Created by priestesses of Kyuleshedrac in the great dragon wars of the antediluvian past, this treacherous spell causes summoned dragons to turn upon their summoners, attacking them before any others! The dragon summoner must make a wisdom save or lose control over the dragon, and become the target of its wrath. At the end of the spell's duration the summoned dragon is sent back to its place of origin.

VENOM OF THE WYRM, Level 2 wizard or cleric

CT 1 R 20 feet +5 feet/2 levels D instantaneous
SV see text SR yes Comp V, S

The caster's mouth becomes filled with a dripping viscous dragon venom that may be spit onto a foe using a ranged

touch attack. The venom deals no damage to metal but ignites flammable materials such as clothing, fur, wood, leather, and the like. The victim's skin feels excruciating pain of the venom as he suffers 1d6 points of damage for every two levels of the caster unless a successful save versus poison is made.

NARTARUS GOD OF THE UNDEAD

Entire volumes of spells have been dedicated to the lord of necromancers. Indeed the unholy spells found within the *Black Libram of Nartarus*' cursed pages are a good start for those interested in gleaning their dark secrets. Indeed the god of the living dead, his necromancers, and his priests are not to be denied their place within this tome as well.

CALL VAMPIRE, Level 8 necromancer

CT 1 minute R see text D special
SV none SR no Comp V, S, F

A powerful enough necromancer can even recruit free-willed undead creatures, if he is careful enough. This spell gates a vampire (8 HD) to the caster. The caster must negotiate with the vampire to convince it to perform a task; it might ask for a victim or for a large amount of money depending upon the task requested. The gated vampire refuses any task that would be considered suicidal and is instantly returned if the caster attempts to attack it in any way. The vampire will serve until the agreed upon task is completed or one day per caster level passes. During the duration of the spell the vampire cannot attack the caster, but after that period is over it may well decide to hunt down the necromancer if it feels able to.

This spell automatically fails if the caster casts it in an area of daylight or running water.

The focus of this spell is a pair of preserved vampire fangs.

CALL LICH, Level 9 necromancer

CT 10 minutes R see text D special
SV none SR no Comp V, S

In the battle to control the world around her, any necromancer can use a powerful ally. This spell gates a lich (18 HD) to the caster who must then attempt to convince it to perform a specific task. Depending upon the task, the lich might demand particular spell books or scrolls, or demand a large payment up front. The lich never agrees to anything suicidal or to anything that might threaten its own hidden phylactery. The lich can return to its home at any time, whether the service is performed or not, and can decide not to perform the task at the last minute. This spell is particularly dangerous for the unprepared necromancer as the lich cannot be controlled directly and this spell provides no protection against being attacked by the lich.

CLAWS FROM THE GRAVE, Level 2 necromancer

CT 1 action R 50 feet D 1 round/level
SV dexterity avoids SR yes Comp V, S, M, DF

This spell calls into being a horde of skeletal hands that reach up from the ground, clawing at any target in a 10 feet +10 feet

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per two levels of the spell caster. The claws deal 1d4 points of damage +1 per level of the spell caster. A successful dexterity saving throw avoids the ripping claws and allows movement through their area without penalty. Failed saves suffer damage and find their movement rate reduced by 15 feet per round. The skeletal claws have an AC of 15 and 2 HP each, though they suffer only half damage from slashing and piercing weapons.

CIRCLE OF DEATH, Level 6 necromancer

CT 1 action R 100 feet +10 feet/level
D instantaneous SV constitution negates
SR yes Comp V, S, M

Upon uttering the words and making the sacrifices and gestures necessary for performing this spell, the necromancer calls forth the power of death itself to cut short the skein of life of his victims.

A wave of death emanates forth in a 40 feet radius burst from the necromancer's assigned target, slaying from the inside out a number of HD worth of creatures equal to 1d4 HD per level of the caster (maximum 20d4 HD). Creatures with 9 or more HD are immune to the effects of this spell.

The caster must sacrifice 1d4 HP and a black gemstone worth at least 500 gp in order to unleash this wicked power.

COMMAND UNDEAD, Level 3 necromancer

CT 1 action R 25 feet + 5 feet/2 levels
D one day/level SV wisdom negates
SR yes Comp V, S, M

Through making dark pacts with the dead, the caster is granted a degree of control over one undead creature. The caster may command an intelligent undead being that can perceive its words and actions. The undead do not attack the caster for the duration of the spell, and may follow given orders so long as the caster makes a successful charisma check versus the undead creature he wishes to command. Intelligent undead creatures accept no order that would be harmful to it or lead to its destruction.

Non-intelligent undead get no saving throw versus this spell. Instead, they follow any orders without question so long as the orders are simple commands as one would give to a dog. Sit, fetch, follow, play dead, and the like are examples of the sorts of commands an unintelligent undead being may be given.

The commands given are not telepathic, and the undead must be able to hear the caster in order to follow orders.

The material component for this spell is a droplet of blood or piece of raw flesh and a sliver of bone from the type of creature the being was in life. For example, to command an undead halfling, the caster needs to have a piece of halfling bone handy.

CURSED ROT OF MEDJEDU, Level 4 necromancer

CT 1 action R touch
D until successfully discharged or dismissed
SV constitution SR yes Comp V, S, M

The *cursed rot of Medjedu* is believed to be the final cursed gift of a wicked pharaoh to his loyal priesthood. Born from dark secrets revealed to the pharaoh in dank subterranean tombs, the spell grants the caster the ability to inflict mummy rot upon his enemies with a touch. The caster must make a successful touch attack against a flesh and blood living creature for the power of this spell to take effect. Upon a successful strike, the victim must make a constitution save or contract mummy rot as if he had been touched struck by a mummy. Victims who contract mummy rot may gain no more healing from magic until a *remove disease* spell is cast. Furthermore, natural healing and effects such as *regeneration* are one tenth their normal rate. Victims take 2 points of charisma damage every month as their flesh rots and decays in leprous fashion. At zero charisma the victim's body turns to dust and the victim is dead.

