



IR-RADA (SIK)

COMPILED BY THE TROLL LORD



BEING A COMPILED LIST OF ITEMS OF NOTE, INTEREST, OR NECESSARY
CLARIFICATIONS FROM
THE MONSTERS & TREASURE, 3RD PRINTING
&
THE PLAYERS HANDBOOK, 4TH PRINTING

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Editorial Note:

What follows are corrections, additions and clarifications from our core books, the Monsters & Treasure and the Players Handbook. There is only a little from each for now, but as more of it becomes available and we have the time to put it up we'll start doing so. So check back as often as you might and as often as you desire for updates and changes. We'll post on the websites when we've done so as well. Thank you for the patience and very wonderful support.

On behalf of Troll Lord Games,
Stephen Chenault

MONSTERS & TREASURE

BEING THE 3RD PRINTING

www.trolllord.com/cnc/80113.html

Editorial Note: We inexplicably dropped the shark from the Monsters & Treasure, well part of it at any rate. The stat block for the worthy beast has entirely left out of the book. None of us noticed the missing selachimorpha in looking over the book at press time, and we have no real good explanation for the oversight. If pushed I would postulate that Peter Bradley subconsciously dropped the shark from a deep seated fear of sharks, as he was born in Australia and that continental country is well known for its many and diverse species of sharks.

SHARK

	Shark	Shark, Megalodon
NO. ENC:	1-24	1
SIZE:	Medium	Large
HD:	3 (d8)	14 (d8)
MOVE:	60 ft. (swim)	60 ft. (swim)
AC:	15	16
ATTACKS:	Bite (1d6)	Bite (4d10)
SPECIAL	n/a	Swallow
SAVES:	P	P
INT:	Animal	Animal
ALIGN:	Neutral	Neutral
TYPE:	Animal	Animal
TREASURE:	Nil	Nil
XP:	20+3	2600+14

Sharks are carnivorous fish that inhabit almost every body of saltwater. Depending on the species, they may hunt in packs of up to 24, or as individuals. They have extremely acute senses. With their sense of smell, they can detect one drop of blood in 25 gallons of water, and can smell that drop up to a quarter of a mile away. Larger quantities of blood can be detected up to a mile away. Their eyesight is also excellent. They have color vision, and, like a cat, have very good vision in dim light conditions. They are also very sensitive to motion, and to the presence of other organisms. They can detect electrical signals carried in the nerves of other creatures, and can feel pressure differences in the water from passing organisms.

Megalodons are rare prehistoric sharks that reach 50 feet in length or more, and weigh almost 48 tons. They can swallow any prey up to the size of a cow whole, and do so on a natural attack roll of 19 or more. Prey swallowed whole by a megalodon is killed, and there is no saving throw to avoid this fate.



PLAYERS HANDBOOK

BEING THE 4TH PRINTING

www.trolllord.com/cnc/80104.html

FIGHTER (STRENGTH)

Editorial Note: This is a mistake that has lingered since the original publication of the game back in 2004/2005. The fighter was supposed to be able to swing at multiple targets when he achieved 4th level. This ability probably has some mechanical or historical precedent, but it was largely included because of an image I carried with me from childhood. I remember a Marvel magazine with Kull in it, the character by Robert E. Howard. In this magazine Kull wages battle against a horde of skeletons; the creatures swarming over him and his horse and he cleaves great arcs of death and destruction through the boney army. The image stuck with me and remains in my mind's eye even today. This ability comes, in no small part from that image. But of course when published as only against 1 d6 hit dice monsters it immediately became next to useless as goblins and kobold are the only creature's so weak. We now have it returned to its originally glory!

COMBAT DOMINANCE: At 4th level, the fighter gains an extra attack with any weapon when fighting opponents with 1 hit die. In order to use this ability, the fighter must direct all attacks in a combat round against opponents that meet these criteria. The fighter can split the available attacks among qualified opponents as desired. This ability improves as the fighter progresses in levels. The fighter gains an additional attack for every four levels gained after 4th level. So, at 8th level, the fighter is allowed a total of three attacks, and at 12th level, the fighter gains four attacks against these opponents. This ability does not combine with the Extra Attack ability described below. This ability is only useable with melee weapons and cannot be applied to ranged combat.

Not Errata, Excerpts from the New Barbarian: Included for people with earlier additions.

