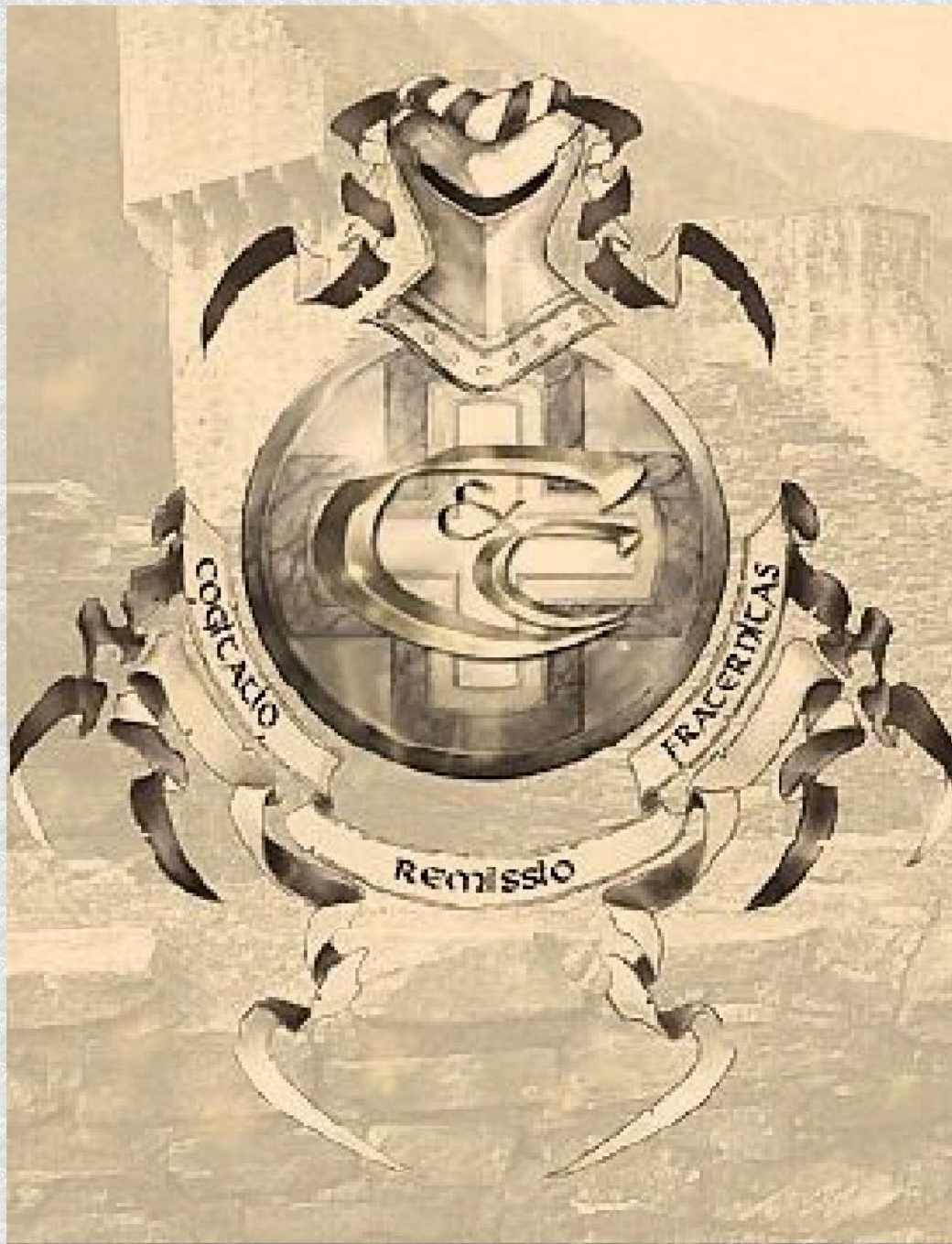


The Domesday Book



Volume 1, Issue 1

The Castles & Crusades Society
Dedicates this Domesday Tome
to the memory
of

E. Gary Gygax

Father, Visionary, and Friend



The Domesday Book

The Official Newsletter of the Castles & Crusades Society

Volume 1, Issue 1 - April 2008

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Welcome to the premiere issue of *The Domesday Book*, the official newsletter of the Castles & Crusades Society!



This is *our* newsletter, and we hope that future issues will expand to contain more contributions in the form of reviews, featured game ideas, campaign journals and, eventually, a Gestalt World for the C&C Society.

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Reviews

Castles & Crusades - A Review:

Castles & Crusades is a game that almost lends itself to be described through comparison to other game systems - old or new. But what is it? Essentially it is a "rules-light" role-playing game system designed to capture the essence and feel that many people found in older RPG systems. Troll Lord Games has been able to do this by utilizing the OGL and developing a streamlined mechanic based on the d20 system to design a game very much geared towards classic sword and sorcery. That said, how well does the game succeed at doing so? Well, by taking a good and thorough examination at both the Player's Handbook and the Monsters & Treasure Guide, we will try and tackle that very question.

The Player's Handbook

The Player's Handbook, currently in its 3rd printing, has had its share of changes. The initial C&C rule set appeared in a charming white Collector's Edition box set and included 3 booklets with a set of 'old school' dice. This was a very nostalgic item for many as it was reminiscent of the original white Dungeons & Dragons set. It was simple and basic and included 4 classes and 4 races. The set has been described by some as a 'proof of concept' of sorts and work started on a full Player's Handbook. Though the first print run of the PHB was well received, the layout, organization, and errata made it the subject of much criticism. The 2nd and subsequent 3rd printings far outshine the initial effort. It will be these two recent printings I will be using as a base to review the book and content.

The book opens up by touching upon the reasoning behind the design philosophy inherent in the game.

This forward, written by Stephen Chenault, is something that should be read at least once. If you 'get' what he is trying to say and find yourself eagerly nodding in agreement, you'll most likely understand and appreciate the game for what it is. The forward is followed by the introduction that devotes a bit of space to explain what a role-playing game is, what one needs to play, and the importance to having fun. For people who are experienced gamers, this is often a part which is neglected the most. It is well written and manages to be brief and concise enough to be a solid enough base for someone coming to a pen and paper based RPG for the first time.

Following a natural progression, the book then covers the creation of a character and introduces 13 classes to choose from. Since the game is focused on a classic fantasy genre, these classes are based on popular archetypes, whether they be warriors, rogues, or spell casters of sorts. A way to think about these if approaching this kind of game for the first time is to think of this as a character's 'profession'. Since this is a world of magic and myths, one isn't restricted to playing a human character either. There are a total of 7 races to choose from and these include such things as Dwarves, Elves, and even Half-Orcs. Like other games, certain character abilities relevant to this game are measured and advancement is a level-based one. Various benefits are granted at different levels depending on the nature of the chosen class as a character becomes more powerful. The section on character creation finishes off with details on equipping and fleshing out the character. Since magic is an important factor in fantasy, there is

a large part of the book dedicated to various spells and descriptions and effects in game.



However, the gem of *Castles & Crusades* lies in what has been called the Siege Engine. Where as different games have a variety of ways that characters can accomplish different tasks, this game adopts a simpler method. Instead of a complex or detailed skill system or a system based on an endless array of talents, this game takes a step back.