The material spell component is a piece of linen wrapping from a moldering mummy, entombed for at least 100 years.

DEATH WALK, Level 4 cleric or necromancer

CT 1 R 10 feet D 1 hour/level
SV n/a SR n/a Comp V, S, M, DF

Through the dark blessings of Nartarus, the cleric uses this power to possess a biological corpse and move around in it as if it were an undead being. While the spirit of the cleric is within the corpse form, he leaves his mortal body behind. For this reason proper preparation must be made to protect the living body of the cleric. The cleric may choose to re-enter his physical body at any time though this requires 1d4+3 rounds to complete. The cleric's body is capable of suffering physical damage while his spirit resides within its corpse host. If the cleric's body is killed while his spirit resides within the corpse, he is slain and his spirit automatically becomes a shadow.

In undead form the cleric retains the ability to cast spells and wield weapons so long as he has a weapon to wield and the proper holy symbol. The undead form gains no strength or dexterity bonus to attacks and can suffer only a third of the cleric's HP in damage before the corpse body is destroyed. The corpse body has a natural AC of 12. Fleshless corpses such as skeletons suffer only half damage versus piercing weapons, but take double damage from blunt weapons. The corpse body may be armored normally.

The animated corpse under the control of the *death walk* spell is susceptible to being turned by enemy clerics. If the enemy cleric is successful, the character is cast from the undead body and forced to his own living body. A successful casting of *dispel magic* may also force the cleric back to his own body.

Any damage suffered by the corpse is applied to the cleric when he finally returns to his mortal body.

DISSOLVE FLESH, Level 5 necromancer

CT 1 action R 50 feet to 1 target D instantaneous
SV constitution negates SR yes Comp S

Drawing wicked sigils of death in the air, the necromancer lets loose a ray of ultra violet death upon his foes which deals 1d6+1

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point per three caster levels worth of constitution damage to his foe. On a successful save the opponent suffers half damage. Flesh struck with this spell is melted away, starting with the skin, and working its way to muscle, sinew, and tendon until naught is left but bone. The damage done by this spell may only be healed through *greater restoration*, a *heal* spell, or *limited wish*.

EBON BANDS OF BINDING, Level 2 necromancer

CT 1 action R 50 feet D 1 round/level
SV dexterity SR yes Comp V, S

An ebon ray fires forth from the caster's hand striking the target at which he points. The ray becomes a series of ebon bands that entwine about the foe, entangling him. The target must make a successful saving throw to avoid becoming entangled. If the target is entangled, he is held still for the duration of the spell. He is unable to swing a weapon or make somatic components, but may move at normal speed. However, each round the target is entangled, he loses one point of strength, which lasts for one round per level of the caster after the spell ends. Each round a target is held, he may attempt to break free by making a strengthcheck at the same CL as the initial dexterity save. A successful strengthcheck indicates the target has broken free and may act normally the next round. Breaking the ebon bonds in this way ends the spell.

ENFEEBLING BLAST, Level 7 necromancer

CT 1 action R 60 feet radius around caster
D 1 round/level SV constitution half
SR yes Comp V, S, M

Never loved and often hunted, necromancers often turn toward this potent spell to protect himself from misguided assault. With a few simple words and gestures the necromancer sends out a hazy brown blast of negative energy centered on himself. All living creatures struck lose 1d4 + 1 per caster level points of strength (maximum 1d4 + 10), while undead in the area gain 1d4 + 1 per caster level HP. A successful constitution saving throw halves the damage and no target can have its strength score reduced below 1. With this single spell, a necromancer can both strengthen his undead allies and weaken his enemies.

The material component for this dark spell is powdered ogre bone that is thrown outward away from the caster.

FLESH OF NARTARUS, Level 1 necromancer

CT 1 action R self D 1 round/level
SV none SR no Comp V, S

Upon the performance of this ritual, the caster's flesh hardens and takes on a zombie-like pallor. The caster takes half damage from slashing and piercing weapons and gains a slam attack dealing 1d8 points of damage.

GREASE, Level 1 wizard

CT 1 R 25 feet + 5 feet/caster level
AOE 10x10 feet or 1 held object D 1 round/level
SV dexterity /partial SR no Comp V, S, M

With the utterance of the arcane tongue, this spell fills a 10x10 feet area with a slimy slippery grease. The summoned

grease makes keeping one's footing almost impossible and requires any beings on foot attempting to pass through the area to make a save versus dexterity to avoid losing footing or falling. Individuals making their saving throw may only move at half speed.

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

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

GHOSTLY GRIP, Level 6 necromancer

CT 1 action R touch
D until successfully discharged, permanent afterward
SV constitution SR yes Comp V, S, M

Through channeling the power of the dead, the necromancer is able to summon the powers of the grave, laying a touch attack on his foes that unnaturally ages them. The *ghostly grip* ages an opponent 1d4x10 years, possibly moving him to a different age category, or in the case of the elderly, possibly killing him. This ghostly aging may only be removed through use of *greater restoration*, *limited wish* or through casting of *grave to the cradle*.

The material component for this spell is an item or bauble taken from a haunted location.

GHOUL TOUCH, Level 2 necromancer

CT 1 action R touch D 1d6+2 rounds
SV constitution negates SR yes Comp V, S, M

Through study of the dark arts, the necromancer has learned to paralyze a single living humanoid with a touch, as a ghoul does. The victim is paralyzed for the duration of the spell, unless he makes a successful constitution save.

Elves are immune to this spell, as they are immune to the touch of a ghoul.

The material components for this spell are a finger bone from a ghoul or an ounce of unhallowed earth. The components are not consumed during the casting, but are instead held in a juju or fetish and waived about while chanting the blasphemous tongue of the dead. (Note: A spell from the SRD)

GREAT SOUL SHRIEK, Level 9 necromancer

CT 1 hour R see text D instantaneous
SV constitution negates SR yes Comp V, S, M, DF

What greater gift to one's god can one give but the souls of nonbelievers to torment? Powerful enough to decimate the population of a small city, this spell is powered by a complex ritual involving the willing sacrifice of a 30 vestal virgins. First a 30feet diameter circle and pentagram must be engraved on a stone floor which is then surrounded by low iron spikes covered with poison. These preparations take several weeks or months and are difficult to keep secret, so

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priests planning to use this spell must be very cautious. Total cost of the preparations is at least 10,000 gp.

