

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

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Inspired by ADDICT¹, 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.²³
 - b) A wisdom SIEGE check is rolled for each individual or party. A failed check indicates surprise for that individual or party⁴
 - 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.⁵
 - 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.⁶
 - c) If the Castle Keepers Guide is used, the following optional rules may come into play.
 - i. The Ranger at 15th level gains a +2 bonus to this roll due to Survival Instincts. This bonus increases by one point for every two levels thereafter.⁷⁸
 - ii. The Rogue at 14th level gains a +1 to this check due to Sixth Sense. This bonus increases by 1 point for every four levels thereafter.⁹
 - iii. The Assassin at 13th 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.¹⁰
 - iv. Longleaf Halflings gain a +1 to all surprise checks. ¹¹
 - v. Orcs suffer a -2 penalty when attempting to surprise due to their Horrendous Stench.¹²
 - vi. Orcs receive a +2 to surprise checks when being surprised due to their

¹ 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>

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

³ Chenault, *Players Handbook*, 128

⁴ *ibid.*

⁵ Chenault, *Players Handbook*, 18-19

⁶ Chenault, *Players Handbook*, 128

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

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

⁹ Chenault, *Castle Keepers Guide* 18

¹⁰ Chenault, *Castle Keepers Guide*, 19

¹¹ Chenault, *Castle Keepers Guide*, 34

¹² *ibid.*

- Enhanced Smell.¹³
- vii. Ambush bonuses and penalties handled using table 17.9 in the CKG.¹⁴
 - viii. Sneak Attack bonuses and penalties are handled using table 17.9 in the CKG.¹⁵
 - 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).¹⁶
 - 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.¹⁷
 - xi. A Half-Orc with the Stone-Cold Killer advantage will gain a +2 on attacks against a surprised foe.¹⁸
- d) If all individuals or parties fail their checks, they stare at one another in stunned silence for a round. Proceed to 2.¹⁹
 - 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.²⁰
 - f) Surprised parties or individuals lose their dexterity bonus during the surprise round.²¹
 - g) The surprise round occurs in normal initiative order.²²
2. Optionally, declarations or announcements are made for the round.²³
- a) The spell to be cast may be declared.²⁴ 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.²⁵
 - 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.²⁶
 - d) The victim of an assassin’s or rogue’s sneak attack may not roll for initiative until the round following an attack.²⁷
 - 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.²⁸
3. Those who may roll for initiative this round do so using a ten-sided die. ²⁹ High numbers

¹³ *ibid.*

¹⁴ Chenault, *Castles Keepers Guide*, 259

¹⁵ *ibid.*

¹⁶ *ibid.*

¹⁷ Chenault, *Castle Keepers Guide*, 268

¹⁸ Chenault, *Castle Keepers Guide*, 270

¹⁹ Chenault, *Players Handbook*, 128

²⁰ *ibid.*

²¹ Chenault, *Players Handbook*, 132

²² Chenault, *Players Handbook*, 139

²³ *Ibid.*

²⁴ Chenault, *Players Handbook*, 53

²⁵ Chenault, *Players Handbook*, 54

²⁶ Chenault, *Players Handbook*, 139

²⁷ Chenault, *Players Handbook*, 15

²⁸ Chenault, *Castle Keepers Guide*, 256

²⁹ Chenault, *Players Handbook*, 127

go first. The CK may elect to roll for either groups or individuals.³⁰ 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.³¹
 - 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.³²
 - iv. The CK may assess a discretionary bonus or penalty to initiative.³³
 - 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 18th level Quick Reaction class ability lets them at +1 to their initiative roll. At 24th level, the bonus increases to +2.³⁴ The assassin's 18th level Quick Reaction is identical³⁵, as is the Monk's 18th level Quick Reaction.³⁶
 - vii. Aerial attackers moving at twice the rate of their foes gain a +2 on their initiative roll.³⁷
 - viii. An Elf with the Affinity to Nature advantage gains a +1 to initiative in natural surroundings, and a -1 in unnatural settings.³⁸
 - ix. The melee advantage Swift Strike confers a +2 bonus to initiative.³⁹
- 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.⁴⁰
- 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. ⁴¹
- 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.⁴²

³⁰ Chenault, *Players Handbook*, 128

³¹ Chenault, *Players Handbook*, 17

³² Chenault, *Players Handbook*, 100

³³ Chenault, *Players Handbook*, 139

³⁴ Chenault, *Castle Keepers Guide*, 18

³⁵ Chenault, *Castle Keepers Guide*, 19

³⁶ Chenault, *Castle Keepers Guide*, 20

³⁷ Chenault, *Castle Keepers Guide*, 148

³⁸ Chenault, *Castle Keepers Guide*, 268

³⁹ Chenault, *Castle Keepers Guide*, 271

⁴⁰ Chenault, *Castle Keepers Guide*, 256

⁴¹ Chenault, *Player's Handbook*, 106, 109, 116

⁴² Chenault, *Player's Handbook*, 19

- ii. The Monk's Death Strike must be announced before rolling to attack.⁴³
 - iii. The Monk's Stun Attack must be announced before rolling to attack.⁴⁴
 - 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.⁴⁵
- b) The 17th wizard may counterspell only with a higher initiative than the opponent.⁴⁶
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.

⁴³ Chenault, *Player's Handbook*, 21

⁴⁴ *ibid.*

⁴⁵ Chenault, *Player's Handbook*, 132

⁴⁶ Chenault, *Castles Keepers Guide*, 21