First off, as mentioned earlier, certain character abilities are quantified in order to facilitate task resolution... these could be feats of dexterity, intelligence, and even charisma. Where the game begins to shine is the differentiation between what is a Primary Attribute and a Secondary Attribute. The difference essentially would be a character who knows how to use a particular ability to their best advantage compared to someone who doesn't. In this way for example, someone who knows how to best use their strength to complete a task may end up doing better compared to another character who doesn't even if they happen to be the physically stronger of the two. Saving throws, a system where characters may have to dodge or resist a particular effect, take into account these Primary Abilities as

well as does any skill-related tasks that might have to be performed. With regards to skill-based task resolution, certain classes have different abilities built in and the level of the character helps determine competency. That's all there is to it and it is perhaps in this way that the game succeeds at minimizing some of the rules in such a way to allow for the enjoyment of the game.

The game avoids developing a skill system with the belief that there are simply too many things that one can invariable learn in life. It accepts and encourages the development of the character in terms of background and motivation that a character may have picked up certain skills in their past. The character could have been apprenticed as a blacksmith prior to becoming an adventurer. Certain classes have knowledge unique to them and training in that class will give a higher level of expertise at certain things compared to other classes. Even a cultural background could help paint the picture of what a character may or may not know. Above all, the most important thing about this is how it speeds up character creation and play by using a simpler yet versatile mechanic.

Where as the first larger part of the book is primarily devoted to the character in one form or another, the last section of the book deals mostly with the system rules and running the game. It starts off by devoting a few pages to running a game and the importance of mood and pace, as well as styles of play. The book then does a good job detailing how the Siege Engine works as it discusses Attribute Checks and Saving Throws. However, the book could have done better by including a few more examples on how to use the system in game. A well written section detailing combat follows and succeeds at providing enough of a framework without bogging the system down with a plethora of unnecessary or over-detailed rules. My single biggest criticism would be the hodge-podge of other miscellaneous items and lack

of a solid organization. These include such things as Turning Undead, Spell Resistance, or different types of Vision. The reason this is problematic is that it seems out of place with other things in the same section such as Experience Points and Treasure which might leave the reader with the impression that it could have been better organized.

All that said, if someone is looking for a game that can provide variety and flexibility without getting overly complex with the burden of a detailed rule set, *Castles & Crusades* is hard to beat. What makes the game even more desirable among its existing fan base is the nature of the system and relative ease of using either various d20 offerings or even older AD&D or D&D material. It is perhaps the game's simplicity which makes this possible and the task of converting this material an easy one. Regardless on one's reasons for adopting this game, it is sure to become a favorite for many.

MONSTERS & TREASURE

What would the life of your hero be like without foes and monsters to slay and treasures beyond the realm of imagination to quest for? The *Monsters & Treasure* book serves as a companion to the *Player's Handbook* and holds exactly what one would expect from the title. There are plenty of critters to choose from... whether they be familiar and recognizable as Dragons or Giants or something as bizarre as the Prismatic Eye. The book also contains other iconic creatures which can be found in *Dungeons & Dragons* such as the dreadful Rust Monster! There are also plenty of treasures to stir the imagination.

The organization of the material is top-notch overall, with the first few pages devoted to understanding the various terms employed in the creature entries. Explanations are also given to help understand certain special abilities and terms used in the book and a section dealing with base

experience point calculation for monsters is included. There are also notes on role-playing and the creation of monsters.

In keeping with a "rules-light" philosophy, the very style of creature entries look like the older entries for monsters as they would have appeared in older game books and modules. There are no endless array of statistics found in any of the entries – just what one needs. With some of the trends and concepts introduced in the PHB, indication is given each in terms of what are a creature's primary attributes; are they Physical, Mental... or both? A monster's Hit Dice not only determines Hit Points, but skill in combat, competency at tasks, and save modifiers as well. The book has descriptions for each entry and a lot of art to help convey appearance.

Once you defeat the monster in their lair, adventurers can share in the spoils of their reward. Aside from gold, gems, and jewelry, there are also items of powerful arcane magic to be had. These may be anything from weapons and armor, to potions and wands, to an innocuous looking deck of cards. With tables to determine what and how much of something may be in a monster's possession, there is no lack of material to go through. However, the section on treasure also deals with the creation of these magic items as well as guidelines concerning their use. A helpful section on awarding appropriate rewards is also included. Finally, the reward is not all treasure, and throughout the book are aids to calculate experience points to be awarded since it is through these that a character can advance in level.

The M&T book, now in its second printing, still has a few bits of errata to be corrected. Given the nature of the material, this shouldn't be a big surprise either. A lot has already been corrected from the 1st print run of the book which, in itself,

was a strong offering. The bottom line is that the book succeeds at giving everything one would need to complete a rule set and play the game.

Review by Moriarty 777

Assault on Blacktooth Ridge (A1)

Author: Davis Chenault

Editor: Christian Harris & Tami Key

Art: Daniele Bigliardo

Cartography: Davis Chenault

24-page soft-cover book; saddle-stitched

Troll Lord Games \$8.95

Remember back in the day, when all you had was a keep and some caves to die in? I sure don't, but that's only because I wasn't born yet. *Assault on Blacktooth Ridge* is the first in the "A" series of adventure modules by Troll Lord Games. This adventure is of the foray type, like the classic *Keep on the Borderlands*. It provides the players with a base of operations: the town of Botkinburg, and a variety of interesting adventure locales. All this is bound together with a plot involving a band of goblins raiding the small town.

I highly recommend this module. It has great cartography by Davis Chenault. The cover art by Daniele Bigliardo is reminiscent of the fantasy paperback cover art of Frank Frazetta. The maps are clear and easy on the eyes. The adventure itself is a good low level adventure with interesting encounters and a fully fleshed out town to explore. There are six wilderness areas to explore besides the main dungeon complex and sub-plots galore. All this leaves lots of room to expand upon the original adventure. This module is set in Aihilde, but is easily adapted to any campaign world. This module really impressed me and made me want to read more about the Aihilde setting.

Only one negative stuck out in this entire module. The ACs of almost every NPC seemed to be wrong. Maybe it's just me but they just don't seem to add up. One last note, although I do not really consider it a negative: not enough of Bigliardo's excellent retro illustrations (5 pieces). That's hardly criticism though!

In summation this is a great product. Its strengths easily outweigh its flaws and at \$8.95 it's a bargain.

Review by S.J. Wright, aka "Kos"

Usurpers of the Fell Axe (A4)

Author: Davis Chenault

Editor: James Mishler

Cover Art: Peter Bradley

Interior Art: Jason Walton

Cartography: Davis Chenault and Peter Bradley

24-page; saddle-stitched

Troll Lord Games \$8.95

Usurpers of the Fell Axe is the fourth module in Troll Lord Games' signature Aihilde series. It is not a stretch to say that Castles & Crusades aficionados will have strong interest in this product, not only because it follows in the series started by what is oft-cited as the most successful of TLG's modules so far (A1: *Assault on Blacktooth Ridge*), but also because this is the central adventure path of the After Winter's Dark campaign setting. Of course, TLG has released these modules with the intent that they need not necessarily be tied to any setting or even used in sequence. To an extent that mission is successful, but *Usurpers*, unlike previous modules A2: *The Slag Heap* and A3: *The Wicked Cauldron*, almost begs the CK to reconnect it with any adventure that has previously occurred in Botkinburg and the Blacktooth ridge environs, mainly because the name of Baron Dietbold and his city of Ludensheim were so prominent in that

earlier module, and there are also some more direct references to A3 as well.