As the priest begins chanting, the virgins must throw themselves onto the poison spikes so their blood flows into the grooves making the circle and pentagram. The virgins can be young or old, but all must be willing participants and not the subject of enchantment magic of any type. This does not mean that they can't be brainwashed with visions of glory and goodness. The souls of these poor fools then fuel a great rending shriek that extends from the outer edge of the circle to a one mile radius from its center. Those struck by the wave of sound, whether awake or asleep, must succeed at a constitution save or have their souls consigned to the god of the caster. This potent sound is not blocked by stone, wood, or metal but areas of dead magic or magical silence cancel it out.

Providing the number of souls consigned to their god is satisfying (minimum of 1,000), all clerics of the deity being worshipped will cast spells as if they were one level higher. This additional level only applies to damage rolls, duration, and similar effects and does not change the number of spells a cleric can cast in a day, nor does it allow him to learn spells of a higher level. This effect lasts for one month from the date of sacrifice.

LURKING DOOM, Level 3 necromancer

CT 1 action R 150 feet D 1 round/level
SV wisdom SR yes Comp V, S

The necromancer causes the target to see a lurking danger out of the corner of his eye, no matter where he lurks. The target suffers paranoia as he can never get a good look at the lurking danger to determine the threat, but knows it is there. During combat, this serves as a distraction and the victim suffers a -4 penalty to his AC for the duration of the spell.

MARROW CRACK, Level 8 necromancer

CT 5 minutes R any D see text
SV constitution half SR yes Comp V, S, M

A piece of skin, hair, blood, or other part of a body grants a witch unparalleled and frightening power over a target. A powerful witch can use this spell to literally crack the bones of her target no matter how distant he is. Burning the portion of the body in an oily fluid containing 100 gp worth of diamond powder, uttering the final words of power, then consuming the mixture sends a wave of pain through the target. The victim suffers 1d10 points of damage per caster level (maximum 20d10) and is incapacitated for five days or until healed, if he survives the initial damage. A successful constitution save reduces the damage by half and the victim is not incapacitated. This dire spell has reportedly been used to assassinate kings and lords, forcing most rulers to be particularly careful about disposing their cut hair and keeping close track of their blood and wounded flesh.

The material components of this spell include a bit of flesh, blood, or hair of the target which is ground up and boiled in an oily fluid containing 100 gp of diamond dust. The concoction

is consumed at the end of the spell when the witch utters the words of final damnation inflicting pain on the target.

NARTARUS' TOUCH, Level 2 necromancer

CT 1 action R touch D 1 round/level
SV constitution for half SR yes Comp V, S, M

The caster's touch becomes as cold as the grave when this spell is cast. Anyone he touches suffers 1d4/level points of cold damage, but takes only half damage with a successful constitution save. The caster must strike his foe with an unarmed melee attack to deal this damage. The cold does not harm undead. Instead, it heals them the same number of HP as the damage the spell would have done. Cold-blooded creatures (reptiles, etc.) and fire-based creatures take double damage from this spell due to their vulnerability to cold. The material component for this spell is a finger from a corpse or skeleton.

RISE AS THE UNDEAD, Level 5 necromancer

CT 1 action R 50 feet+10 feet/level D permanent
SV wisdom negates SR yes Comp V, S, M

This horrible curse has an effect unknown to the victim until he has been slain, at which time he rises as a blood thirsty ghoul (1-4 HD), ghastr (4-6 HD), or vampire (7+ HD) under the command of the caster. The spell, if detected, may be removed with a *remove curse* spell. The material spell component for *rise as the undead* is a piece of flesh from a destroyed undead being such as a ghast, ghoul, or zombie.

SALTS OF SORROW, Level 2 necromancer

CT 1 action R 30 feet AOE 30 feet radius
D 1 round/level SV constitution negates
SR yes Comp V, S, M

Favored by necromancers as well as fell priests of all wicked deities, this spell causes a fog of salt gasses to erupt from the ground around targets. The yellowish gas inflicts 1d4 damage plus 1 point of damage per level of the caster to any wounded and bleeding targets within the gas cloud. The gas may be countered or dissipated with a *gust of wind* or similar spell. The material spell component for this spell is a pinch of salt pressed into a cut or scab.

SAVAGE BLOODING, Level 9 necromancer

CT 1 action R 60 feet D see text
SV see text SR yes Comp V, S

It is often said that powerful necromancers welcome attack, as their assailants provide excellent new material to work with. This horrible spell crushes the target so ferociously that blood pours from his eyes, ears, and mouth as his body shakes in brutal death throes. A failed constitution save results in instant death as the crushed corpse collapses in a pool of blood, while a successful constitution save leaves the target suffering 1d6 points of damage per caster level (maximum 10d6) and incapable of taking any actions for one full round. Those nearby are also affected by the gruesome sight. Any allies who view the target's suffering must succeed at a constitution save or suffer a -2 penalty on all attack rolls for two rounds.

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SHADOW HAND, Level 4 necromancer

CT 1 action	R touch	D 5 round/level
SV see text	SR yes	Comp V, S

Potent spells often require some sacrifice on the part of the caster. This simple spell allows a necromancer to draw 2d4 points of any chosen attribute from a living creature touched and add it as a temporary bonus to his charisma. The necromancer must make a successful attack roll to touch an unwilling target. The target can only suffer from one *shadow hand* at a time, and a caster can only benefit from one active spell at a time. A caster can cast the spell again on another target to reset the duration of the bonus. A successful saving throw negates the spell with the saving throw based on the attribute the necromancer is attacking. It is rumored that some necromancers keep thralls to use as willing subjects of this spell.

