

# CASTLES & CRUSADES HOUSE RULES

## GENERATING ATTRIBUTE SCORES (PAGE 8)

Attribute scores are generated by rolling 4d6 and discarding the lowest die roll. The player then orders them any way he chooses. If the player does not like the results of the die rolls, he may choose to substitute all the die rolls with a standard score package of 15, 14, 13, 12, 10, and 8, ordered as desired. The player cannot choose to keep some rolls and discard others. Either all the rolls are accepted, or none are.

## CLASSES (PAGES 9-30)

The following classes are not available to players: *Barbarian*, *Bard*, *Knight*, and *Monk*.

## ALIGNMENT (PAGES 38-39)

Change the text of Neutral to read as follows:

A neutral being functions on basic instinctual urges. Performing what comes naturally to such a being is its primary focus in life. Law, chaos, good, and evil do not apply to this being's activities, no matter how the population at large may see them. The being generally doesn't care, as it doesn't have the intelligence to understand such higher concepts. An intelligent creature claiming neutrality is an impossible creature, since the very act of making a decision renders the being no longer neutral. Player characters may not choose this alignment.

## STARTING COIN (PAGE 40)

There are four coins in use throughout the kingdoms of the world. The base coin is the copper piece (cp) and many prices are expressed in copper pieces. Of lesser value than the copper piece is the tin piece (tp). The lowest form of currency, the metal in a tin piece has little to no value. In fact, tin pieces are generally not allowed to be used in the payment of debts due to their lack of value and the coin's tendency to rapidly corrode in cold weather. As a result, the vast majority of treasure hordes will not have tin coins. Above copper coins, silver (sp) and gold (gp) coins also exist, but are rarely seen due to financial mismanagement by many fiefs and the relative scarcity of the metals compared to copper and tin. The coins are often clipped (a small shaving is removed from the coin).

For tin and copper coins, it requires fifty of each coin to make one pound. Silver coins require 30 coins to make one pound. Gold coins require 15 coins to make one pound.

COIN	DIAM	THICK	WGT	VALUE
Tin	1.26"	0.1"	0.32oz.	1/20cp
Copper	1.06"	0.08"	0.32oz.	1cp
Silver*	1.26"	0.08"	0.53oz.	100cp
Gold*	1.26"	0.08"	1.06oz.	1000cp

\*Face value for these coins is 10cp (silver) and 10 sp (gold).



Tin coins corrode if the temperature is 55 degrees or lower. At 55 degrees it may take a couple of years before the coin is fully corroded, whereas at 0 degrees corrosion is almost instantaneous. The tin when it corrodes becomes very brittle. So in treasure hordes, there should be a description of gray powder everywhere, betraying evidence of tin coin present.

## EQUIPMENT AND ENCUMBRANCE (PAGES 40-45)

Every item in Castles & Crusades has an encumbrance (EV) rating and every point of EV is equivalent to ten pounds of weight. Each character has a maximum EV rating equivalent to his strength. In other words, the maximum load that the character can lift is a number of pounds equal to the character's strength score x10. No character can exceed the maximum EV rating and be able to move. Up to ¼ of the character's strength score, rounded up, may be carried by the character at no penalty. The character can carry additional items on his person, up to his maximum, at a corresponding loss of mobility (see the Encumbrance chart on page 45 of the Players Handbook). For example, a character with 18 strength would be able to carry up to 5 points worth of EV without penalty, would be lightly encumbered at 8.25 EV, moderately encumbered at 11.5 EV, heavily encumbered at 14.75 EV, and overburdened at 18 EV.

Armor and helms, being wearable, subtract a total of 1 EV from the total Encumbrance of all of a character's items. Clothing with an Encumbrance rating subtracts 0.1 EV from the total Encumbrance of the character. Items with a carrying capacity simply refer to how much they can hold. They do not increase a character's EV.

Tack and harness do not affect characters but do affect their mounts. For horses and ponies, there is a special section of the Encumbrance Chart that they use instead of the regular chart.

## CASTLES & CRUSADES HOUSE RULES

STRENGTH	NORMAL	LIGHT	ENCUMBRANCE (EV)		
			MODERATE	HEAVY	OVERBURDENED
3	1	1.5	2	2.5	3
4	1	1.75	2.5	3.25	4
5	1	2	3	4	5
6	2	3	4	5	6
7	2	3.25	4.5	5.75	7
8	2	3.5	5	6.5	8
9	2	3.75	5.5	7.25	9
10	3	4.75	6.5	8.25	10
11	3	5	7	9	11
12	3	5.25	7.5	9.75	12
13	3	5.5	8	10.5	13
14	4	6.5	9	11.5	14
15	4	6.75	9.5	12.25	15
16	4	7	10	13	16
17	4	7.25	10.5	13.75	17
18	5	8.25	11.5	14.75	18
Riding Horse	9	15	30	45	60
Lt. Warhorse	13	22.5	45	70	90
Hvy. Warhorse	17	30	60	90	120
Pony	4	7.5	15	22.5	30
War Pony	6	10	20	30	40