The adventure itself shows a nice progression of locales from the earlier modules in the series. This is the first module based primarily as a city setting specifically within Ahrde, and as such is very much a "sandbox" style module. A4 is constructed in three parts: 1. an overview of the major encounter areas of the city (presented in distinctly non-linear fashion); 2. a more specific layout and encounter descriptions of the central keep; and, 3. a two-part section detailing the major NPC's of Ludensheim. This last part conveniently gives the stats in a concise 2 ½ page final section that can easily be photocopied for easy reference (the module itself suggests this), and as a CK I can say this is a very nice choice.

Because the adventure is meant to allow for more freedom of party choice and provide the general setting rather than a linear path, the actual plot of the module is kept extremely simple. A sinister cabal of evil wizards has ensorcelled Baron Dietbold through a cursed item known as the Fell Axe, and it is up to the player characters to deal with this situation. The simplicity of the basic plot, coupled with numerous avenues to any number of differing resolutions, really does leave the module open to individual campaigns in a way comparable to TLG's *The Slag Heap* and *The Haunted Highlands*. There is enormous room within the city to develop further side-quests and, depending on the resolution here, there is the potential for the PC's to play a significant role in the future politics of this little city on the Hruesen river.

Despite following the recent pattern of placing maps on the pages themselves rather than on the insides of the module covers, the maps are of perfectly adequate size for easy photocopying or scanning. The artwork is excellent, as usual, on both the exterior and the interior. I particularly like

the cover image of a party charging the wild-eyed Dietbold and his Fell Axe, and Jason Walton's image of the river-docks evokes a very solid "feel" to the city.

I have only two minor complaints about the product. The first might be nitpicking: as with most modules/adventure paths these days, the author provides us with a series of rumors to help generate both feel and to help hook PC's into the main plot. I do cringe when I see #11 on this list in A4: "The Painted Veil is open up to some secret Cabal of wizards that serve the dark lord." I am never a fan of "rumors" that are so direct that PC's can figure out "hmm... a secret cabal of wizards is behind everything." The second complaint has to do with the map of Ludensheim. It is beautiful artwork, to be sure, and I love it in its own right, but unlike the rather simple Botkinburg map of A1, this city is much too large to be able to decipher the streets easily from its "etch-carving" style. To some this may not be an issue, but it does necessitate the CK doing additional work if having a familiarity with the streets and alleys becomes important in a given game. A second, very basic 2D street map would have been helpful.

Overall, this is an excellent module. Indeed, I find myself recommending *Usurpers of the Fell Axe* as my favorite in the A series since *Blacktooth Ridge*. My own current home game is set in the After Winter's Dark setting, and while I had decided not to utilize *The Wicked Cauldron* I will most certainly be using this adventure and its Ludensheim city setting. The best adventure modules not only offer a good, specific issue to be dealt with by adventurers, but also leave themselves open to numerous possibilities beyond the narrow confines of that adventure. *Usurpers* provides both, and does so outstandingly well.

Reviewed by John "Sir Seskis" Wright

Features

"The Black Trade"

by Josh Sherrer (aka 'Julian Grimm')

While many would think the name 'Black Trade' would refer to illicit goods the term actually covers trade in teas, coffees and tobaccos. In the lands these three things are held in high esteem. Even commoners appreciate the flavors and brews of the above and in some villages the fame or infamy can come from a cup of steaming brew or the flavor of a smoke.

Some say the entire cultures of the regions are based around these three things. In part this is true since all daily routines, be it that of the high class noble to the lowly farmer, have traditions based around the use of these items. Conversations, negotiations and even treaties have centered around the use of the supplies of the black trade. Many notations of meetings between lords include the types of coffees or teas drank or tobacco smoked. Secret blends have fueled guild wars and theft attempts in many cities - the most notorious being a war between brewer's guilds in one major city.

Traders in the merchandise and accessories needed to make the drinking or smoking experience pleasant in order to find stable income. In some urban areas entire cafes are dedicated to the trade products, with menus containing exotic and far off items for consumption, often commanding top prices. It is not uncommon on city streets to see businessmen and nobles meeting in such places and sampling the wares while they discuss important business. The higher classes have private tasting rooms for those with the gold to spend. These

houses, in some circles, have almost supplanted taverns as places for clandestine and underhanded deals to be made.



Understanding what is what

To begin understanding the cultures behind the black trade one must first understand what defines a coffee, tea or tobacco. In the lands these definitions can vary region by region and are topics of hot debates among expert consumers of these trade items. What follows is the most accepted definitions of each.

Coffee: A coffee is usually a drink brewed hot from grind beans of certain plants. However in some southern areas coffees are brewed from certain roots such as the chickory root or the halflings foot. Tastes are usually a bit bitter but some have a semi-sweet taste.

Tea: A tea is usually brewed hot and contains blends of certain barks, leaves, roots and peices of fruit or berries. Teas can range from bitter to sweet in flavor. In the same southern regions that chickory and halflings foot are found some brew tea hot and drink it cold to alievate the summers heat*.

Tobacco: A tobacco is taken from dried leaves of a certain variety of plants. Though in some regions it is made from some barks and dried matter from vegetables. It ranges in harshness and taste and blends vary from region to region. It is most always smoked in pipes or rolled in leaves of some plants. A new technique has come down from soldiers who have used small squares of paper to roll the blend. This has prooved popular and now many traders sell these papers in books along with pouches of their finest blends.

Blending the Blenders

The blending of tobaccos, coffees and teas are realativly the same. Select beans and leaves are harvested and dried. Then many are processed for immediate sale. However some items are taken and aged then processed and mixed with other similar processed materials. These items are sold and some aged further or have certain oils or friut pieces mixed in.

Dwarven blenders usually age most of their stock for a century or more and are mixed with spices that only that race knows. Dwarven blends of coffes and teas fetch a good price and many dwarven clans have found great success with this work.

Elves tend to blend only teas and tobacco. Elvish blends are well regarded and are a closely kept secret. Some elves have been known to blend using magical means, producing teas with enhanced flavors, steam that dances, or liquid that changes colors. Magically blended tobaccos can range in flavors and smell, and the smoke has been known to change colors or form shapes that dance, spin or even reenact historical periods. Elven blends are usually purchased by the wealthy and powerful as the price is more than common folk could enjoy.

Halfling and Gnomish blends vary in strength and taste. Halflings are known tobacconists and rival elves in their work. However, Halfling blends are cheaper and are made for the common folk as well as the rich. Gnomish work is usually considered vile in taste and smell and is only usually purchased by Dwarves. There are others that savor the pungent odor and bitter flavor of the gnomes' blend, but they are rare.

Humans have only been working in the fields for a few centuries, but have created many blends of their own. They also have been known to hire adventurers to steal from other blenders and brewers. Many trade wars have broken out between human black trade houses. Human traders have almost cornered the market on bulk tobacco trade. They have been known to sell large bags of tobacco for many to experiment blending with. These bags are usually fresh cuts, and have to be aged by the buyer. Among many in the middle to higher class this has become a popular hobby and entire manor wings have been converted to the culture of the home blenders.