SKELETON PULL, Level 6 necromancer

CT 1 action	R 30 feet	D instantaneous
SV see text	SR yes	Comp V, S, M

A necromancer's connection to the dark powers of the dark lord of the undead allows him simply to rip the skeleton from a humanoid body, killing it instantly and creating an undead servant. Any visible humanoid creature within 30 feet of the caster can be affected by this spell. The victim's allies nearby bear witness to the necromancer's dark power as the skeleton tears free of its flesh in a cloud of blood and gore, unless a successful strength save is made to avoid its unholy pull. This awe-inspiring power, and the gory scene it creates, forces a wisdom save against fear for all enemies that witness it. Those that fail are terrified and flee as quickly as possible for five minutes. The animated skeleton created is a normal 1 HD skeleton under control of the necromancer.

The prudent caster uses this spell but once per day, for each additional use per day stands a 10% chance (cumulative) of sending the caster's soul straight to the Rings of Hell. A successful charisma save on behalf of the caster resists these dark forces. The saving throw receives a bonus for each HD or level above 4. Anyone slain by this spell can only be brought back to life by *true resurrection*, or *wish*.

The material component of this spell is the powdered bone of a skeleton that is thrown in the direction of the victim.

SUMMON UNDEAD, Level 6 necromancer, Level 7 cleric

CT 1	R 50 feet	D 1 round/level
SV no	SR no	Comp V, S, M, DF

Calling into the wastelands of the dead, the necromancer summons a number of HD worth of common or rare undead to the service of the caster for one round per level. None of the summoned undead may have more than 4 HD. The caster has no control over the type of undead summoned, though he may make a request of the sort that is desired as he works their incantation. For a cleric, the summoning uses the holy symbol as his material spell component. For all others, a pinch of graveyard dirt and a bottle of unholy water are required to bind the magic.

SUMMON GREATER UNDEAD, Level 7 necromancer, Level 8 cleric

CT 1	R 20 feet	D 1 round/level
SV no	SR no	Comp V, S, M

The summoner calls into the void beyond the River Styx, drawing a number of lesser or common undead beings equal to the caster's level. Thus an 18th level caster could summon 18 skeletons, or eight skeletons and two wraiths. The summoner may attempt to summon unique undead, should the caster know the name and location of such an undead being. In this instance, a bargain of blood must be made with the being, and 1d6 HP be sacrificed in the process of the summoning. Unique undead include such beings as ghosts or spectres, but not vampires or lichs.

SWARM OF SKULLS, Level 1 necromancer

CT 1	R self	D 1 round + 1 round/level
SV none	SR no	Comp V, S, M

The caster summons into being 1d4 grinning animated skulls per three/levels which whirl around the caster, moving as he moves. The orbiting skulls grant a +2 AC bonus to the caster and may be directed to attack any foe within 10 feet of the caster. Anyone entering melee combat with the caster is attacked by the skulls. The skulls have an AC of 15, and 4 HP per skull. They deal 1d4 points of damage on a successful attack +1 point of damage per skull in the swarm. The skulls share the attack bonus of the caster. The skulls share the same dexterity save as the caster.

The material spell component for this spell is a tooth from a humanoid skull. The tooth of a murderer adds +1 to damage dealt by the skulls in the swarm.

THIRST FOR BLOOD, Level 4 necromancer

CT 1	R 50 feet + 10 feet/level	D 1 round/level
SV wisdom negates	SR yes	Comp V, S, M

The caster curses his opponent with a thirst for fresh blood. The victim sees friend and foe alike as vessels for his thirst, growing wolf-like fangs and gaining a bite attack that deals 1d6 points of damage. If the victim succeeds in a bite attack, it latches on, draining 1d6 points of blood for one round per point of constitution the victim possesses. For example, if the victim of the curse has a constitution of 18, they attacker drains 1d6 points of blood damage from the target for 18 rounds, or until he are forcibly removed from the target, or he or his target is slain.

VAMPIRIC TOUCH, Level 3 necromancer

CT 1 action	R touch	D instant
SV none	SR yes	Comp V, S

A successful melee touch attack drains foes of 1d6 HP per two levels of the caster (maximum 10d6). The damage dealt is transferred to the caster as temporary HP that stay with the caster for one hour. The caster cannot drain more than the target's original HP +10 as the target is dead at -10 HP.

VAMPIRE'S GLORY, Level 6 necromancer

CT 1 action	R self	D 30 minutes
SV none	SR no	Comp V, S, M

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Necromancers show their true dark nature in the creation and use of this spell, granting the caster some of the most dire abilities of a vampire, without the weaknesses. When casting this spell the necromancer's skin grows pale and he grows long fangs.

With a *vampire's glory* spell active, a necromancer gains two slam attacks (1d6) at his normal attack bonus and the ability to drain blood from a target. If the necromancer strikes a target with both slam attacks he can attempt to pull the target in and bite to begin draining blood. The target must succeed at a strength save to avoid being pulled in and bitten. Once the necromancer has latched on he automatically inflicts 1d4 points of damage per round as he drains the blood of his target. Each point of damage inflicted heals the necromancer 2 HP, with HP above her normal total being temporary HP that disappear in two hours. The victim does not suffer energy drain, but there is no limit to how many HP a necromancer may drain in this fashion.

In addition to these dark powers, with *vampire's glory* active, a necromancer can only be damaged by +2 or better magical weapons and is resistant to electrical damage (half damage). While in this form, a necromancer can still cast spells and use all of his other abilities and is not subject to any vampire weaknesses such as sunlight or holy symbols.

The material component of this spell is the powdered ash of a slain vampire combined with 100 gp worth of ruby dust that is consumed during the casting of the spell.

VAMPIRE'S CURSE, Level 5 necromancer

CT 1 action	R touch	D 1 round/level
SV none	SR no	Comp V, S, M

A necromancer's dread power can taint the living with unlife, and this potent curse is a clear example. With a successful attack roll a necromancer can curse a victim with a touch, bestowing the penalties suffered by a vampire, without providing any benefits. The victim becomes susceptible to sunlight, suffering a -6 penalty to all rolls while in natural sunlight as well as suffering 1 point of damage per round. The target of the spell also becomes averse to garlic and mirrors.