### ARMAMENTS (PAGE 40)

ARMORS	COST	AC	WGT	EV
Padded Armor	5cp	+1	10lbs.	1w
Leather Coat	7cp	+1	10lbs.	1w
Leather Armor	10cp	+2	15lbs.	1.5w
Ring Mail	30cp	+3	20lbs.	2w
Hide	20cp	+3	25lbs.	2.5w
Studded Leather	25cp	+3	20lbs.	2w
Laminar, Leather	55cp	+3	25lbs.	2.5w
Mail Shirt	100cp	+4	25lbs.	2.5w
Scale Mail	50cp	+4	30lbs.	3w
Cuir Bouille	45cp	+4	25lbs.	2.5w
Breastplate, bronze	95cp	+4	20lbs.	2w
Brigadine	85cp	+4	25lbs.	2.5w
Breastplate, steel	300cp	+5	30lbs.	3w
Mail Hauberk	150cp	+5	35lbs.	3.5w
Coat of Plates	100cp	+5	45lbs.	4.5w
Ensemble, Greek	120cp	+5	40lbs.	4w
Banded Mail	250cp	+6	40lbs.	4w
Splint Mail	200cp	+6	45lbs.	4.5w
Ensemble, Greek	230cp	+6	50lbs.	5w
Ensemble, Roman	240cp	+6	30lbs.	3w
Full Chain Suit	200cp	+6	45lbs.	4.5w
Plate Mail	600cp	+7	45lbs.	4.5w
Ensemble, Roman	650cp	+7	45lbs.	4.5w
Full Plate	1000cp	+8	50lbs.	5w
Polish Hussar	1750cp	+8	50lbs.	5w

See page 41 for components of ensemble armors.

SHIELDS	COST	AC	WGT	EV
Buckler	2cp	+1 <sup>1</sup>	2lbs.	0.2
Shield, Small Steel	9cp	+1 <sup>1</sup>	5lbs.	0.5
Shield, Small Wooden	3cp	+1 <sup>1</sup>	3lbs.	0.3
Shield, Med. Steel	15cp	+1 <sup>2</sup>	10lbs.	1
Shield, Med. Wood	5cp	+1 <sup>2</sup>	6lbs.	0.6
Shield, Large Steel	20cp	+1 <sup>3</sup>	15lbs.	1.5
Shield, Large Wood	7cp	+1 <sup>3</sup>	10lbs.	1
Pavis	55cp	+6 <sup>4</sup>	90lbs.	9

1 Bonus applies to one foe in a round.

2 Bonus applies to two foes in a round.

3 Bonus applies to three foes in a round.

4 Bonus applies to all foes in front of the shield.

HELMS	COST	AC*	WGT	EV
Armet	10cp	+6	7lbs.	0.7w
Bacinet	15cp	+4	7lbs.	0.7w
Benin	8cp	+2	5lbs.	0.5w
Casquetel	10cp	+2	8lbs.	0.8w
Coif, Chain Mail	15cp	+4	5lbs.	0.5w
Coif, Leather	4cp	+1	2lbs.	0.2w
Helm, Great	20cp	+7	8lbs.	0.8w
Helm, Normal	10cp	+5	4lbs.	0.4w
Helm, Norman	8cp	+3	7lbs.	0.7w
Helm, Pot	5cp	+2	6lbs.	0.6w
War Hat	7cp	+2	6lbs.	0.6w

\*Armor Class adjustments for helmets apply to strikes against the head only, they do not otherwise adjust AC.