The Black Culture

As stated before there is an entire culture among those in the trade. In many cities houses have sprung up that sell special blends of teas and coffees while serving exotic tobaccos.

The prices here are rather inflated but this does not stop consumers from entering these houses and doing business over their favorite brew and/or smoke while sampling various pastries and foods.

Tobacconists have also split off into their own domains. These houses offer select tobaccos for smoking, pipes and papers, incenses and other items and accessories. They have also opened up to using simple machines to roll tobacco into papers and selling them at fifteen to twenty per in metallic or wooden boxes engraved with the house seal. Those returning with the boxes may be refilled at less cost on later visits. Also some have offered a self blending and rolling service. For a price, a customer may select up to three tobaccos to blend and enough papers and a roll machine to roll a pre-selected number of smokes. This has proven popular, and many hoping to break into the mysteries of blending have used this service to hone their skills.

Coffee and Tea houses are quiet affairs. Some of the houses that claim higher class customers have also incorporated live music from well-respected composers, poetry recitals and even small theatre. A visit to any tea or coffee house is relatively the same. The patron is escorted to a table and given a list of the house blends. They will receive either a cup or pot of the chosen brew and offered various forms of biscuits, cookies or pastries to go with their drink. The person may stay at their table, roam while enjoying quiet chatter, or appreciate art or entertainment. At most tables is a complimentary tin of tobacco and papers or in some cases pipes to enjoy after or during their drink.

At the end of the visit a discreet check is given to be paid. In lower houses it is expected immediately. In those patroned by nobles or other higher classes it is to be paid later by a servant. With the check is a form that will allow the sale and delivery of the

house's blends to the home of the patron so they may enjoy their favorite blends at their leisure.

The influence of this culture is now felt in the inns and taverns of the lower classes, even those in frontier lands. Many of these gathering places now serve and sell black trade items, though they are of considerable less quality. Some taverns have perfected blending techniques and blended new coffees and teas with certain liquors. There have even been those that have taken to aging their tobacco in harder liquors for a unique flavor**. Surprisingly, Gnomish blends are often bettered by this aging.

The Black Trade in a Campaign

The black trade can be introduced in one of two ways. The first is that it is a relatively new business and the public takes to the new flavors and so-called vices with a fervor. This can lead to tensions between traders and approaches by the established orders to control and even abolish the new businesses. The second is that the trade exists but has been in the background until recent developments have thrust it into popularity. The two most common groups that will want control are local nobles and clergy, who have differing views on the trade but who both see the danger in the common masses enjoying such a princely or 'sinful' item.

In a game where the trade is established, brew and blending houses may be after a secret recipe to foil an upstart house. Lower houses may be the target of a trade baron wanting control of the entire market. In this case hired muscle is out on the streets enforcing the law of the tradesmen. Assassins can be hired to kill off heads of houses and their lieutenants.

If an open involvement in the trade is not desired then it can be used for a backdrop. Characters can meet in a tea or coffee house. A new shop opening may be a source of news or a treasure given may be a tin of the best coffee, tea or tobacco, or a recipe for a brew may be a valuable treasure. The Black Trade in any instance can give the players a sense of being part of the world. In play a CK may brew up a select coffee or tea to drink while gaming as an example of a special brew. I have just provided the framework it is up to the players and CK to flesh it out.

* Ice houses are an active industry in the southern kingdoms. Though usually the realm of nobles the trade is pushing beyond that. The Icehouses and trade will be detailed later.

** The most famous is Johann Hiram's Black, a deep dwarven tobacco mixed with whiskey from the south. The most infamous is Goblin Gut, a tobacco called Gnome Stinkplant mixed with goblin rye ale. A test of strength is smoking a whole bowl or roll of this. None have even done so without becoming violently ill.

"Adding Weather to Your C&C Game"

by Lesley Rouell (aka 'Lurker')

The intrepid party of adventures trudge through the old dark forest. Dice tumble across the table.

The CK states "You hear the crack of thunder and trees snapping as a tornado rips its way through the forest toward you. What do you do?"

A choir of voices band together in outrage and complaint!

"Wait five minutes ago it was clear! A tornado can form in five minutes!"

"Last week we had a Yule feast so isn't it winter? There is no way there is a Thunderstorm in winter!"

"I'm a 6th level druid... shouldn't I know this was coming our way?!"

On and on the complaints rain down onto the CK like the rain from his randomly rolled weather. So much for adding a little flavor into an overland game.

"I'll stick to running dungeons from now on." the CK mutters under his breath....

Adding weather to your game world isn't as hard as some people think. All it takes is a little knowledge of how Mother Nature normally works, a little understanding of the underlying science, some imagination and an idea of how the world is laid out. Any CK worth his dice already possesses, in abundance, the last two. I hope this article helps in the first two.

Weather Basics and Controlling Science

Like all good lies, a good story and a good game need at least a little grain of truth to be believable. The most basic grain of truth for weather is that weather is just Mother Nature's way to try and reach a balance - the movement and transfer of temperature and, to a point, moisture. No matter what area and to what scale you are talking about it always boils down to transferring heat in the attempt to reach a balance.

Weather is affected by four separate factors outside of temperature and moisture. They are, in general: global climatic zones, seasons, location on the

continent in reference to surrounding large scale topography, and localized small scale effects.

This is, of course, only true to an earth based world. This implies a round to nearly round world, with a rotation and slight axial tilt, with the majority of the surface covered with water. All of these conditions are needed for normal earth like weather. This scenario is what I will deal with in this article.

A world that is flat, conical (which is what the learned thinkers in the dark and medieval world actually thought) or some other abnormal shape will have vastly different weather, as will a desert planet or one that the weather is just blatantly magically controlled. If that is the world that the CK would like to build, then all bets are off - so just go for it and enjoy.

Normal earth-like weather does not have to be an exact copy of our climate. The axial tilt and associated seasons could easily be slightly different. As opposed to four seasons per year, it could have only one season each year or even a season per decade or two.

Global Climatic Zones

There are four primary climatic zones governed in general by latitude or distance from the equator. Large scale weather is also greatly affected by distance from an ocean. These four climatic bands can be further broken down into 15 separate zones. The 15 zones are much too specific to be of great use in gaming and so are out of scope of this article!

Here is a simple summary of the four primary climatic zones. They are roughly listed from northern most, or from the highest latitude down to the equator.

Polar - very cold and dry all year-round. As its name implies the Polar band is located on and around the Polar region. The lands in the Polar

zones will tend to be dry, wind swept, and harsh, but areas can receive large amounts of snow. There is a relatively narrow area on the equatorial side of the Polar zone that is considered the Tundra zone or band. This area is the only part of the Polar zone to rise above freezing for even short periods of time.

Temperate - cold to cool winters with mild to warm summers. It is located in the mid-latitudes of 50 to 60 degrees. The lands through-out the Temperate zones can vary greatly. Areas can be desert dry, or receive enough precipitation to have rain forests. The local or upstream topography has a great effect on the actual weather.

Subtropical or Arid - dry to a cyclic wet and dry yearly, or very moist if there is a large scale sea to the east of the area, and hot all year. The Subtropical zone is located at and around 30 degrees. Winds are the primary driving force of the weather in this zone, and will tend to blow from east toward the west unlike the Temperate zone.