WRAITH AURA, Level 7 necromancer

CT 1 action	R self	D 1 round/level
SV none	SR no	Comp V, S

With simple words and a swirl of his robes, a necromancer can be transformed into an incorporeal form with some of the abilities of a wraith. In addition to becoming incorporeal, the necromancer gains an incorporeal touch attack (at his normal attack bonus) that drains one level from the target per successful touch. Each level drained grants the necromancer five additional HP; if his HP total exceeds his normal total, the additional HP are temporary and fade away after one hour per caster level. The only drawback in this form is that the necromancer cannot cast spells or direct undead while affected by a *wraith aura* spell.

NOOSE OF THE HANGMAN, Level 3 cleric, Level 4 necromancer

CT 1	R 50 feet	D 1 round/level
SV yes	SR yes	Comp V, S, DF

Through prayer to the dark god of the undead, the cleric calls into being a spectral rope which attempts to latch itself around the throat of a single victim, lifting him into the air and strangling him unless a successful dexterity save is made to slip free of the tightening noose. The noose lasts for the duration of the spell; thus the necromancer may attempt to target an opponent once per round until the noose successfully latches around the throat of his enemy or the spell expires. Once attached, the noose tightens, dealing 1d6 points of damage on the first round and 2d6 for each subsequent round until the spell's duration expires or the victim dies of strangulation. While trapped in the noose, the victim is held immobile, a few inches off the ground. While held immobile, victims cannot speak except to gurgle and gasp for breath and they lose shield and dexterity bonuses to AC while also suffering a -4 to dexterity-based saves. As they are not paralyzed they may still attempt to make physical attacks against adjacent foes though they suffer a -2 to any attack rolls that they may attempt with their free hands. Characters may be freed with a successful *dispel magic* or by applying a vial of holy water (blessed by a lawful good cleric or paladin) to the victim.

SHAMBERE

Daughter of the Witch Queen and an Arch Fiend of the Pit, Shambere is the goddess of shadow. She is venerated by assassins, thieves, and those who do their business in the absence of light. Shambere is a capricious deity known for fits of jealousy which are resolved with a knife in the back.

BLADES OF SHAMBERE, Level 2 cleric of Shambere or necromancer

CT 1 action	R self	D 1 round/level
SV constitution	SR no	Comp V, S

Shadowy knives spring forth from the hands of the caster. The caster gains an extra attack with his off hand, suffering only a -2 attack penalty with no penalty to the primary hand. The blades deal 1d6 points of damage. If the caster scores a natural 20 on the attack roll, the victim must make a constitution save or also suffer 1d4 points of strength damage. Likewise any attack taken from behind or against a defenseless opponent with the *blades of Shambere* deals double damage.

SHAMBERE'S SLUMBER, Level 4 cleric of Shambere

CT 1 action	R 1000 feet	D 1 turn/level
SV wisdom negates	SR yes	Comp V, S, DF

A fetish of assassin priests of Ulgakur, *Shambere's slumber* affords the ability to ensure that their targets are asleep when sweet death creeps into their bedchamber, as it drives the victim into a deep sleep. The spell may be cast directly at any living opponent within sight, or cast upon an unseen target up to 1000 feet away so long as the caster has a piece of hair, scab, tooth, nail, or some other part of the victim's body. If the caster has a clipping or part from his victim, the victim suffers a -2 to his save to avoid the

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effects of the spell. *Shambere's slumber* affects even beings such as elves which are normally immune to magical sleep.

SHAMBERE'S STALKER, Level 4 necromancer or cleric of Shambere

CT 1 action R 150 feet D 1 round/level
SV n/a SR no Comp V, S, M

With this spell, the caster creates a shadowy stalker to aid him in combat. The stalker performs a back attack on any opponent chosen by the caster within range as a rogue with a level equal to the caster. The stalker will continue to slink about the battlefield attacking as the caster commands. The caster must concentrate on the stalker to change targets, but can do other actions if the stalker continues to attack the same target. The stalker is armed with a shadowy dagger, and a successful attack deals 1d4 + sneak attack damage to the target. The material component for this spell is a mask of pure black silk worth at least 25 gp that is torn in the casting.

SOAGOTH

The god of madness, terror, and aberrations is a freakish entity who is seldom worshipped, save by madmen and hidden blood cults. When encountered, his priests are almost certainly attempting to unlock a direct channel from the mortal planes to Soagoth's realm of the Chaotic Nether.

SOAGOTH'S CURSE, Level 5 wizard or cleric of Soagoth

CT 1 action R 50 feet D 10 minutes/level
SV intelligencenegates (h) SR yes Comp V, S, M

Upon uttering the unholy words of Soagoth, the caster transfixes his opponent with a crooked finger that instantly transforms the unfortunate victim into a blob-like beast of mouths and tentacles. The beast is under the complete command of the caster for the duration of the spell. The victim of the spell is transformed to large size and takes half damage from physical attacks. The blob-like being gains 1d4 tentacle attacks per round dealing 1d6 points of damage each. On a successful tentacle attack, the blob may attempt an additional bite attack with one of its many mouths. If successful, the bite attack deals an additional 1d6 points of damage. The caster may still cast spells which use the verbal component while maintaining mental control of his victim. The victim maintains its original movement rate. The casting of this spell requires a pinch of flesh from an aberration and an unholy symbol of Soagoth.

SOAGOTH'S BLESSING, Level 4 wizard or cleric of Soagoth

CT 1 action R self D 1 round/level
SV none SR no Comp V, S, M

A dangerous spell in the hands of the practitioners of Soagoth's chaotic secrets, this spell bodily transforms the caster and all of his equipment into a large gelatinous blob of mouths and tentacles. While in the form of one of Soagoth's chosen, the caster gains the attack bonus of a monster with equivalent HD of the caster. For example, an 8th level wizard who casts *Soagoth's blessing* attacks as an 8 HD monster, or a + 8 attack bonus.

