

Appendix: House Rules with Castles & Crusades

I have a few house rules I like to use for Castles & Crusades, and one or two house rules that are specific to the Keepers of Lingusia setting. Use them if you like!

The House Rules:

1. Critical Hits

I like critical hits. Since the theme of C&C is “more gaming, fewer rules,” I stick to the easy formula of: if you roll a natural 20, then you have made a critical hit. You are allowed to roll a second time. If you roll another 20, you have made an instant kill. NPCs and monsters may also do this.

If you make a critical hit, you multiply your dice and adds by two, so a 1d8 longsword swung by a fighter with +3 strength would get 2d8+6 damage. If a spell requires an attack roll to hit....and gets a 20....it may also crit!

2. Critical Fumbles

If you have one, you must have the other. A natural 1 means a possible disaster for the roller. Roll a Dexterity check, and if the character fails, he has fumbled horribly. This is usually a “CK call” of the moment, you can also check this handy chart:

| 1D20 | Result |
|-------|---------------------------|
| 1-4 | fall down, lose a round |
| 5-8 | lost weapon! |
| 9-12 | jammed weapon into ground |
| 13-15 | mud in your eye! Blinded |
| 16-17 | weapon broke! |
| 18 | hit random target |
| 19 | hit ally! |
| 20 | hit self! |

3. Initiative

I like it when everyone rolls once for initiative, adds their Dexterity modifier, if any, and then keep the same Init. for the combat. I used to like the “roll every round” method....but I find that as the years go by I get lazier, and the “one roll to rule them all, modified by Dex” works for me.

4. Resurrections are Very Difficult

In Lingusia, returning from the dead is not easy. Few local clerics have the ability, and fewer still would use it out of hand or without good cause. Evil clerics are much likelier to use it....but corruption of the risen can happen, and anytime an evil cleric raises

someone there is a cumulative 3% chance that person will rise as a powerful undead, instead!

5. Multiclassing is Good.

I like multiclassing, and so it is assumed to be available in the campaign. Many NPCs could not function without it, at the very least. In any case, if you haven't picked up Castle Zagyg yet, go buy that book; it has excellent multiclassing and secondary skill rules within!

6. Famous Dungeons

I have placed many classic modules in Lingusia, so if you're interested in where to set a few of these locations, here are the “official” spots they exist in:

The Tomb of Horrors: Deep in the Slithotendan Mountains

White Plume Mountains: somewhere in the Hettanar mountain range, south of Zarn territory. Not too far from the Barrier Peaks, actually!

Tomb of the Lizard King: Near Eor'nin, north of Hyrkania along the coast.

Secret of Bone Hill: In central Hyrkania, near the Bullow Lands.

Keep on the Borderlands: just west of Mitra's Forest.

Caves of Chaos: In the Chaos Mountains of Mitra's Forest, south of their larger cousins, the Caverns of Chaos.

That little keep in the Otus Basic Set: A ruin southwest of Hyrkan'ien.

Isle of Dread: One of many islands south, in the island-region of Karaktu.

Isle of Darksmoke: somewhere in the Baldric Sea.

Dungeon of the Bear: in the mountains just northwest of Estonia along the Inner Sea.

Castle Zagyg: Near the eastern shores of Lingusia, south of Starthias and north of Cymeer.

I am presently working on locations for the other C&C modules out there; most will probably be clustered around Zagyg, I suspect!

7. Spell Points

I used Spell Points for years, from the time I started running 2nd edition AD&D right up to the arrival of sorcerers in 3.0. With C&C, I'd like to make my spell point formula available again. It's easy, and very flexible:

Number of Spell Points Earned per Level:

This is an easy formula. Each spell slot is worth a number of spell points equal to the spell level it would be used to cast. A 1st level spell is worth 1 spell point. A 5th level spell is worth 5 spell points. Zero level spells are worth a half point under this method.