Tropical - hot and wet all year long. The Tropical zone is located on and around the equator. Lands in this zone tend to be dominated by swamps, rivers and triple canopy jungle. There are a few areas of deserts in the tropical zone, but they are very localized and directly caused by significant mountains blocking the flow of the warm moist air.

The more significant transitional and geographically affected Climatic zones are:

Subarctic Climate zone - the transitional area between the Arctic and Temperate zones. Weather consists of brief, cool summers and long, bitterly cold winters. The lands through this zone will tend to be pine forests, with large amounts of snow from mid-autumn till mid-spring.

Mediterranean Climatic zone - mild winters with dry hot summers, due to the effects of mountains and the transition between the Temperate and Subtropical zones. The lands in this zone will have moderately sparse and drought resistant trees and shrubs.

The "Trade winds" area - the zone between the Subtropical and equatorial zones. The weather is predominated by a wet and dry cycle and the land will be dominated by savannahs or large grasslands with few trees.

Mountainous - this zone tends to be very cold all year. This is not associated with a latitude location but to the height of the mountain. Mountains, even fairly small ones, can modify local weather. Large mountains and mountain chains will create their own weather. Normally the windward (the side that the normal wind flow is upslope) will have the greater amount of precipitation with the lee side being significantly drier. Also, there is a difference between the north and south facing slopes. The southern slope will tend to be the warmer of the two.

Clouds and thunderstorms normally form over the mountain tops and ridgelines, at times very rapidly, and will move into the valleys. These storms can cause rain, sleet, hail and snow, strong winds, or a mix of any and all. Fog can also be common in the valleys especially if there was precipitation the previous evening and night.

Winds can also be greatly modified by mountains. Strong winds can be expected in valleys as storms move through the area but these are relatively localized. Strong winds up to 50- 75 miles to the south of the east-west mountains can reach severe and damaging speeds and last a few days when conditions are perfect. This is not common, but has the best chance in autumn and spring.

Vegetation around mountainous areas change from grasslands or forests changing to mixed conifer forests, mountainous steppe and scrub, to tundra like mosses. and vegetation, to bare windswept rock.

The Tundra zone is not only associated with the upper vegetation area of mountains but also the in the transitional area between the Polar and the Subarctic zones. It is cold year around with temperatures below freezing for most of the year. The vegetation consists of moss, short hardy grasses and scrub bushes in low-lying areas protected from the wind.

Seasons

Single seasons - There are two of the climatic zones that have little to no seasonal change. They tend to be at the extremes of Latitudes, on or extremely close to the Polar cap and along the Equator. Just as these locations are at latitudinal extremes so is the weather associated with in the area.

The "season" in and around the Polar region is COLD and windy. Snow fall is the normal precipitation and the amount varies widely depending on how close to the pole the area is and the location of the nearest water source. The temperature never rises above freezing through most of the area. Any time that the temperature rises above freezing it is relatively short-lived, lasting only 2 to 3 months, and only in the Tundra zone.

The "season" in and around the equator is HOT and humid. Rain is long-lasting and frequent. It will rain for most of the year daily, lasting hours. Any mountains will be cloud-covered most of the year.

Bi-seasonal - The Subtropical climatic zone is dominated by two distinct seasons. It is normally a wet/dry cycle also known as monsoonal. In arid areas there is little difference in measurable precipitation, but there is a difference in Virga (rain that evaporates before reaching the ground. This is also an indicator for localized strong to severe winds) cloud cover and other types of weather. Large, wide-spread dust storms also tend to occur during, but not limited to, the winter/spring or wet season.

Quad-seasonal - The normal weather variation throughout the Temperate zones is divided into four distinct seasons. Winter and summer, with transitional seasons of spring and autumn. Spring and summer will tend to have the more violent weather, with large, damaging thunderstorms and heavy rainfall. Though not normal, there is always a possibility of spring snow or ice storms.. Fall and winter have their own damaging and severe weather, with heavy rain or, depending on the location, snow, ice storms and/or strong winds. Though very rare, there is a possibility for winter thunderstorms and even a small scale tornados.

Quad-seasonal & Temperate tend to be representative of the "normal area" in most game worlds, so I will primarily focus on temperate weather in the rest of this article.

The Climatic zone is not the only large scale factor on weather - the location on the continent and significant terrain features upstream are also key to weather. Next I'll cover the weather as associated to location on the "normal" continent in a generally clockwise starting at the northern most location.

Again, this is going to assume the continent is mainly in the Temperate climatic zone, not extending overly far into the Polar or the Subtropical regions. It also assumes the continent is surrounded by water on all sides.

The Northern Central and The Northeastern sections of the continent will be influenced greatly by the Polar zone to the north. Cool summers and cold harsh winters will be the norm. The seas to the north will be cold so they will have little ability to modify and warm the temperature. Snow will be common from early autumn through late spring. Sumer will be fairly short-lived, with intermittent rain and isolated showers and thunderstorms possible, but not overly common. Weather systems moving through the area from the south, along the seaboard, or from the center of the continent will bring heavy snows during winter, strong thunderstorms during the summer, and strong winds year-round.

The Eastern section of the continent will begin to be modified by the sea to its southeast. This will have little effect during the winter months, but will increase the amount of rain and thunderstorms during the spring and summer.

Mountains through these sections will have little large scale effects on the weather - minor increased precipitation on the windward side and dryer leeside conditions. Also, mountains will slow the push of cold air enough to allow the sea board to, at times, be relatively warm. However, bone chilling cold winters, even along the coast, are the norm - especially in the northern sections.

The Southeastern and southern sections of the continent will be greatly influenced by the Subtropical zone. Cool winters and hot, humid summers are common. Snows are rare in the winter with rain and ice storms being more common. Spring and summer thunderstorms are common with tornados, though comparatively small, possible.

Spring and fall fogs in the early mornings are also common at times, lasting most of the day to up to a few days. This will also have associated drizzle and

light rain. Inversely, during the summer it is possible to have clear and stifling hot conditions lasting days up to a week. This is normally followed by a very strong series of thunderstorms.

Mountains in this area will have little or no effect on the temperatures - however, due to the humid air the windward side in this area on the east and south faces, will have large amounts of rain. Small, fast-moving rivers will be common along with costal swamps. Even on the lee side of the mountains there will be enough moisture to support a fairly large amount of vegetation. If the area stretches into the subtropical zone rain forests will be common.

The south central to southwestern section of the continent will become more dry and arid. Hot summers are common with dry conditions year around. This does not mean that the area is a desert and that no rain ever falls, but this area will be the most likely to have deserts or semi-deserts outside of the subtropical/arid climatic zone. Temperatures at night, even in deep summer, can drop, becoming dangerously cold - especially at higher elevations. Winters can be surprisingly cold while remaining relatively dry. Late autumn and winter is normally the wet season, with increased cloud cover and an improved chance of rain. Strong winds will also be common. Along the coast in the southwestern section of the continent fog and low clouds are common, despite there being little precipitation.

Mountains will have a great effect on the weather in this area. Deserts are common in the mountains and can cover large areas down wind from the mountains. Most precipitation will be associated with mountain-induced clouds, especially if the mountains are significantly high. The rain and mountain snow melt, providing the only surface water for some areas. In the more arid areas the associated streams will "go under ground" in late

spring to summer through winter, especially further down the valley.