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WEAPONS	COST	DMG	WGT	EV
Axe, Battle	10cp	1d8	7lbs.	0.7
Axe, Bearded*	20cp	3d4	15lbs.	1.5
Axe, Piercing	17cp	1d8+1	7lbs.	0.7
Axe, Two-Handed*	20cp	1d12	20lbs.	2
Bardiche	15cp	2d4	10lbs.	1
Bec De Corbin	60cp	1d10	4lbs	0.4
Bill or Billhook	12cp	2d4	6lbs.	0.6
Brass Knuckles	1cp	1d3	1lb.	0.1w
Cat-O-Nine-Tails	9cp	1d3	1lb.	0.1
Cestus	1cp	+1dmg	~	0.1w
Cleaver	10tp	1d4	1lb.	0.1
Crowbill	15cp	1d6	6lbs.	0.6
Dirk	3cp	1d4+1	1lb.	0.1
Fauchard*	6cp	1d6	6lbs.	0.6
Fauchard Fork*	15cp	1d8	6lbs.	0.6
Fist	~	1d2	~	~
Flail, Heavy	15cp	1d10	20lbs.	2
Flail, Light	8cp	1d8	5lbs.	0.5
Flamberge*	75cp	2d4+2	12lbs.	1.2
Flatchet	5cp	1d6+1	6lbs.	0.6
Fork, Military	10cp	1d8	7lbs.	0.7
Gauntlet, Spiked	5cp	1d3	2lbs.	0.2w
Glaive	8cp	1d8	15lbs.	1.5
Glaive Guisarme	15cp	2d4	8lbs.	0.8
Godentag	15cp	1d6+3	7lbs.	0.7
Guisarme	10cp	2d4	15lbs.	1.5
Halberd	10cp	1d10	15lbs.	1.5
Hammer, War	6cp	1d8	8lbs.	0.8
Hatchet	1cp	1d4	2lbs.	0.2
Hook Sword	25cp	1d4+1	4lbs.	0.4
Hook, hafted	5cp	1d6	3lbs.	0.3
Katar	3cp	1d4+1	1lb.	0.1
Lance, Heavy	10cp	1d8	10lbs.	1
Lance, Light	6cp	1d6	5lbs.	0.5
Lucerne Hammer	60cp	1d12	8lbs.	0.8
Mace, Heavy	12cp	1d8	12lbs.	1.2
Mace, Large	25cp	1d10	10lbs.	1
Mace, Light	5cp	1d6	6lbs.	0.6
Main Gauche	25cp	1d4+1	1lb.	0.1
Man Catcher	45cp	1d4	6lbs.	0.6
Maul*	12cp	1d10	15lbs.	1.5
Morningstar	8cp	2d4	8lbs.	0.8
Nine Ring Broadsword	30cp	1d10	10lbs.	1
Partisan*	10cp	1d8	5lbs.	0.5
Pick, Heavy	8cp	1d6	6lbs.	0.6
Pick, Light	4cp	1d4	4lbs.	0.4
Pike*	5cp	1d8	14lbs.	1.4
Poniard	25cp	1d8	5lbs.	0.5
Ranseur	8cp	2d4	15lbs.	1.5
Sap	1cp	1d3	1lb.	0.1
Scimitar, Great*	55cp	2d6	14lbs.	1.4
Scythe	18cp	2d4	12lbs.	1.2
Sickle	6cp	1d4	3lbs.	0.3
Sleeve Tangler	100cp	1d10	7lbs.	0.7
Spear, Long	5cp	1d8	9lbs.	0.9

WEAPONS	COST	DMG	WGT	EV
Staff	~	1d6	4lbs.	0.4
Sword, Bastard	25cp	1d10	10lbs.	1
Sword, Broad	12cp	2d4	8lbs.	0.8
Sword, Falchion	40cp	2d4	16lbs.	1.6
Sword, Long	15cp	1d8	4lbs.	0.4
Sword, Rapier	20cp	1d6	2lbs.	0.2
Sword, Scimitar	15cp	1d6	4lbs.	0.4
Sword, Short	10cp	1d6	3lbs.	0.3
Sword, Two-Handed*	30cp	2d6	15lbs.	1.5
Tulwar	8cp	1d6	2lbs.	0.2
Voulge	8cp	2d4	6lbs.	0.6

\*Requires two hands to swing.

Certain weapons have additional affects beyond their damage rating. See page 41 and 42 for particulars.

MISSILE & RANGED	COST	DMG	RNG	WGT	EV
Axe, Hand/Throwing	4cp	1d6	10ft.	4lbs.	0.4
Club	~	1d6	10ft.	3lbs.	0.3
Dagger	2cp	1d4	10ft.	1lb.	0.1
Hammer, Light	1cp	1d4	20ft.	2lbs.	0.2
Knife	6tp	1d2	10ft.	1lb.	0.1
Spear	1cp	1d6	20ft.	3lbs.	0.3
Spear, Wolf	3cp	1d8	10ft.	4lbs.	0.4
Trident	10cp	1d8	10ft.	5lbs.	0.5
Aclis	1cp	1d4	20ft.	1lb.	0.1
Arrows (20)	2cp	bow	~	3lbs.	0.3
Arrows (12)	30tp	bow	~	2lbs.	0.1
Arrow, Silver (2)	1cp	bow	~	0.2lb.	0.02
Blowpipe	1cp	1	10ft.	1lb.	0.1
Bolas	5cp	1d4	20ft.	2lbs.	0.2
Bolts (12)	1cp	x-bow	~	1lb.	0.1
Bow, Long	75cp	1d6	100ft.	3lbs.	0.3
Bow, Long, Composite	100cp	1d8	110ft.	3lbs.	0.3
Bow, Short	30cp	1d6	60ft.	2lbs.	0.2
Bow, Short, Composite	75cp	1d8	70ft.	2lbs.	0.2
Crossbow, Light	35cp	1d6	80ft.	6lbs.	0.6
Crossbow, Hand	100cp	1d4	30ft.	3lbs.	0.3
Crossbow, Heavy	50cp	1d10	120ft.	9lbs.	0.9
Dart	10tp	1d3	20ft.	0.5lb.	0.05
Harpoon	1cp	1d6	20ft.	4lbs.	0.4
Javelin	1cp	1d4	30ft.	2lbs.	0.2
Rock	~	1d2	30ft.	~	~
Sling	~	1d4	50ft.	~	0.01
Whip	1cp	1d2	15ft.	2lbs.	0.2

