

# CASTLES AND CRUSADES ORDER, PROCEDURE, HANDLING OF NPCs YADA YADA YADA

Compiled by Aergraith  
Version 1.0 (8 March 2014)

Inspired by ADDICT<sup>1</sup>, Advanced Dungeons & Dragons Initiative and Combat Table by David M. Prata, whose august and erudite work casts a mighty shadow over this humble document.

## ENCOUNTERS, COMBAT, AND INITIATIVE

1. Determine if either or both parties are surprised.
  - a) Surprise is possible when two parties are unaware of or do not expect the other or when one party expects the other and intends to ambush them.<sup>23</sup>
  - b) A wisdom SIEGE check is rolled for each individual or party. A failed check indicates surprise for that individual or party<sup>4</sup>
    - i. If a wisdom check is made for the entire party, it is made by the member of the party with the best chance of succeeding at it.
    - ii. The Barbarian gains a +2 bonus to this roll due to the Combat Sense class ability.<sup>5</sup>
    - iii. The Castle Keeper may assess a bonus or penalty to each side to due factors such as camouflage. This bonus is recommended to be in the -5 to +5 range.<sup>6</sup>
  - c) If the Castle Keepers Guide is used, the following optional rules may come into play.
    - i. The Ranger at 15<sup>th</sup> level gains a +2 bonus to this roll due to Survival Instincts. This bonus increases by one point for every two levels thereafter.<sup>78</sup>
    - ii. The Rogue at 14<sup>th</sup> level gains a +1 to this check due to Sixth Sense. This bonus increases by 1 point for every four levels thereafter.<sup>9</sup>
    - iii. The Assassin at 13<sup>th</sup> level gains a +1 to this bonus when attempting to surprise another party (but not when the assassin has a chance to be surprised.) This bonus increased by 1 point for every five levels thereafter.<sup>10</sup>
    - iv. Longleaf Halflings gain a +1 to all surprise checks.<sup>11</sup>
    - v. Orcs suffer a -2 penalty when attempting to surprise due to their Horrendous Stench.<sup>12</sup>
    - vi. Orcs receive a +2 to surprise checks when being surprised due to their

---

<sup>1</sup> David M. Prata, *ADDICT Version 2.2*, 19 Mar 2006, Web, 8 Mar 2014. From <http://www.dragonsfoot.org/php4/archive.php?sectioninit=FE&fileid=263>

<sup>2</sup> Stephen Chenault, *Castles and Crusades Players Handbook*, 5<sup>th</sup> Printing (U.S.A.: Troll Lord Games, 2012), 139

<sup>3</sup> Chenault, *Players Handbook*, 128

<sup>4</sup> *ibid.*

<sup>5</sup> Chenault, *Players Handbook*, 18-19

<sup>6</sup> Chenault, *Players Handbook*, 128

<sup>7</sup> Stephen Chenault, *Castles and Crusades Castle Keepers Guide*, (U.S.A. : Troll Lord Games, 2010), 15

<sup>8</sup> All rules from the Castle Keepers Guide are optional, and are noted here for completeness.

<sup>9</sup> Chenault, *Castle Keepers Guide* 18

<sup>10</sup> Chenault, *Castle Keepers Guide*,19

<sup>11</sup> Chenault, *Castle Keepers Guide*,34

<sup>12</sup> *ibid.*

- Enhanced Smell.<sup>13</sup>
- vii. Ambush bonuses and penalties handled using table 17.9 in the CKG.<sup>14</sup>
  - viii. Sneak Attack bonuses and penalties are handled using table 17.9 in the CKG.<sup>15</sup>
  - ix. Sudden Encounter is a situation where “two parties, both in the dark about the others whereabouts, run into each other.” and simple initiative is suggested (see 2).<sup>16</sup>
  - x. An Elf with the Affinity to Nature advantage gains a +1 on checks to avoid surprise in natural surroundings. In unnatural or non-wilderness surroundings, the elf suffers a -1 to checks to avoid surprise.<sup>17</sup>
  - xi. A Half-Orc with the Stone-Cold Killer advantage will gain a +2 on attacks against a surprised foe.<sup>18</sup>
  - d) If all individuals or parties fail their checks , they stare at one another in stunned silence for a round. Proceed to 2.<sup>19</sup>
  - e) If any parties or individuals are surprised, those who are not surprised gain a free round to act against the surprised parties or individuals, who may not act.<sup>20</sup>
  - f) Surprised parties or individuals lose their dexterity bonus during the surprise round.<sup>21</sup>
  - g) The surprise round occurs in normal initiative order.<sup>22</sup>
2. Optionally, declarations or announcements are made for the round.<sup>23</sup>
- a) The spell to be cast may be declared.<sup>24</sup> Casting starts at the beginning of the round and the effect occurs either at the character’s initiative count for a CT 1 spell, or on the character’s initiative in the turn when the casting ends if the CT is not 1.
  - i. Alternatively, the caster announces the spell to be cast after initiative is rolled, on their initiative turn.<sup>25</sup>
  - b) The wielder of a *main gauche* should decide if the weapon will be used in melee or to confer a +1 AC bonus for the round.
  - c) Any action is announced before initiative is rolled, if the CK so requires.<sup>26</sup>
  - d) The victim of an assassin’s or rogue’s sneak attack may not roll for initiative until the round following an attack.<sup>27</sup>
  - e) Aerial combatants using maneuvers must announce attack and defense, however, this is done after determining initiative.
  - f) The Offensive Focus ranged combat maneuver must be announced before initiative.<sup>28</sup>
3. Those who may roll for initiative this round do so using a ten-sided die. <sup>29</sup> High numbers