The western to northwestern section of the continent will rapidly become moister the further away from the equator the location is. The sea to the southwest or northwest will modify the temperature and weather greatly. The seas will assist in either keeping the air warmer in winter or cooler in summer than would normally be expected. This will lead to cool to intermittently cold, wet winters. Rain is the predominate type of precipitation especially along the coast. Freezing rain, sleet, and snow will become more common at higher altitudes and further inland.

Cloudy conditions will also be common for most of the year. Light rain and fog lasting at times for days is the normal weather conditions. This section of the continent can be as moist, or nearly so, as the southeast section but significantly cooler. The rain will not normally be as heavy as that in the more tropical areas, but the long-lasting steadiness of the precipitation more than makes up for it.

Summers will be mild to slightly warm with a mix of clear and cloudy days. Rainshowers and thunderstorms are possible with a slight chance of strong to sever storms. Tornados are possible but exceedingly rear this time of the year. Light rain without lightning will remain the normal type of precipitation.

The center of the continent has the most varied weather. The exact weather will depend on the location. In general, the further north the location the cooler the winters and the further south the warmer the summers. This area will tend to have showers and thunderstorms from spring into autumn. Strong storms with heavy rain, hail and at times large tornados can happen anytime out side of winter but are most common during the spring and summer months. Winters can me mild to harsh

with a mix of rain, freezing rain, sleet, and snow. At times the winds will be the most significant weather, bringing in hot dry air from the southwest or bone chilling cold from the north.

Locations of water sources and mountains also have a huge effect. If the land is more rolling hills, large areas of grass lands and forests will be the norm. If the nearest upstream sea is hundreds of miles away and there are mountains then look for a large arid desert or semi-arid steppe. If the continent is similar to Europe and the Mediterranean with a significantly large mountain chain cutting off the center and southern section of the continent from the west and northwest wind flow then the summers will be warm and winters moist but mild.

Local

Not only does the climatic zone and the location on the continent affect the weather but also localized conditions play a significant part also. These effects will be around or downstream from the local source affecting at times just a few miles and at times up to 30-50 miles downstream.

Rivers, large lakes, and swamps will slightly modify the temperature cooling in the summer and warming, very slightly. They also feed large amounts of moisture into fog and/or rain or snow during winter. This increased moisture enhances rain and helps to cause thick fog, especially at sunrise. Rivers and lakes can also slow, speed up, or redirect the flow of small to midsized storms.

Large "old growth" forests also modify the local weather. A decrease of local wind speed is the greatest effect. Small showers in spring and summer will also form around the edge of the forest. These showers will then move along with the normal wind flow in the area.

Mountains have already been covered in this article. One other significant weather effect for mountains and the associated surrounding hill is flash floods. This is possible, and a danger, in any steep valley or canyon. It is actually fairly common in arid and semi-arid areas.

That is enough of the science and geography lesson!

What does this all mean for the average CK? For realistic weather you need a good idea of the world the characters are adventuring in. For some a good, fairly detailed, map is a life saver. Others can keep track in their head and describe it to the players in a way that no map is needed. The key is to realize that nothing in weather is random and plan accordingly.

CHARACTERS AND THEIR ABILITY TO FORECAST THE WEATHER

Rangers, druids, barbarians, and priests to weather gods, are the most proficient at foretelling the weather. They should, at the least, receive bonuses to their wisdom check when attempting to see what weather will be moving in over the next few hours to day. The CK could allow the addition of their level to the check.

Any character with a well thought-out and role played rural background, or one that has lived in the area for a significant amount of time (three to five years at a minimum) and has actively paid attention to the normal flow of local weather also have a chance to forecast the weather. The chance should be significantly less than the above mentioned classes but still possible. These players will also recognize weather changes approximately half the time.

For instance Sir Galagois a paladin has been on crusade for the last 5 years. He is traveling with a ranger. Both succeed in foretelling the weather change. The ranger realizes that rain is five to six hours out. The paladin doesn't know till two or three hours before the rain begins.

Types of Weather and Their Effects on the Game

Clear skies and fair conditions. Yes it is a type of weather. The effect is that there are no modifiers to normal characters. Monsters and other non-pc races may be effected per their write-up.

Cloudy Skies. Clouds thick enough to not just provide shade but filter and hamper sunlight fall into this category. Again there is little effect to characters however any negative to monsters attack rolls due to sunlight should be halved or removed completely. Also the CK may allow undead that are affected by sunlight to move more freely.

Characters skilled in foretelling the weather i.e. rangers etc, should have three hours up to 12 hour foreknowledge of the change to this condition.

Heavy Fog. Either at sunrise or longer lasting fog has the same effect as cloudy skies. Also characters will have negatives on vision checks and the distance that can be seen will be restricted to half or more their normal. Also attacks made from a distance i.e. bow attacks, will have a negative

Characters skilled in foretelling the weather should have one to six hours warning to the changing of conditions This condition may last from three hours to a few days

Continuous rain and drizzle. It may or may not depending on the CK be associated with the above mentioned cloudiness and fog. Rain will also hamper the ranger's ability to track. The negative

will depend on the exact rate of rainfall. Any character using a bow will also have to unstring the bow or risk damaging the bow and making the string useless.

Characters skilled in foretelling the weather should have one to six hours warning to the changing of conditions This condition may last from three hours to a few days

Rain showers are not normally associated with the extremely thick clouds associated with the above mentioned condition. Other than that the affects are the same between rain showers and continuous rain

Characters skilled in foretelling the weather should have one to six hours warning to the changing of conditions. This condition may last 30 minutes to three hours.

Thunderstorms are similar to rain showers in effect and times however lightning and increased winds will cause more dangerous conditions. If the rain is heavy enough all attack rolls and vision checks will be made at a negative. The ranger's ability to track will also be greatly reduced.

Characters skilled in foretelling the weather should have one to six hours warning to the changing of conditions. This condition may last 30 minutes to three hours.

Sleet and freezing rain. The effects are similar to rain however the cold and ice becomes an added danger. An additional survival check will need to be passed to avoid cold effects and injuries.

Characters skilled in foretelling the weather should have one to six hours warning to the changing of conditions. This condition may last 30 minutes to few days.

Hail. All affects from thunderstorms apply with the addition of a required survival check to avoid damage to characters and their animals.

Characters skilled in foretelling the weather should have one to six hours warning for the associated thunderstorm and 15 min to an hour for the hail. This condition may last 10 to 30 min.

Snow and snow showers are similar to the same type of rain with the addition of a survival check to avoid cold injury.

Strong winds. The greatest affect will be to ranged attacks especially arrows and crossbow bolts. If in an arid or semi-arid area blowing sand and dust may also restrict visibility. A negative could be applied to those types of attack depending on the speed of the wind. The ranger's ability to track will also be hampered.

A note on winds. The unless something significant is happening weather wise, winds will be calm or very light at night till 09:00 - 10:00. Also light winds, below five knots are inherently random in direction. Winds will normally be one of the first hints that weather is changing either by a change in direction or increasing in speed.

Characters skilled in foretelling the weather should have one to six hours warning to the changing of conditions. This condition may last 30 min to a few days. Any survival check only needs to be successful for one party member to prevent damage to all party members.

Rolling the Weather

There is no single chart that can be made that can accurately represent all weather over a continent. A CK will, at a minimum, need four charts, possibly more depending on the number of climatic zones and types of terrain.