Certain weapons have additional affects beyond their damage rating. See page 41 and 42 for particulars.

### EQUIPMENT (PAGE 42)

EQUIPMENT	COST	WGT	EV	CAP
Armor & Weapon Oil	1cp	1lb.	0.1	~

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EQUIPMENT	COST	WGT	EV	CAP
Awl	1cp	0.5lbs.	0.05	~
Backpack	2cp	2lbs.	0.2w	8
Bagpipe	35cp	8lbs.	0.8	~
Bandages (2 wounds)	2tp	0.5lb.	0.05	~
Barrel, Large	4cp	45lbs.	4.5	9
Barrel, Small	2cp	30lbs.	3	6
Basket	8tp	1lbs.	0.1	2
Bedroll	2tp	5lbs.	0.5	~
Belt Pouch, Large	1cp	1lb.	0.1w	0.5
Belt Pouch, Small	10tp	0.5lbs.	0.05	0.2
Belt Pouch, Spell Component	10cp	0.5lbs.	0.05	~
Blanket, Winter	10tp	3lbs.	0.3	~
Bottle	2cp	0.5lb.	0.05	0.5
Broom	1tp	1lb.	0.1	~
Bucket	10tp	2lbs.	0.2	3
Candle (5 sticks)	1tp	0.1lb.	0.01	~
Canteen (½ gallon)	2cp	2lbs.	0.2	0.4
Case, Map or Scroll	1cp	0.5lb.	0.05	10 sheets
Casket	2cp	15lbs.	1.5	25
Chain (20 feet)	30cp	4lbs.	0.4	~
Chalk (per piece)	1tp	0.5lbs.	0.05	~
Chest, Large	5cp	40lbs.	4	8
Chest, Small	2cp	25lbs.	2.5	6
Chisel	1cp	0.5lbs.	0.05	~
Cord (50 feet)	5cp	8lbs.	0.8	~
Crowbar/Prybar	2cp	5lbs.	0.5	~
Diggery-do	1cp	0.25lb.	0.025	~
Drum	9cp	8lbs.	0.8	~
Dust, Bag of	~	1lbs.	0.1	~
Fife	2cp	0.25lb.	0.025	~
File	1cp	0.5lbs.	0.05	~
File, Metal	1cp	0.5lb.	0.05	~
Firewood, per day	1tp	20lbs.	2	~
Fishing Gear	10tp	1lbs.	0.1	~
Flask	1tp	0.1lbs.	0.01	~
Flint and Steel	1cp	0.5lbs	0.05	~
Flute	15cp	0.5lbs.	0.05	~
Gong	18cp	3lbs.	0.3	~
Gord	6tp	1lb.	0.1	~
Grappling Hook	1cp	4lbs.	0.4	~
Grease, Crock (per lb.)	1tp	1lb	0.1	~
Hammer	1cp	2lbs.	0.2	~
Hammer, Sledge	6cp	8lbs.	0.8	~
Hammock	8cp	8lbs.	0.8	~
Harp	35cp	4lbs.	0.4	~
Holy Symbol, Silver	25cp	1lb.	0.1	~
Holy Symbol, Wood	1cp	~	0.01	~
Holy Water, Flask	30cp	1lb.	0.1	~
Hook, Iron	1cp	0.5lbs.	0.05	~
Horn	5cp	3lbs.	0.3	~
Incense, Stick	1cp	~	0.01	~
Ink, 1 oz.	8cp	0.1lb.	0.01	~
Kettle, Iron	1cp	4lbs.	0.4	~
Lamp, Open	3cp	2lbs.	0.2	~