---

<sup>13</sup> *ibid.*

<sup>14</sup> Chenault, *Castles Keepers Guide*, 259

<sup>15</sup> *ibid.*

<sup>16</sup> *ibid.*

<sup>17</sup> Chenault, *Castle Keepers Guide*, 268

<sup>18</sup> Chenault, *Castle Keepers Guide*, 270

<sup>19</sup> Chenault, *Players Handbook*, 128

<sup>20</sup> *ibid.*

<sup>21</sup> Chenault, *Players Handbook*, 132

<sup>22</sup> Chenault, *Players Handbook*, 139

<sup>23</sup> *Ibid.*

<sup>24</sup> Chenault, *Players Handbook*, 53

<sup>25</sup> Chenault, *Players Handbook*, 54

<sup>26</sup> Chenault, *Players Handbook*, 139

<sup>27</sup> Chenault, *Players Handbook*, 15

<sup>28</sup> Chenault, *Castle Keepers Guide*, 256

<sup>29</sup> Chenault, *Players Handbook*, 127

go first. The CK may elect to roll for either groups or individuals.<sup>30</sup> In the event of a tie, the individual with the higher dexterity goes first. In the event of that both dexterity scores are the same, action is simultaneous.

- i. The victim of type I or II poison suffers -1 to initiative.<sup>31</sup>
  - ii. The victim of a barbarian's Intimidate class ability suffers -2 to all rolls, including initiative.
  - iii. The victim of the reverse of Remove Blindness or Deafness suffers a -4 penalty on initiative.<sup>32</sup>
  - iv. The CK may assess a discretionary bonus or penalty to initiative.<sup>33</sup>
  - v. God-like Dexterity attributes may affect initiative, per table 1.5 in the Castle Keepers Guide. -1 for a score of 1, +1 for a 20, +2 for a 22, +3 for a 24, +4 for a 26, +5 for a 28, +6 for a 30.
  - vi. The Rogue's 18<sup>th</sup> level Quick Reaction class ability lets them at +1 to their initiative roll. At 24<sup>th</sup> level, the bonus increases to +2.<sup>34</sup> The assassin's 18<sup>th</sup> level Quick Reaction is identical<sup>35</sup>, as is the Monk's 18<sup>th</sup> level Quick Reaction.<sup>36</sup>
  - vii. Aerial attackers moving at twice the rate of their foes gain a +2 on their initiative roll.<sup>37</sup>
  - viii. An Elf with the Affinity to Nature advantage gains a +1 to initiative in natural surroundings, and a -1 in unnatural settings.<sup>38</sup>
  - ix. The melee advantage Swift Strike confers a +2 bonus to initiative.<sup>39</sup>
- b) In the first round of combat only, there are exceptions to initiative.
- i. A creature with a weapon with a reach greater than 10 feet attacks before a creature with a weapon of less than 6 feet, no matter what the roll is.
  - ii. A large creature fighting a medium or smaller creature attacks before the medium or smaller creature, no matter what the roll is.
  - iii. These exceptions occur only if the creature with shorter reach or a smaller size approaches with 10 feet of the larger creature or creature with longer reach.
  - iv. The Reach combat maneuver specifies that an attacker with a pole arm gains automatic initiative and attacks first.<sup>40</sup>
- c) Initiative for a spell-caster also determines the round in which their summoned animals, lesser monsters, monsters, beasts, magical beasts, or fey can act (after the round in which they are summoned), or that a whirlwind may act.<sup>41</sup>
- d) The *Phantasmal Killer* acts according to its own initiative roll.
4. Action proceeds in the order determined in 2.
- a) Some actions require an announcement before the action is actually taken.
  - i. The Barbarian's Whirlwind Attack must be announced before rolling to attack.<sup>42</sup>

<sup>30</sup> Chenault, *Players Handbook*, 128

<sup>31</sup> Chenault, *Players Handbook*, 17

<sup>32</sup> Chenault, *Players Handbook*, 100

<sup>33</sup> Chenault, *Players Handbook*, 139

<sup>34</sup> Chenault, *Castle Keepers Guide*, 18

<sup>35</sup> Chenault, *Castle Keepers Guide*, 19

<sup>36</sup> Chenault, *Castle Keepers Guide*, 20

<sup>37</sup> Chenault, *Castle Keepers Guide*, 148

<sup>38</sup> Chenault, *Castle Keepers Guide*, 268

<sup>39</sup> Chenault, *Castle Keepers Guide*, 271

<sup>40</sup> Chenault, *Castle Keepers Guide*, 256

<sup>41</sup> Chenault, *Player's Handbook*, 106, 109, 116

<sup>42</sup> Chenault, *Player's Handbook*, 19

- ii. The Monk's Death Strike must be announced before rolling to attack.<sup>43</sup>
  - iii. The Monk's Stun Attack must be announced before rolling to attack.<sup>44</sup>
  - iv. The Charging combat maneuver must be announced prior to moving.
  - v. The Dodge combat maneuver may not be declared if the character has already taken an action in the round. If it is declared, it is effective against up to 3 attacks and replaces the player's action in that round.<sup>45</sup>
- b) The 17<sup>th</sup> wizard may counterspell only with a higher initiative than the opponent.<sup>46</sup>
5. When the last person has acted in the round, if combat is still taking place, the initiative repeats from 2, including a new initiative roll.

## EXAMPLE OF PLAY

An example of play can be found on pp. 139-140 in the Players Handbook.

---

<sup>43</sup> Chenault, *Player's Handbook*, 21

<sup>44</sup> *ibid.*

<sup>45</sup> Chenault, *Player's Handbook*, 132

<sup>46</sup> Chenault, *Castles Keepers Guide*, 21