Editorial Note: When I look at the 4th printing of the Players Handbook I think that the barbarian is the item of which I am the most proud. Jim's new spells, Peter's new layout, the font for the sub-headings and the paper are all wonderful advancements, but the barbarian is the item that I think stands out. For the first time this class is presented in a light that at least attempts to capture the primordial strength of those warriors unconstrained by their anxious phobias that wrap civilization's children in silky robes. When I think of White Bull and Crazy Horse whipping up their courage and then plunging into Custer's lines, well aware of the death they faced, but doing it for the sheer power such feats brought them I think that there were barbarians of the greatest color. The Vikings plunging into the unknown seas to battle man and nature; these are the barbarians! Primeval power that overturns worlds . . .

BARBARIAN (CONSTITUTION)

Beyond the walls of cities and towns, and well beyond the bounds of civilization, dwell the barbarians. From windy steppes to mountain tops, from deep jungles to arid plains, barbarians live in freedom, a part of the world around them rather than a slave to it. Banded together in family clans or tribal nations, barbarians are a free people ruled by strength and custom alone, subject to no state or empire. They judge others by their actions and deeds, holding the individual above the group, where deeds of valor are held in the greatest acclaim.

To a barbarian, "civilization" defines weakness.

Barbarian characters are fearsome warriors, closer to the primordial life than are most others. They are fearlessly reactive, trusting that only through bold and decisive actions are the fates confounded. Barbarians rely upon their individual skills and instincts to carry them through difficult tasks or demanding ventures, drawing upon their primeval instincts and powers to overcome foes. They are fearless in their own belief that their strengths are unconquerable.

The supernatural dominates their culture and they see magic in many things. They are able to tap into the supernatural world and often do so in the guise of charms, totems and the like. Conversely they do not rely upon it. Ever. Magic is a luxury even as are the soft cushions and colored wines that besot the men of cities and towns. It is a sign of weakness. At his core the barbarian is a primordial creature who believes that only his natural powers, abilities, and instincts stand between him and a miserable fate or cowardly death.

Refer to the Players Handbook for the full description . . .

ABILITIES

COMBAT SENSE: A barbarian has an uncanny sense for the presence of foes in the immediate vicinity, reducing the effectiveness of surprise, flank and rear attacks against them. Barbarians gain a +2 bonus when rolling a surprise check when a foe is attempting to surprise them. Also, attackers do not get any bonus when attacking a barbarian from the flank. Similarly, back and rear attacks against a barbarian are halved, including special attack such as the rogue's back attack.

DEERSTALKER: This ability comes naturally to all barbarians . . . The Deerstalker is able to forage off the land, finding shelter, food, and water for themselves, start a fire, and determine direction. As long as adequate food, water, and shelter sources are present in the environment, a barbarian can find these resources without the need for an attribute check. This requires 1d6+2 hours of hunting, foraging, building, and gathering. He can do this only for himself. A barbarian can start a fire in 1d10 turns by natural means, as long as the needed materials are available.

With the deerstalker ability the barbarian can also scale climbable cliffs, and ford and swim rivers.

INTIMIDATE: Barbarians offer an imposing display of ferocious raw power. They instinctively realize that victory lies in the wine-besotted, soft demeanors of their foe and that brute force works best when combined with overwhelming terror. Barbarians are able to project themselves as this brutal, terrifying force. Whether through sheer force of will, or savage decorum, a barbarian is able to strike fear into and intimidate his opponents. Any creature of equal or lesser hit dice of the barbarian whom fails a charisma check suffers -2 to all rolls, including but not limited to initiative, attack, damage and attribute checks. This ability takes effect as soon as the barbarian uses the ability, and it has 15 foot radius area of effect. May intimidate foe of equal or fewer hit dice; at 3rd level may intimidate 2, 6th - 4, 10th - 8, 15th - 16.

PRIMEVAL INSTINCTS: Barbarians are able to tap into a strength that goes beyond the physical and gives them a fearless edge. This strength is primeval in its nature, driven by instincts that are closer to those of animals than men. Primeval instincts grants +4 to immediate, last ditch physical attribute check. The barbarian cannot use this ability if they are wearing armor weighing 25 lbs. or more, or has fled from the challenge. It is important to note that even if the situation is a last ditch effort, if the barbarian has fled previously, he cannot use primeval instinct.

This ability also allows the barbarian to hold his breath for a period of time, run long distances, and survive longer in extreme temperatures and weather conditions. None of these abilities require an attribute check. Instead, they are limited in duration: hold breath equal to constitution, live one day longer in extreme environment, double the distance of travel in a day.