EQUIPMENT	COST	WGT	EV	CAP
Lantern, Bullseye	12cp	3lbs.	0.3	~
Lantern, Hooded	7cp	2lbs.	0.2	~
Lodestone	25cp	1lb.	0.1	~
Manacles	15cp	2lbs.	0.2	~
Mandolin	10cp	4lbs.	0.4	~
Marbles (bag of 25)	1cp	0.1lbs.	0.01	~
Mirror, Small Steel	10cp	0.5lb.	0.05	~
Mortar and Pestle	3cp	2lbs.	0.2	~
Mug or Tankard	1tp	0.5lb.	0.05	~
Nails, Iron (50)	10tp	1lb.	0.1	~
Oil, Flask of	1cp	1lb.	0.1	~
Pack, Shoulder	2cp	2lbs.	0.2	~
Padlock and Key	25cp	1lb.	0.1	~
Panpipes	11cp	1lb.	0.1	~
Paper (10 sheets)	10cp	~	0.01	~
Parchment (10 shts)	5cp	~	0.01	~
Pickaxe, Miner's	3cp	10lbs.	1	~
Pipe	5cp	0.1lbs.	0.01	~
Pitons/Spikes (5)	10tp	2lbs.	0.2	~
Pole (10 feet)	4tp	8lbs.	0.8	~
Pot	3cp	8lbs.	0.8	~
Prayer Beads	2cp	~	0.01	~
Quill	2tp	~	0.01	~
Quiver, Dozen	2cp	1lb.	0.1	12 proj
Quiver, Score	4cp	1lb.	0.1	20 proj
Razor	10tp	~	0.01	~
Rogue's Tools	30cp	1lb.	0.1	~
Rope, Hemp (50 ft.)	1cp	10lbs.	1	~
Rope, Silk (50 ft.)	10cp	5lbs.	0.5	~
Sack, Large	10tp	1lb.	0.1	5
Sack, Small	2tp	0.5lb.	0.05	2.5
Saw, Metal	5cp	1lb.	0.1	~
Sealing Wax	1cp	0.1lb.	0.01	~
Sewing Kit	10tp	1lb.	0.1	~
Shovel	2cp	8lbs.	0.8	~
Soap (per bar)	10tp	1lb.	0.1	~
String (50 ft.)	8tp	1lb.	0.1	~
Tent, Large	45cp	50lbs.	5	5 men
Tent, Medium	25cp	30lbs.	3	3 men
Tent, Small	10cp	20lbs.	2	1 man
Tinder Box	1cp	4lbs.	0.4	~
Tongs	12tp	1lb.	0.1	~
Torch	1tp	1lb.	0.1	~
Trap, Lg. Animal	35cp	25lbs.	2.5	~
Trap, Med. Animal	15cp	12lbs.	1.2	~
Trap, Sm. Animal	7cp	3lbs.	0.3	~
Trunk, Travel	2cp	10lbs.	1	5
Vellum (10 Sheets)	15cp	~	0.01	~
Vial (1 ounce)	2tp	0.1lb.	0.01	1 oz.
Waterskin (1 gallon)	1cp	4lbs.	0.4	0.85
Wedge, splitting	1tp	~	0.01	~
Whetstone	1cp	0.5lb.	0.05	~
Whistle	10tp	~	0.01	~
Wolfsbane	2cp	0.1lb.	0.01	~
Zither	40cp	5lbs.	0.5	~

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CLOTHING	COST	WGT	EV
Belt	12tp	1lb.	*
Belt, Baldric	4tp	3lbs.	*
Boots, Heavy	1cp	4lbs.	0.4w
Boots, Soft	8tp	2lbs.	*
Caftan	6tp	2lbs.	0.2w
Cap/Hat	8tp	~	*
Cape	16tp	1lb.	*
Cloak	10tp	3lbs.	0.3w
Cowl	4tp	1lb.	0.1w
Dalmatic	10tp	4lbs.	0.4w
Doublet	1cp	3-5lbs.	0.3w - 0.5w
Frock	10tp	1-10lbs.	0.1w - 1w
Girdle	14tp	3lbs.	0.3w
Gloves, Cloth	4tp	~	*
Gloves, Leather	16tp	~	*
Gown	1cp	5-20lbs.	0.5w - 2w
Jewelry	varies	~	*
Leggings	10tp	0.5lbs.	0.05w
Mantle	1cp	3-5lbs.	0.3w - 0.5w
Robe	1cp	4lbs.	0.4w
Scarf	1tp	0.5lbs.	0.05w
Shoes, Normal	4tp	1lb.	0.1w
Signet Ring	5cp	~	*
Skirt	8tp	0.5lbs.	0.05w
Smock	6tp	0.5lbs.	0.05w
Trousers	8tp	0.5lbs.	0.05w
Tunic	6tp	0.5lbs.	0.05w
Vest	4tp	0.5lbs.	0.05w
Winter Clothing, Set	5cp	6lbs.	0.6w

\*No appreciable EV singly. EV is 1 per 10 of these carried.