Thus, a 5th level wizard with Int 18 (a bonus 1st, 2nd and 3rd level spell worth 6 spell pts) who could memorize 5 zero level (2.5 sp), 4 1st level (4 sp), 2 2nd level (4 sp), and 1 3rd level spell (3 sp) would get 19.5 spell points to cast spells with.

Spell Point Cost to Cast:

Likewise, spells themselves cost a number of spell points equal to the level cost of the spell. Thus, a 1st level spell costs 1 spell point, and a 9th level spell would cost 9 spell points. The big limiting factor in casting spells is that your class level dictates the upper limit of what sort of magic you can cast; if you haven't gotten spell points for 5th level spells yet because you wouldn't get them, then you can't cast fifth level spells, plain and simple. There is an exception (see below).

Recovering Spell Points:

Under this system, wizards and clerics alike are "casting on the fly." They don't need to prepare spells in advance, though they do need to spend time in the morning praying or prepping their mental mnemonics. Likewise, they need to spend time resting to recover spell points. A resting spell caster recovers 1 spell point for every ten minutes of total rest. A spell caster who is walking or hiking about recovers 1 spell point every hour. And a spell caster running all over the place, fighting, riding a horse, and so forth recovers one spell point every six hours.

Multiclassed Spell Casters:

It's up to the CK; you can either keep "spell points" and "piety points" separate for priest/wizard multiclassed characters, or let them heap both point totals together. I suggest keeping the points separate.

Casting Spells of Higher Level and Off the Cuff:

This option allows a caster to fire off a spell he does not know or which is higher level than he is permitted to access. If you allow this, then the character may do so with the following stipulations:

- Casting a spell which the caster does not know or which is of higher level than the caster requires expending spell points equal to the level of the spell multiplied by itself. So a fourth level spell, for example, would cost 16 spell points.
- Casting a higher level spell requires an Intelligence check (or check on the relevant stat governing magic, like Wisdom for clerics). There is a penalty to the target number equal to the difference in levels of caster ability and spell level (so in the previous example, that would be a -1

penalty). Failure means the spell goes poof and the spell points are lost.

Spell Point Advancement Charts:

These charts will let you figure out how many spell points and your caster limit by level for the Cleric/Druid and Wizard/Illusionist charts:

| Level | Wizard / Illusionist | Cleric/Druid | Max Level |
|-------|----------------------|--------------|-----------------|
| 1 | 4 | 2.5 | 1 st |
| 2 | 5 | 4 | |
| 3 | 7 | 6 | 2 nd |
| 4 | 9 | 9 | |
| 5 | 13.5 | 12 | 3 rd |
| 6 | 18.5 | 17.5 | |
| 7 | 22.5 | 22.5 | 4 th |
| 8 | 29.5 | 29.5 | |
| 9 | 37.5 | 36.5 | 5 th |
| 10 | 47 | 45.5 | |
| 11 | 56 | 56 | 6 th |
| 12 | 67 | 67 | |
| 13 | 80 | 80 | 7 th |
| 14 | 94 | 93 | |
| 15 | 110 | 109 | 8 th |
| 16 | 125.5 | 125 | |
| 17 | 144.5 | 144 | 9 th |
| 18 | 163.5 | 163 | |
| 19 | 175.5 | 175 | |
| 20 | 194.5 | 187 | |

Bonus Spell Points by Attribute Modifier

| Relevant Stat | Bonus Spell points |
|---------------|-------------------------------------|
| 13-15 | +1 at 1 st level casting |
| 16-17 | +2 at 2 nd level casting |
| 18 | +3 at 3 rd level casting |

The main advantage of this system is to provide spontaneous casting options to your players. I developed this system in response to the "spells we all like but never memorize because we don't think we'll need them, and then go d'oh! When we find out we do" syndrome. This allowed players to use spells more creatively in interesting situations, and kept the pace of the game faster, with more "pulp action" and less "PBS Mystery Theatre" to it all. Even with allowing for the idea of a guy who does nothing but pump out magic missile after magic missile...it's ultimately his loss if he never uses bigger and neater spells. In any case, try this system...you just might like it!

--Tori Bergquist