WHIRLWIND ATTACK: At 4th level, a barbarian's combat sense and athleticism merge in a fearsome and deadly ability. They may make whirlwind attack against multiple foes within 5 feet: 2 at 4th, 3 at 6th, 4 at 10th.

PRIMEVAL WILL: At 6th level, a barbarian's stoic nature increases his longevity on the battlefield. When fighting a hard pressed combat with mounting wounds the barbarian can call upon this ability. To use the ability, the barbarian's hit points must be reduced to a specific number, as follows: 12 hit points or less at levels 6-9; 18 hit points or less at levels 10-14; and 24 hit points or less at levels 15 and up.

When battle or circumstances reduce a barbarian's hit points to the specified number of hit points or less, the character can use this ability to immediately gain an additional 12 hit points. Damage inflicted after the barbarian activates the ability is first absorbed by the 12 hit points granted by primeval will. The additional hit points last only for the duration of the combat. When the affects of the ability wear off, the barbarian must remove any hit points remaining from the 12. The ability can be used only once per day.

ANCESTRAL CALLING: At 10th level a barbarian's reputation and prestige allows them to call upon others to fight alongside the barbarian with heightened ability. The affected creature gains hit points equal to the maximum of one extra hit die for the creature. For example, an affected fighter would gain an additional 10 hit points. The ability affects a number of creatures equal to twice the barbarian's level. The ability only affects creatures of equal or lesser hit dice. The effect lasts for no more than one day, or until completion of a specific task, or as long as the Castle Keeper allows. The barbarian can only use this ability once per week and it cannot be used in conjunction with other barbarian's use of the same ability.

4 CASTLES & CRUSADES

Not Errata, New Spells for the Illusionist: Included for people with earlier additions.

Editorial Note: The illusionist holds an interesting place here in Castles & Crusades. Rare is the occasion that I have seen a gamer play an illusionist that is anything but annoying; they are much like the gnome of the classes. Some people really like them, and want to make them really cool, but mostly we mess them up and make them a little bit goofy, or worse don't have any idea what to do with them. It is hard to break free from the magic shows we watch in Vegas and much to much easy to picture them as little more than parlor magicians who specialize in slight of hand or as tricksters. Both of those concepts are antithetical to what C&C is, and the epic scope of play we love to envision that it creates.

But regardless the illusionist always seemed to hover on the edge of our consciousness, to exist upon TLG's event horizon (I'm not sure the metaphor makes any sense whatsoever, the reference to the edge of a Black Hole and TLG . . . hm, on 2nd thought it makes perfect sense). So we pondered what to do to bring the illusionist more into play. We toyed with some powers here and there, some class based abilities, but all these seemed trite in comparison to the tremendous power that a true illusionist might yield. So in the end we decided on none of the above and went with more spells, expanding his list and his very role. We tapped the very imaginative Mr. James M. Ward for this task. He did a great job in adding a whole new dimension to this otherwise ethereal class, revealing his veteran status.

We do this in no small part through the use of healing. The illusionist can heal. Madness! No, not madness. Mindness. Without discussing all the existential arguments and reasoning for or against such a thing it offered a wonderful opportunity to give the class a whole new role in the role playing game. Further such an ability freed the cleric to be what we always envisioned him to be: a priest of the battlefield. No more walking medics, where the cleric is the only person that heals; now the illusionist, with his ability to weave a new reality, to use the recipient's self to heal, well, himself.

So we have here a host of new spells that the illusionist can cast. We've given them here in their abbreviated form so that you may play them as they are, adding only the details as you see fit.

ILLUSIONIST SPELLS (ARCANE)

0-LEVEL ILLUSIONIST SPELLS (Cantrips)

4.	DRAGON MARK Creates dragon sounds on other side of door.	78
5.	FIRST AID Bandages bleeding wounds.	82

1ST-LEVEL ILLUSIONIST SPELLS

2.	CHARM PERSON Makes one person the caster's friend.	70
6.	DRAGON ARMOR Phantom armor grants +1 AC to those touched	78
7.	DRAGON IMAGE 1d6 damage	78
9.	FAERIE'S GLAMOUR Makes another appear as illusionist	80
10.	HEAD FOG Victim suffers -4 to hit for 1d4+1 rds.	85
12.	ILLUSIONARY HOUNDS Two hounds distract opponents	87
13.	MINOR DARK CHAOS Whiplike tendrils cause 3 hp damage, last 2 rds.	93
20.	WARD'S TEMPORARY STRENGTH Strength +1 for 1 turn/level	115