PROVISIONS & LODGING	COST	WGT	EV
Ale, Mug	1tp	1lb.	0.1
Beer, Mug	1tp	1lb.	0.1
Cheese, Block	4tp	1lb.	0.1
Grains, Bag	4tp	5lbs.	0.5
Liquor, Cask	25cp+	½ gal.	0.4
Liquor, Shot	4tp	~	~
Lodging, Common Inn	10tp	~	~
Lodging, Good Inn	2cp	~	~
Lodging, Poor Inn	2tp	~	~
Mead, Mug	4tp	1lb.	0.1
Rations (1 day)	10tp	1lb.	0.1
Rations (1 week)	3cp	7lbs.	0.7
Tavern Meal, Common	4tp	~	~
Tavern Meal, Good	1cp	~	~
Tea Leaves, 1lb.	2tp	1lb.	0.1
Tobacco, 1lb.	10tp	1lb.	0.1
Wine, Common (Bottle)	4tp	1lb.	0.1
Wine, Fine (Bottle)	10cp	1lb.	0.1

TRANSPORT & TACK	COST	WGT	EV
Barding, Chain*	500cp	125lbs.	12.5w
Barding, Full Plate*	4,000cp	250lbs.	25w
Barding, Leather*	50cp	50lbs.	5w
Barding, Padded*	20cp	25lbs.	2.5w
Barding, Studded*	100cp	60lbs.	6w
Bit and Bridle	1cp	1lb.	0.1w
Boat, Long	500cp	~	~
Boat, Row	50cp	75lbs.	7.5
Boat, Skiff	300cp	~	~
Boat, Small	250cp	~	~
Canoe	35cp	50lbs.	5
Cart	15cp	200lbs.	20
Chariot	100cp	350lbs.	35
Coach	200cp	~	~
Donkey	8cp	~	~
Feed (per day)	1tp	10lbs.	1
Harness	1cp	2lbs.	0.2
Horse, Heavy	200cp	~	~
Horse, Light	75cp	~	~
Mule	25cp	~	~
Ox	18cp	~	~
Pony	30cp	~	~
Raft	100cp	100lbs.	10
Saddle	20cp	30lbs.	3w
Saddle Bags	4cp	8lbs.	0.8w
Saddle Blanket	10tp	1lb.	0.1
Sled	20cp	300lbs.	30
Wagon	35cp	400lbs.	40
Walrus	350cp	~	~
Warhorse, Heavy	400cp	~	~
Warhorse, Light	150cp	~	~
Warpony	100cp	~	~

\* Pony barding: 1/2 cost, 2/3 weight, EV = 1/10th weight.

### MAGIC (PAGE 46)

Spellcasters are no longer required to memorize spells based upon their spellbook. They may cast any spell, provided they are of sufficient level to cast the spell, using the guidelines given below.

- Characters have mana equal to their intelligence score (if a Wizard or Illusionist) or wisdom score (if a Cleric or Druid) plus their level. So a 10th level Wizard with 16 INT would have 26 mana. An 8th level Cleric with 12 WIS would have 20 mana.
- Each spell costs mana equivalent to its level (e.g. a 4th level spell costs 4 mana).
- Characters are limited in the spells they can cast as follows: the spells per day tables in the *Players Handbook* are now spell slot tables, meaning the caster can cast no more spells of a specific mana cost per day than the number of available slots. Therefore a third-level wizard could cast four zero-mana spells, three one-mana spells, and one two-mana spell. Once he reaches fourth level, he can cast an

## CASTLES & CRUSADES HOUSE RULES

additional two-mana spell as the number of slots available for his two-mana spells has increased.

- Characters do not suffer ill effects if they run out of mana. They simply can't cast any additional spells until they've rested for a night.
- Magic items that duplicate spell effects do not cost mana to cast, as the mana is stored within the runes inscribed on the item. Scrolls do not cost mana to cast, but the writings disappear upon casting.

Spells take one round to cast, and concentration is required for the duration of the round or the spell is lost. All spells require nothing more than a verbal component, consisting of the name of the spell, shouted out into the air. Spell effects occur at the end of the round. In combat, the Castle Keeper may allow a Constitution check at a Challenge Class of Difficult to avoid losing the spell or to change targets.

### RAISE DEAD AND RESURRECTION (PAGE 88, 90)

Upon casting *raise dead* or *resurrection*, the player rolls an unmodified 1d20. If the result is equal to or less than the character's current constitution the character is revived but loses 1 point of constitution permanently as noted in the spell descriptions. Failure of the roll results in permanent death, which not even a *wish* can circumvent. A constitution score of 1 results in the death of the character if either spell is cast, and death occurring as a result is irrevocable.