With the slimy amorphous form thus assumed, the caster takes half damage from physical attacks. The blob-like caster gains 1d4 tentacle attacks per round dealing 1d6 points of damage each. On a successful tentacle attack, the blob-formed attacker may attempt an additional bite attack with one of its many mouths. If successful, the bite attack deals an additional 1d6 points of damage. The caster may still cast spells which use the verbal component while in this form. The caster maintains its original movement rate, even in this blob-like state as it glides easily on its pseudopodia.

The material spell component for the casting of this spell is a vial of fetid swamp water, which is consumed by the caster.

SOAGOTH'S SYMBIOTIC SERVANT, Level 5 wizard or cleric of Soagoth

CT 1 minute R self D 1 hour/level
SV none SR no Comp V, S, M

Dark practitioners of Soagoth are known for their treachery and trickery. To this end they have studied greatly the lore of their insane master and learned from its many twisted faces how to temporarily replicate themselves through the devices of this imperfect clone.

The caster of this spell sacrifices one half of his current HP in creation of a flesh and blood duplicate of himself, which is then commanded to go out and do the bidding of its master. Conversely, this spell may create a substitute being for the master to transform at his leisure, such as use in sacrificial ritual, or to offer as living sacrifice to some maleficent being in exchange for service, information, or some other service.

The servant created from the flesh and blood of the caster appears to be a close approximation of its creator, though with no bodily hair, nor any scars, tattoos or markings that the original caster may have. The being has exactly half the HD of the caster, and exactly one half of the HP, and fights as a monster with half the HD. As an imperfect clone, the creature does not innately possess the ability to cast spells as the clone does not have the ability of speech beyond simple grunts and gestures. The clone completely understands any commands given it by the master who may command it telepathically from anywhere within a five-mile radius.

At the end of the spell's duration, the clone dissolves into the mushy mass of ectoplasm and bio elements from which it was made.

If the caster of *Soagoth's symbiotic servant* is slain before the duration wears out, the caster's spirit immediately attaches to the servant, as with a clone spell, unless a more viable clone is already available. This may give the caster a few more hours of life before the duration of the spell runs out and the symbiotic servant dissolves into ooze.

The material components for the casting of this spell are as follows: an unholy symbol of Soagoth, sacrificial dagger, one cup of the caster's blood, a dried flatworm, and a silver bowl. The

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caster drains one cup of his own blood into the bowl, steeping the flatworm, which is cut in half during the chanting of the unholy words to call his symbiotic servant.

TENDRILS OF SOAGOTH, Level 5 illusionist or cleric

CT 1 action R 150 feet D 1 round/level
SV intelligence SR yes Comp V, S, M

The caster creates an illusion of a rift opening before the target, and a group of hideous tendrils emerging from the rift, trying to grasp the target and pull him in. The target must succeed on a save versus intelligence or be helpless as he tries to break free from the grasp of the illusionary tentacles that seek to draw him into the nether void. The illusion continues without the caster concentrating on it, but if he chooses to concentrate for a second round, the tentacles appear to wrap themselves around the throat of the target and begin to choke him. The target gets to make a second save to avoid this; success means he believes he has avoided the choking grasp, but still believes he is entangled and being pulled into the void. Failure on the second save means the victim believes he is being choked by the tendrils and he begins to choke and gasp, “losing” 1d4 points of constitution per round, and becoming unconscious when his score reaches 0. The victim suffers no real harm from this and does not actually lose constitution, but believes he is being choked to death and loses consciousness because of it. If freed from the grip of the illusion, or if the spells expires, the victim regains “lost” constitution immediately. The material component is a tentacle or tendril of some sort.

TOUCH OF SOAGOTH, Level 3 cleric or wizard

CT 1 action R 25 feet D 1 round/level
SV constitution negates SR yes Comp V, S, M

Upon the casting of this spell, a spectral tentacle strikes forth from the brow of the caster to lash at his enemies. Opponents struck with the tentacle must make a constitution save or suffer a horrid transformation as a roughened tentacle springs forth from the site of the blow. The mutant appendage automatically attacks the host, and continues to do so until it is cut off, or the spell duration ends and it drops off, withering to a dried husk in one round. The tentacle bursts forth from the flesh of its host on the round following the caster’s touch, dealing 1d6 points of damage to the victim. The appendage attacks as a monster with half the HD of the host and deals 1d6 points damage on a successful hit. The appendage has 10 HP, and an AC of 13. Any damage suffered by the appendage is also suffered by the host. A victim may be targeted with multiple castings of this horrific spell.

VOICE OF SOAGOTH, Level 5 cleric

CT 10 minutes R 1 mile/caster level*
D permanent until removed SV intelligence
SR yes Comp V, S, M*

The *voice of Soagoth* can be cast on one target that the caster can see within one mile per level. Clairvoyance and other magic can be used to “see” the victim when casting, but the victim must be on the same plane as the caster.

The target must make an intelligence save with a CL equal to the level of the caster of the curse. If the save is failed, the target loses his ability to speak coherently. Any attempt to speak results in a string of gibberish. While under the effects of the curse, it is impossible to cast spells with a verbal component. Battlefield commanders suffering from this curse cannot issue verbal commands, and units do not gain the benefit of having a leader unless the commander can figure an alternate means to issue commands (such as flags, horns, etc.).

GATHAAK THE ORC LORD

God of orcs, ruhks, and half-ruhks, Gathaak is venerated, respected, or at least feared by most of the goblinoid races. Prayers to Gathaak are answered with powers of wrath and destruction. Gathaak rules an unending warp world of blood and sorrow populated by the insane spirits of his blasted and cloven terrestrial spawn, and the demonically bred orcs who populate the untold millions of his nether army.

GATHAAK’S GROWL, Level 3 cleric

CT 1 R 20 feet D 1 round/level
SV charisma negates SR yes Comp V, S, DF

The shaman erupts with a horrid orcish war cry which is infused with the power of the Orc Lord, Gathaak. The cry instills opponents with a quivering terror for their safety and well-being. Foes of the cleric who fail their charisma saves suffer a -2 to all attacks, saves, and attribute checks for one round per level of the cleric.