The CK will also need to make the decision as to how large a chance there is for the more severe weather. I'd suggest 25-50% or 5-10 of a d20 for the normal weather with decreasing chances as the severity of the weather increases.

Here is a sample chart for the northwestern section of an average continent:

D20 roll	Weather condition and affect / winter rain can be changed to snow
1-5	Cloudy: no effect
6-8	Cloudy: plus to goblin like vision
9-11	Cloudy and Fog: -1 to vision checks
12-13	Clear: no effect
14-15	Cloudy rain and fog: -2 to vision & tracking, -1 to ranged attack
16	Light Rainshowers: no effect
17	Cloudy & heavy rain: -4 to v&t, -2 to ranged -1 to other attacks
18	Winds: -4 to ranged attack
19	Sleet or freezing rain as 14-15 plus survival check to avoid 1d4/hr
20	Thunderstorm: as 17 plus survival check to avoid 1d8 damage

The same party of intrepid adventures are now traveling across the rolling grasslands two days normal travel outside the city of Alla'Olifar. The ranger while on night watch, notices a bright ring form around the moon and the wind ever so slightly begin blowing from the south. After a few minuets of thought (as the player rolls his siege check) he realizes a storm is moving in. There is at least six to seven hours before the lead edge is in the area. This time of year it could be a nasty, cold, windy, snowstorm, but no matter what it will be it isn't safe out in the open grasslands.

"Wake UP! We have to ride hard this night and through tomorrow! We have to be close to the city as soon as we can." The ranger begins his role-playing...

"Hold" states the party's thief. "We might not make the city but I remember seeing a map that showed hills and woods to our south. Won't that be closer?"

The thief is wanted in the city and in no hurry to see the end of a rope.

The CK smiles, city and the sewer adventure or the forest and a tribe of gnolls..... Oh it's going to be a good night!

I hope you have found this article helpful and that it will assist in opening up a little more reality into your home brew world.

"Introducing the Morloquai"

A New Race by John "Sir Seskis" Wright



The Morloquai are albino-skinned humans whose species has developed deep underground, far from the light of the sun. Whether they were once a human branch who fled the surface thousands of years ago, or rather a completely different branch is unknown. Indeed, most of the world is unaware of their existence at all, although the Drow and other underground dwellers know them. Only recently have delvings and expeditions churned up whispers of the "white skinned" men with fierce eyes. The latter stems from the near fluorescent blue eyes that Morloquai possess - ranging in intensity from light to deep. The intensity comes from the Morloquai use of the product known to them as "glitterstem spice," fine grand spice produced from the crushing of glitter-stem stones, a soft garnet found in the earth which possesses seeming magical powers. The "spice" is ingested first at the "age of coming," a ritual of adulthood around 16 years of age for both males and females. The spice has the effect of placing them in a hallucinatory spiritual state, and the youth must pass into the lower depths of the Morloquai delvings to "find their way" to adulthood. Those that return (and a good number don't) are then convoked with the city or fane elders, and must reveal the details of their visions and journey. The elders then decide what caste the emerged adult will follow.

Morloquai society is divided into four castes: Rulers, Overseers, Warriors and Workers. Only a select and special few are chosen to be rulers of any Morloquai settlement. All rulers become clerics, for the Morloquai eschew arcane arts other than those obtained via divinity. Morloquai revere a small pantheon of four gods, representing LN, LE, CN and CE. Overseers are usually non-classed, and are the designers and supervisors of Morloquai "industrial" works. The Morloquai are inventive and ingenious at molding rock and metal into machine - they have developed enormous capacity to bend the earth to their practical needs -

including machines to tool weaponry, move water and waste, dig, and, of course, to crush glitterstem stone into spice (which as adults is divided and ingested according to caste - rulers use the most, to connect to the gods, Overseers use it when "contemplating" their works, Warriors when preparing for combat or trial, Workers seldom except during ritual holy days). The smoke and exhaust from these works is cleverly tunneled down rather than up, into the dark reaches of the underworld into compression and fire pits that in turn return energy for the machines in the form of flammable gasses.

Warrior caste are classed. They are either fighters, clerics, assassins, or rogues, depending upon their duties and assignments. No Morloquai rogue is a "thief," rather they serve as scouts for Morloquai military parties, called orders. The Morloquai sometimes war with other Morloquai over territory and sometimes with the Drow. Recently, the sects within the society devoted to several evil gods have pushed various settlements to dig closer to the earth, to "punish those who love light" - punish for what is unclear.

Workers are unclassed as well, assigned to do the drugery and manual labor of the society. In Morloquai culture, orders go from rulers to Overseers to Workers, or directly from Rulers to Warriors.

Morloquai settlements range from small cave systems for smaller groups, called fanes (adapted from the Drow), to full blown cities erected in larger underground caverns. These Morloquai cities are massive industrial warrens, with square-fluted buildings abutting each other amidst tightly packed subterranean streets. The conclaves of the Rulers, including temples, rest at the center of the demesnes, with works and living spaces (stacked houses, large multi-person apartments and

barracks-like common dwellings) spreading out from that center.

Combat: Morloquai Warrior orders usually include at least 1 cleric, 2-4 fighters, 1 assassin and 1 rogue, with the cleric or a fighter as commander. Morloquai prefer to entice enemies into elaborate mechanical traps and defenses established close to their settlements, or to fight delaying actions until a more coordinated attack by numerous orders can be planned. Fighters wear forged armor of black steel (chain or plate), wield swords or hammers. Clerics use maces, rogues and assassins short swords or knives.

Morgan/Morrigan

by Josh Sherrer (aka 'Julian Grimm')

Morgan is considered a deity of harvest, family, fertility, love, death and keeper of ancestors that have passed on. Her worship began in rural areas by farmers who believe her to be the wife of the greater deity of the Heaven realms. She is considered a motherly figure and present at every birth, death, marriage and significant family event. The animal most associated with her is the Crow or Raven. In depictions Morgan appears as a dark haired and dark eyed woman with pale skin. She dresses somberly and tries to hide her alluring form from the world so they may not lust after her. She rarely appears to her followers choosing to send messengers or angels.

However Morgan has a darker side. Somehow she was damaged by an arch-demoness in a battle and the taint of that has stayed with her. When under this influence she is the opposite of the caring goddess all know and is known as Morrigan. She dresses provocatively, trying to mate with men of the world, and commands terrible undead and



The C&C Gestalt World

Future editions of the Domesday Book will include, we hope, a variety of articles, maps, characters and setting materials generated by our very own society members, all of which will grow to form a "gestalt" world setting for the C&C society.

If you have always longed to help create a new world of fantasy, to shape and mold heroes and legends, and to contribute new and unique ideas to such a world, this will be your chance!

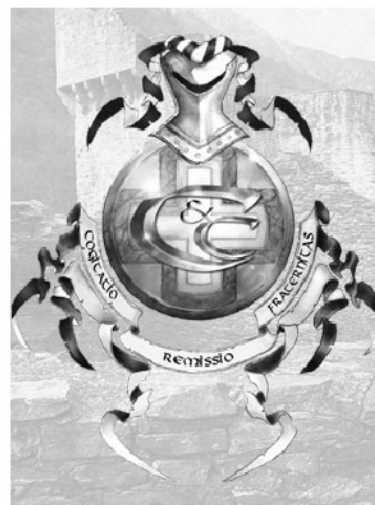
Guidelines: Begin with small localized ideas and areas - a tavern, a small town, a mine or some other such concept - maybe a guild. Develop your idea so that it can become one piece in the puzzle that will become our gestalt world. Keep maps simple and avoid reliance on stats to begin with (i.e., start with the "flavor" in the "fluff" of the idea).