### LIMITED WISH AND WISH (PAGE 80, 104)

The spells *limited wish* and *wish* are not available to spell casters (i.e. they do not appear on the spell lists) and will not be found on scrolls at all. It is assumed that over the years, magic is on a slow decline, with many powerful spells from ages past no longer available to the current generation. *Limited wish* and *wish* fall into this category. *Wishes* still do exist in the game, but in only two ways, both rather rare:

- A magical item from ages past that has a *wish* spell stored within it.
- A creature that has the power to grant *wishes*.

Any spell caster desiring to do research on trying to recreate the *limited wish* or *wish* spell may do so, but all such checks will automatically fail.

### ATTRIBUTES & THE GAME (PAGES 109-110)

As a rule of thumb, use the following table to determine challenge classes:

CHALLENGE CLASS	CHALLENGE LEVEL	PRIME (12)	NON-PRIME (18)
Easy	~	~	~
Average	2	14	20
Difficult	7	19	25
Formidable	12	24	30
Staggering	17	29	35
Hopeless	22	34	40
Impossible	27	39	45

On the table above, results of "Easy" are those Challenge Classes that do not require a die roll, thus the dashes in each column. To use the system, the Castle Keeper needs to identify the attribute to be checked. He then asks the player if that attribute is prime or non-prime. The Challenge Class (CC) is a difficulty level which is set by the Castle Keeper. This difficulty level is read to the player, without revealing any of the numbers that are in the chart. The Castle Keeper will then make note of what the target number will be, depending on whether the attribute being checked is prime or non-prime. If the attribute is prime, then the Prime (12) column is used, otherwise the Non-Prime (18) column is used. The player rolls 1d20, adding level and attribute modifiers to the die roll. The total must be equal or greater than the target number for the given Challenge Class.

For creatures, the Challenge Level (CL) in *Monsters & Treasure* or a published adventure is normally equal to the number of hit dice the creature has. For creatures, the Castle Keeper will adjust the Challenge Class of the creature to the next highest Challenge Class in the chart, using the Challenge Level column as a guide. For example, a creature with 4 Hit Dice has a Challenge Level of 4. Reading the chart, the next step up from 4 is 7, so the creature's Challenge Class would be Difficult.

For attribute checks where the target is not a creature, all published adventures for Castles & Crusades will provide a specific Challenge Level. For example, in the Castles & Crusades adventure *A Lion in the Ropes*, a Challenge Level of 10 is given for an attempt to track a beast in darkness without a light source (see *A Lion in the Ropes*, page 12). Similar in method to adjusting creature Challenge Class, adjust the Challenge Class to the next highest Challenge Class in the chart, using the Challenge Level column as a guide. In the example, the Challenge Level is 10. Reading the chart, the next step up from 10 is 12, so the attempt to track a beast in darkness without a light source would have a Challenge Class of Formidable.

This scaling up of Challenge Class makes things more difficult. If the Castle Keeper desires, he may instead choose to adjust the Challenge Class to the next lowest Challenge Class in the chart by using the Challenge Level as a guide. Referencing the *A Lion in the Ropes* example above, the next step down from 10 is 7, so the attempt to track would have a Challenge Class of Difficult.

## CASTLES & CRUSADES HOUSE RULES

### INITIATIVE (PAGE 115)

When two figures are brought into position 10 feet (or less) apart they may engage in melee. The character with the highest dexterity strikes first. If the Castle Keeper does not know the dexterity of an attacking monster he rolls it on the spot, using 4d6 and discarding the lowest die roll. The two figures exchange blows in turn until the melee is resolved. If dexterities are the same, a 10-sided die is rolled for each opponent, and the higher score gains initiative, first blow.

### GAINING LEVELS (PAGE 122)

Training costs 25% of an adventurer's share of treasure earned by slaying monsters, and is assumed to be performed between adventures, with enough time passing for all training to take place. The Castle Keeper advances the game calendar a number of days equal to the longest training period in the party, plus 2d6+2 days to allow for the adventurers to get back together if they parted ways after the conclusion of the adventure. Side adventures for characters not training all fall within this time frame.

### TIME (PAGE 123)

One round is one minute in length. One turn is 10 minutes in length. See the Timekeeping section on page 8.

## MONSTERS & TREASURE

### EXPERIENCE (PAGE 6)

Treasure spent by adventurers is converted into experience points on a 1 for 1 basis, but only if the treasure is spent doing things like getting drunk at the local tavern, renting an alcove in the back of the tavern to use a slave girl in, and so on. Treasure donated to an institution, treasure used to purchase equipment, and the treasure lost to training, do not convert into experience points.

Magic items do not have an intrinsic EP value. To earn any EP from a magic item, the magic item must be sold to someone not affiliated with the characters and their henchmen. The coin then must be spent as noted above to earn the experience.