CALL SLAYERS, Level 5 cleric

CT 1 minute R 150 feet D 1 round/level
SV n/a SR no Comp V, S, DF

The shaman emits a series of guttural howls brought forth from Gathaak’s own lair of the Chaotic Nether, summoning any nearby orcs or their immediate kin such as ruhks, goblins, hobgoblins, or bugbears to the cleric’s aid. If no orcs or their like can be found within 1d6 minutes, a crack in the earth is opened and a squadron of nether orcs erupts from the ground, sent by the Orc Lord himself to do the bidding of his faithful servants. The cleric may summon one orc per two caster levels. The orcs have maximum HP, are armed with battle axe, spear, shield, and armor comprised of hide and bone with an AC of 13, and are capable of fighting in squad formations.

GATHAAK’S AXE, Level 7 cleric

CT 1 R touch D 1 round/level
SV no SR yes Comp V, S, DF

The shaman is granted the power of Gathaak’s own mighty axe upon the battlefield. Through the casting of this spell the cleric summons an axe of unholy energy into being. The axe is wielded like a normal battle axe. The wielder is granted a +3 to hit and deals 4d6 points of damage on a successful hit. If the wielder succeeds in striking an opponent with a natural 20 the opponent must make a successful charisma save or be beheaded.



GATHAAK'S CURSE, Level 5 cleric
 CT 10 minutes R 1 mile/caster level
 D permanent until removed
 SV charisma SR yes Comp V, S, M*

Gathaak's curse can be cast on one target that the caster can see within one mile per level. Clairvoyance and other magic can be used to see the victim when casting, but the victim must be on the same plane as the caster. The target must make a charisma save with a CL equal to the caster's level. If the save is failed, all attacks against the target with swords, axes, and other slashing weapons are treated as if the weapon were a vorpal weapon, i.e.: any attack roll that is a natural 20 severs the spell-target's head. The material component of the spell is the blood collected in the sacrifice and a severed head, over which the blood is poured. The casting consumes all components.

GUH-SHUN (THE GREEN MAN)

This primeval god of nature and the woodlands is followed by the Ovates of the Circle of the Green Man in the north Central Highlands. The Green Man is a considered the guardian of nature, for good or bad, and punishes those who do not manage the earth properly.

GUH-SHUN'S SHA-DOO-BAH, Level 3 druid
 CT 1 R touch D 1 turn/level
 SV yes (object) SR yes (object) Comp V, S, DF

This spell temporarily enchants a non-magical club or staff, making it a +2 weapon and making it deal 1d8+2 points of

damage. The spell also grants the ability to strike any monsters who are normally only struck by +2 magic weapons.

GUH-SHUN'S SHAKA-LAHKAH-LING, Level 5 druid
 CT 1 R touch D 1 turn/level
 SV yes (object) SR yes (object) Comp V, S, DF

This spell temporarily enchants a non-magical club or staff, making it a +3 weapon and making it deal 1d12+3 points of damage. The spell also grants the ability to strike any monsters who are normally only struck by +3 magic weapons.

GUH-SHUN'S THORNS OF ANGUISH, Level 3 druid
 CT 1 R 150 feet D 1 round/level
 SV none SR yes Comp V, S, M (a thorn)

This druidic spell is only useable in a wooded area or other area similarly surrounded by flora and fauna, from which the casting druid can summon an attack on his target victims, delivered by the natural environs. Ages ago, Guh-shun used this spell as a means of ambushing trespassers in what he considered his territory on the wild highlands of the duchy of Karbosk. The casting druid calls forth thorns and thorn-like shards from the surrounding trees and plant life, which rain down on the unsuspecting victims in a 50x50 feet area, like darts from a blow gun. The spell calls forth 1d4 thorns for every two level of experience attained by the caster. The thorns may be directed at a single target within a line of sight of the caster, or at multiple targets either within visual range or in a general target area known to the caster. Each thorn does 1-3 points of damage, and unerringly strikes the druid's chosen targets.

GUH-SHUN'S VENOMOUS IVY OF ENTANGLING,
Level 4 druid

CT 1 R 450 feet D permanent until triggered
SV constitution negates poison, dexterity to avoid entanglement
SR no Comp V, S, DF

This druidic spell is a corrupted or tainted version of the *entangle* spell, occupying a 50x50 feet area. In addition to causing the plants in the affected area to animate and attempt to entwine any creatures within or passing through the area of affect, this spell causes the plants to be imbued with a very toxic poison that is injected into any such creatures so entwined, on the round following the entanglement. The physical effects of the toxic poison are left to the discretion of the CK. In all other respects, the *venomous ivy of entangling* mirrors the 1st level druid spell from which it was derived.

GUH-SHUN'S SHRUBBERY OF UNRELENTING ENCLOSURE, Level 5 druid

CT 1 R 150 feet D 10 minutes/level
SV none SR no Comp V, S, M (a thorn)

This is a corrupted or tainted version of the *wall of thorns* 5th level druid spell which allows the casting druid to call forth an encircling and entrapping wall of thorns, 10 cubic feet per caster level, that surrounds the target victims. As the thorny enclosure is called forth, it rises to a height of 15 feet, or 5 feet above the tallest victim, whichever is higher. At the top of the enclosure, the thorny barrier forms a cone-shaped top or cap to prevent escape by means of vertical egress. In all other respects this spell mirrors the 5th level druid spell.

SACRIFICIAL MAGIC

Magic is a powerful tool for many adventurers, but for some it is powerful focus of superstition. Many fear the secrets of magic, and rightly so, for beyond the magics accessed by most adventurers lays a deeper and sometimes darker form of magic - sacrificial magic, sometimes known as blood magic.

In sacrificial magic, the caster uses blood, either his own or that of another, to empower the magic being used. This sacrificial magic can make traditional magic more powerful, but it can also give casters the ability to cast a special type of spell known as blood magic.

EMPOWERING TRADITIONAL MAGIC

The most common use of sacrificial magic is to make the spells one casts more powerful. The blood used must be fresh and come from a living source (though the source may not be living once the blood sacrifice is done). The victims do not have to be willing, just living.