Please feel free to submit multiple ideas and concepts!

carriage animals who desire nothing more than to spread rot and disease. At these times, all fear her wrath and ambition. Morrigan's clergy know of this and a special secret order known as the Blue Rose Society was founded to fight these creatures and to find a way to rid her of this taint of evil. Morgan/Morrigan's husband knows of this and has tried himself to rid his wife of the curse to no avail. Unfortunately, Morrigan has developed a clergy who seeks her goals and to rid the world of Morgan.

Morgan's clergy is both male and female and usually operates in small villages and serves as midwives, farm help, and support to the area to make the harsh life easier. They dress as others in their community and lead important feasts and events. She also has a series of circuit riding clerics and druids who help to spread her message of family, hard work and faithfulness.

Morrigan's clergy is mostly female and works to undo Morgan's church. They spread deceit and work to tempt males into adultery in order to break up families and destroy harvests. Darker druids also work for her, creating fungi and rot in healthy areas and raising the undead. Male clerics of Morrigan work toward the same goals, but usually in the field of necromancy. When clerics of the opposing aspects meet, they fight to the death.



This section will be devoted to those members of the C&C Society that wish to share journals, notes, or other material generated out of their own unique games.

"The Legacy of the Savage Kings" - Part 1

A Campaign Journal Chronicling the Conversion of Goodman Games' DCC #17 to Castles & Crusades, by JediOre

Goodman Games Dungeon Crawl Classics #17: Legacy of the Savage Kings -- My Castles & Crusades try. I use many extra spells culled from AD&D and 3.5 with a couple from 2nd edition. I also allow the players to pick from a modified feats table at first level. As you'll see, natural-20s score double damage (roll dice twice and add all bonuses each time.) and natural-1s always fail. We also use individual initiative rolls for each character.

My friend (aka Ragnar1965) removed his four 3.5 edition PCs from Tomb of Abysthor (it's long and we don't get to game with this party often) and we gave DCC #17 a try.

We also gave Castles & Crusades a try as well. It took us longer than we thought to convert the PCs but here is who is adventuring:

6th level dwarven fighter with a great axe
6th level halfling thief with a +2 short sword
5th level human monk
5th level human druid
5th level human cleric who wields a two-handed sword
two 1st level fighter men-at-arms.

The dragon didn't fare well - he died in the first encounter. I've not seen so many high numbers on 20 and 12-sided in I don't know when. My friend didn't even know he was fighting a dragon until round two!

The dice went against the dragon. One of the orcs scored a natural-20 (i.e. -- double damage) and the dwarf hit with every swing. High dice rolls including two natural twenties. What doomed this dragon was a low-level spell in Castles and Crusades that the druid cast, *Summon Swarm*. A group of bats circled the beast's head and since he was already almost blind and deaf, took massive (-10) 'to hits' when he struck back. It was ugly. At the end of round 3, the dragon fly off, but the dwarf and halfling both got parting shots. Guess what, they both scored "natural-20s!" It was great for the party. The dragon crash landed in the mire and that was that. They are feeling cocky now!

After the win for the PCs, another friend, Trevor, and his 12-year old son came over.

We converted one of Trevor's characters from 3.5 to C&C and he created another. His son created a 5th level wizard. Ragnar1965 put away his monk, druid, and the two men-at-arms. Trevor gamed with his converted 4th level half-orc barbarian and a 5th level monk he rolled up (with 5 strength- the barbarian gave him his pair of *gloves of ogre strength*).

The new party traveled south and east on the bridges until they set off the skull. The dwarf, monk, and half-orc fled in terror. The wizard and halfling decided to retreat and regroup. When they returned they sent the elf and the halfling ahead a bit. The elf seemed to have the best vision and they

had heard the sounds of metal working and barked commands ahead in the mist. They saw the fort. The halfling covered herself in mud and proceeded to sneak up to the walls for a closer look.

She avoided being detected as she crept along the north side of the fort. She came to the crevasse and all the players got spooked by the pulsing glow she saw. They figured this was the cause of the problem but have no idea what to do about it yet.

The halfling crawls back and reports what she saw. The group is at a loss as to how to tackle this fort. They see the guards and can tell they are on alert. The halfling says she could climb the wall and through them a rope. They opt against this since there are other areas on the map to explore still.

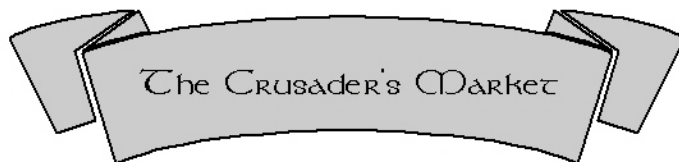
A Player's Perspective on the Conversion
The following is how one player in this campaign viewed the switch to Castles & Crusades:

Ragnar1965: Well, I thought I would give my 1st impressions of the system and of Harley's adventure. Harley, the reputation that you've gotten with Jediore is well deserved. The module is a blast so far (forget about the 90 minutes we spent trying to figure out the silly dragon necklace). I'm looking forward to being able to tackle the rest of it. I was hopeful that we'd get it done Saturday, but had no idea it was going to take as long as it did to convert characters to C&C. As for my feelings about C&C, I had reservations. Jedi has been pushing this switch for some time. I was one of the biggest naysayers. I had no interest in what I considered a watered down version of what I considered a near perfect system. But, Jedi made some concessions on feats and skill bundles that eased my mind a bit (I hate cookie-cutter characters, and we DON'T role-play[at least not much]). We're all about killing and treasure hehe (what Jedi likes to call the videogame mentality). As we played Saturday, I came to realize something

that I hadn't really thought of before; we didn't use a lot of what 3.0/3.5 had to offer. The rogue used their rogue skills quite frequently, but the rest of the party rarely did. We didn't map out combats with the exception of the BIG fight in the module. Oh, I'd try to make Jedi verbally back himself into a corner, but anytime I did the monster would have some special immunity to physical attacks when standing next to a wall or something equally amazing....LOL. So, the combat feats rarely came into use either.

But, the system really wasn't that different from what I could see, at least from the way we played it. So, it looks like things will stay as they are now. I kind of hate that I'll never see high level characters in action, but c'est la vie.]

Stay tuned for Part II in this ongoing Campaign Journal!



The Crusader's Market will be a section of the newsletter devoted to recruiting players, trading, and potentially selling and buying of items. Stay tuned for more information as this section is developed for The Domesday Book!

Family gaming group in SW Missouri looking for players. We are a mix of ages ranging from 32 to 5 years old. Games are usually held on weekends every two weeks. Castle Keeper works nights. No drinking but smoking is allowed outside. System is C&C using Yggsburgh and the Wilderlands. CK is also looking for a game in which he can be a player. Contact Julian Grimm at jdsherrer@gmail.com

I am running a C&C campaign in the Quad Cities (Iowa-Illinois border) and need players. Prospective players should contact me at my e-mail address: dgorjones@aol.com