### NPC EXPERIENCE (PAGE 6)

In figuring out the experience for NPCs, it must be remembered that class trumps race. In other words, racial abilities are not figured into experience point calculations for NPCs. In figuring a NPC's EP value, the only things that matter are the NPC's class, level, and hit points. Class is important because it is class that determines whether any special ability awards are assigned. Level is important because each level is equivalent to a hit die. Hit points are important because of the bonus EP earned per hit point of the NPC.

In order to determine what specials each class earns for purposes of NPC EP awards, we need to have a virtual litmus test for distinctiveness of each class. The litmus test is simple. An ability whose use gives away the fact that characters are facing off against a specific class gets a special. Spell use is an exception to this, as noted in *Monsters & Treasure*.

Below is a list of distinctive abilities for each class and the type of special.

CLASS	ABILITIES
Fighter	Combat Dominance (I until 8th level, then II), Extra Attack (II)
Ranger	Combat Marauder (II), Tracking (I)
Rogue	Back Attack (I), Sneak Attack (II)
Assassin	Poisons (I), Death Attack (III)
Wizard	Spell Use (I until 7th level, II until 15th level, III thereafter)
Illusionist	Spell Use (like Wizard)
Cleric	Spell Use (like Wizard)
Druid	Spell Use (like Wizard)
Paladin	Divine Aura (I), Aura Of Courage (I), Smite Evil (II)

### DRAGONS (PAGES 20-27)

All dragons have d20 hit dice rather than d12, though there are still only twelve age levels. Hit points per age level are shown below:

AGE	HP/DIE	AGE	HP/DIE
1	2	7	11
2	3	8	13
3	5	9	14
4	6	10	16
5	8	11	18
6	10	12	20

### TREASURE (PAGES 86-127)

Gold pieces should be read as copper pieces to keep the game on a copper standard, remembering that one silver piece is worth 100cp, and one gold piece 1,000cp. Tin pieces are not likely found in treasure hordes (see page 1).

### ENCUMBRANCE (PAGES 94-101)

The following charts are used to determine the EV of recovered treasure, in accordance with the EV rules on page 1.

COIN	EV	COIN	EV	GEM	EV
50tp/cp	0.1	500tp/cp	1	Small	0.01 - 0.1
30sp	0.1	300sp	1	Medium	0.11 - 0.3
15gp	0.1	150gp	1	Large	0.31+

# CASTLES & CRUSADES HOUSE RULES

## TREASURE TABLE

### EV NOTES

3.1	The items in this table have EV values identical to the EV values of the non-magical equivalent in the equipment lists.
3.2	No appreciable EV singly. EV is 1 per 10 of these carried.
3.3	No appreciable EV singly. EV is 1 per 10 of these carried.
3.4	EV is equivalent to 1/100th of the item's copper piece value.
3.5	EV is equivalent to 1/100th of the item's copper piece value.
3.6	EV is equivalent to 1/100th of the item's copper piece value.
4.1	EV is 0.01, the EV of a full vial.
4.2	No appreciable EV singly. EV is 1 per 10 of these carried.
4.3	The items in this table have EV values identical to the EV values of the non-magical equivalent in the equipment lists.
4.3A - 4.3E	
4.4	The items in this table have EV values identical to the EV values of the non-magical equivalent in the equipment lists.
4.4A - 4.4B	
4.5	The items in these tables have no appreciable EV if worn; otherwise the EV value is equal to 1/100th of the item's copper piece value. If an equivalent item is available on the equipment lists, use the EV value of the equivalent item.
4.5A - 4.5E	
4.6	No appreciable EV singly. EV is 1 per 10 of these carried.
4.7	EV is equivalent to 1/100th of the item's copper piece value.
4.8	EV is based on an equivalent beneficial item from tables 3.1 - 4.7.
4.9	No appreciable EV singly. EV is 1 per 10 of these carried.



## TIMEKEEPING

A Castle Keeper can keep a firm grip on game events if always aware of the exact game time. Many effects have given durations, and all actions take time. While PCs stroll about dungeon corridors, NPCs and monsters may be busily engaged in their own affairs, some of which may affect the party at some point - but when?

Good records of actions taken help organize timekeeping. During a very active encounter, keeping track of time can help eliminate confusion and help you keep track of duration of effects, movement, and when foes can enter or leave combat. Make a time track, a simple list of numbers, and mark off time as it passes. Rounds, turns, hours, and days can thus be accounted for.

The timekeeping note sheets can be discarded after the adventure is over, but the referee may wish to make permanent notes of the dates and places of unusual or disastrous events, encounters, or other details.

### DAYS IN A MONTH

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30

### HOURS IN A DAY

1	2	3	4	5	6
7	8	9	10	11	12
13	14	15	16	17	18
19	20	21	22	23	24

### TURNS IN AN HOUR

1	2	3	4	5	6
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### ROUNDS IN A TURN

1	2	3	4	5	6	7	8	9	10
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