When the sacrificial victim's blood is harvested, the blood can be used to power magic to which the caster already has access. For each HD its victim has, the caster increases his caster level by one for one hour. If the victim is pure and innocent, the caster level is increased by two. A single victim cannot increase the caster level more than this, but additional sacrificial victims can. Each victim increases the caster level of the sacrificial

caster by one for a number of hours equal to the HD of the victim. A caster cannot increase his level by more than 50% of his original level. The increased caster level does not grant the caster additional spells when used this way, but all variable effects (range, duration, area, damage, etc.) are calculated using the increased caster level.

For example, Karak the Vile is an 8th level cleric of Kharzarn the Cruel. He is preparing for an encounter with a pesky band of adventurers who have violated his hidden temple. Karak gathers a pair of slaves to sacrifice to increase his magical ability in the coming fight. The first victim is an old retired fighter (4th level) he captured from the local village. Karak performs a blood sacrifice and kills the old fighter, gaining a caster level of +1 for four hours since the fighter had 4 HD. The second victim is a young child, an innocent, but only has 1 HD. Karak gains a +2 to his caster level for the innocent victim, but it only lasts one hour. So, for the first hour, Karak casts as a priest of 11th level (8th +3 for sacrificial victims), and casts as a cleric 9th for three hours after that. After the four hours have passed, Karak returns to his normal caster level. If Karak had another victim, he could increase his caster level by up to +4, but no more than that, as he is only 8th level to begin with.

WILLING VICTIMS

Sometimes, the forces of good are willing to sacrifice themselves to give their side an edge in the fight against evil. A caster using sacrificial magic can sacrifice his own blood, or that of a willing victim to empower sells. Casters can take the blood of a willing victim or sacrifice their own blood to empower their casting. A willing victim chooses how much of his HD he will sacrifice to empower the spell. For each HD he sacrifices, he takes damage equal to the maximum roll for that HD. Willing sacrifices empower the magic the same way as unwilling victims in every other respect.

For example, Narthus, a 5th level cleric of Vanium the Fearless, is preparing for a great battle against the forces of evil. His companion, the elderly paladin Jarek, offers his blood to empower Narthus' spells. Jarek is a paladin level 6, and offers Narthus 3 HD worth of blood. Narthus now has +1 to his caster level for three hours. Jarek takes 30 HP of damage (three times the maximum for d10 HD). Narthus than chooses to sacrifice some of his own blood to further empower his magic. He sacrifices 1 HD of blood, taking 8 points of damage (maximum for d8) and has a caster level of 7 for the next hour, and a caster level of 6 for two hours after that.

ANIMAL SACRIFICES

Animal sacrifices can be used in place of human blood sacrifice, but they are not as effective. Animal sacrifices can never increase the caster level by more than 1, no matter how many animals are sacrificed, and the caster level increase only lasts for one hour for every 2 HD the animal had. Animals of less than 2 HD cannot be used effectively for sacrifice, though multiple animals can be offered up to make the 2 HD minimum. Animals are never considered innocent or willing sacrifices.

ROADHOUSE RULE: DEMON-FLESH COMPACT

Through use of these horrid rituals, a cleric, druid, wizard, or illusionist is able to bind a portion of an imprisoned fiendish foe (demon) to his own flesh. Doing so costs the caster 1d4 points of permanent charisma, and deals 1d4 HP of damage per HD of the demon to the caster as he ritually flays the beast and sews its flesh to his own, creating a symbiotic union.

The charisma damage is not initially “apparent” to others in terms of general meetings and goings-on, but instead affects them in matters such as attribute checks and saves. In the end this transformation offers bonuses to the caster, be they AC, demon-like immunities, or access to lesser powers and abilities of the demon. Once the enterer of a *demon-flesh compact* has taken over half of his charisma in exchange for demon-flesh, his apparent loss of charisma becomes pronounced and he is afflicted with an aura of ill omen, detected as evil by those with the power to find it, even though the enterer of the compact may not in himself be evil.

The caster may never bind more than one type of demon-flesh to his body. Abilities and powers taken from demons may not stack or be duplicated abilities. A caster cannot take any demonic power unto himself that is possessed by a demon of greater HD than the character’s class level.

SAMPLE POWERS AND ABILITIES

FRIGHTFUL PRESENCE: Once per day, characters may exude an aura of fear against all beings within a radius of 30 feet. This power may be gained one time.

DAMAGE REDUCTION: This grants a -4 from holy or blessed weapons. This ability may be gained one time.

DAMAGE REDUCTION: This grants a -4/ from fire, cold, or electricity. Characters may pick one of the three per piece of demon-flesh.

SPELL-LIKE ABILITY: Characters may select a spell-like ability from the demon’s ability list. They cannot take abilities which they themselves would be too low level to use if they were of an equivalent casting class.

BITE ATTACK: Characters adopt a bite attack as a natural attack, using their normal base to hit. On a successful hit they deal 1d4 points of damage.

CLAW ATTACK: Characters develop claws which allow them to take two melee claw attacks for 1d4 points of damage (+ strengthmodifier) per successful hit. The attacks are the equivalent of +1 weapons for overcoming damage reduction effects.

ADDITIONAL LIMBS: The character is able to fix an additional limb to his body. This automatically costs the compact-holder 4 charisma points.

WINGS: A characters may affix the demon’s wings to his back, becoming a permanent part of the compact-holder. Wings automatically cost the compact-holder 4 charisma points, though they afford a fly rank of 60 feet per round.

Should the compact-holder suffer more charisma damage than he has charisma score, the bound demons are freed of their compact and the caster is slain as he is ripped apart by the howling demons from the inside out. In this instance the character suffers 1d4 points of temporary constitution damage per piece of demon-flesh stitched to his body. Each of the demons thus stitched to the compact-holder is instantly summoned. The demon attacks the compact-holder and no other target until the compact-holder is slain, or the demons are destroyed and banished back to the Chaotic Nether.

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