2ND-LEVEL ILLUSIONIST SPELLS

2.	ANGELIC IMAGE Delays undead	65
4.	CURE LIGHT WOUNDS Cures 1d8 damage.	74
5.	DARK CHAOS Whiplike tendrils cause 6 hp damage, last 2 rds.	74
7.	DETECT THOUGHTS Allows "listening" to surface thoughts.	76
8.	DRAGON BITE Bite like dragon, 2d6 damage	78
9.	EYES OF FIRE Fiery eyes provide light and scare enemies	80
15.	MINOR IMAGE Image, plus some sounds and smells.	93
19.	REMOVE BLINDNESS/DEAFNESS* Makes subject blind or deaf.	100



3RD-LEVEL ILLUSIONIST SPELLS

4.	DISPLACED IMAGE	77
	Creates copy of creature to draw attacks	
5.	DOUBLED TREASURE	78
	Viewer believes treasure hoard is doubled	
6.	DRAGON MOUNT	78
	Can carry 4 creatures; fly, swim, or walk 60 ft. movement	
7.	EXPLOSIVE RUNES	80
	Deals 6d6 damage when read.	
9.	HOLD PERSON	86
	Holds one person helpless; 1 round/level.	
10.	ILLUSIONARY HELP	87
	Summons situation aid	
11.	ILLUSIONARY WOLVES	87
	Two wolves distract and attack	
20.	TONGUES	112
	Speak any language.	

4TH-LEVEL ILLUSIONIST SPELLS

1.	CHARM MONSTER	70
	Makes monster believe it is the caster's ally.	
3.	CURE SERIOUS WOUNDS	74
	Cures 3d8 damage.	
4.	DRAGON SCALES	78
	+4 AC to caster and allies within 15 ft. radius	
6.	FEAR	81
	Subject flees for 1 round/level.	
7.	IDOL OF DEATH	87
	Clay figure absorbs 3 hp melee damage	
10.	MAJOR DARK CHAOS	91
	Whiplike tendrils cause 10 hp damage, lasts 2 rds.	
19.	TREASURE HOARD	113
	Victims grab illusionary treasure and run	
20.	WARD'S ILLUSIONARY PORTAL	115
	Dimensional portal for items to illusionist's home	

5TH-LEVEL ILLUSIONIST SPELLS

1.	DRAGON BREATH	78
	Breath like dragon for 5d6 damage	
2.	DRAGON SHADOW	78
	Shadow grants +2 AC and bites for 3d6 damage	
8.	HOLD MONSTER	86
	As hold person, but any creature.	
9.	HUMANOID FINDING	86
	Locates humanoid over far distance	
12.	MIRROR WALL	94
	Impenetrable, mirrored wall	

13.	NEUTRALIZE POISON	94
	Detoxifies venom in or on subject.	
17.	SECRET CHEST	102
	Hides magic chest for caster to retrieve when needed.	
20.	WARD'S EXTENDED INVISIBILITY	115
	Make objects invisible for 1 day/lvl.	

6TH-LEVEL ILLUSIONIST SPELLS

2.	CLOAK OF DARK CHAOS	71
	Protective shadows cause 15 hp dmg to attackers	
3.	CURE CRITICAL WOUNDS	74
	Cures 5d8 damage.	
5.	GEAS	83
	Forces creature to fulfill a quest.	
7.	ILLUSIONARY LIONS	87
	Two lions distract and attack	

7TH-LEVEL ILLUSIONIST SPELLS

1.	AWE	68
	Enemies suffer loss of 1 in each attribute, loss of primes	
5.	POWER WORD STUN	97
	Creatures with up to 120 hp are stunned.	
7.	RESTORATION*	101
	Restores drained level and attribute reducing effects.	
11.	TELEPATHIC BOND	111
	Link lets allies communicate.	

8TH-LEVEL ILLUSIONIST SPELLS

4.	INCENDIARY CLOUD	88
	Smoke deals 4d6 damage/rd. and limits vision.	
5.	MASS CHARM	92
	Multiple creatures believe they are caster's ally.	
7.	POWER WORD BLIND	97
	Creatures with up to 100 hit points are blinded.	
11.	TRAP THE SOUL	112
	Imprisons subject within gem.	

9TH-LEVEL ILLUSIONIST SPELLS

2.	BINDING	69
	Array of techniques to imprison a creature.	
4.	DREAMING	79
	Convinces subject that they are dreaming.	
5.	HEAL*	85
	Cures all damage and most everything else.	
8.	POWER WORD KILL	97
	One tough subject or many weak ones die.	