# TO THE DAMENHEIT BRIDGE

(0

STEPHEN CHENAULT

OPP

## THE DAMENHEIT BRIDGE

By STEPHEN CHENAULT **PRODUCTION DESIGN:** STEPHEN CHENAULT EDITOR: ERIC BULLIS & TODD GRAY FRONT COVER: PETER BRADLEY **INTERIOR ART:** PETER BRADLEY ART DIRECTION//LAYOUT/PRODUCTION: PETER BRADLEY **CARTOGRAPHY:** PETER BRADLEY

Interested in Castles & Crusades ® the role playing game? Want to learn more? There is a large online community of gamers who post home brewed rules, adventure discussion and help incoming players disgest the game and it's potential. Please visit our online forums at the web address mentioned above and get involved. All are welcome!!!

© 2012 Troll Lord Games. All Rights Reserved. Castles & Crusades ® is a Registered Trademark of Troll Lord Games. All Rights Reserved. C&C, Castle Keeper, SEIGE engine, Troll Lord Games, and the Castles & Crusades, SEIGE engine, and Troll Lord Games logos are Trademark of Troll Lord Games. All Rights Reserved.



website: www.trolllord.com or www.castlesandcrusades.com

#### OGL

This book is published under the Open Game License version 1.0a by permission of Wizards of the Coast, Inc. The Open Game Content appearing in this book is derived from the System Reference Document v 3.0, copyright 2000 Wizards of the Coast, Inc.

Designation of Open Game Content: The following is designated Open Game tent: all stat block information of characters, monsters, and traps that appears in th and spells; and the general names of monsters, but not any unique name acter, or monster, appearing in any table or preceding any stat block. open game content related words, phrases, and abbreviations who Strength (Str), Dexterity (Dex), Constitution (Con), Intelligence ( Charisma (Cha), Class, Fighter, Ranger, Rogue, Assassin, Barbarian Wisdom (Wis onk, Wizard, Il lusionist, Cleric, Druid, Knight, Bard, Paladin, Race, Demi rf, Elf, Gnome Haif-Elf, Halfing, Half-Cre, Hit Die (HD), Hit Points (HP), Align (LG), Lawful Neutral (LN), Lawful Evil (LE), Neutral (N), Neutral tral Evil (NE), Chaotic Good (CG), Chaotic Neutral (N), Chaoti (L), Chaotic Cood (CG), Chaotic Neutral (N), Chaotic (N), Chaotic Cood (CG), Chaotic Neutral (N), Chaotic (N), Chaotic Cood (N), Chaotic Neutral (N), Chaotic Neutral (N), Chaotic (N), Chaotic Cood (N), Chaotic Neutral (N), awful Good G), Neu CE), Level, "to hit", Damage, Experience Point, Saving T Character (F Character (NPC), Turn Undead, Spell, Arcane, Divine, Magic, Equipment, Armor, Weapon, Potioń, Rod, Staff, Wand, Scroll, Artifact, Cursed,d4, d6, d8, d10, d12, d20, d%, round, and turn Magic, Spell Re Ring, Wond Designation of Product Identity: Product identity is not Open Game Content. The following is designated as product identity profund to O(1, 1, 0, (1)(e) and O(1); (A) product and product line names, and other names, including Caseles & Crusades, C&C, Castle Keeper (CKS), Caseles & Crusades, Player's Handbook, Gastles & Crusades, Player's Handbook, Castles & Crusades, Player's Handbook, Castles & Crusades, Player's Handbook, Castles & Crusades, Castle Keeper (CKS), Castles & Crusades, Player's Handbook, Castles & Crusades, Castles & Crusades, Castles & Crusades, Player's Handbook, Castles & C s and Treasures, Castles & Crusades; Castle K 's Guide, (B) logos, lentifying marks, and trade dress; (C) all epictions, likenesses, formats, poses, con mbols, graphic designs graphic, photographic and other visual Crusades, C&C, logos rks, including Castles & SIEGE engine, and Troll Lord Games, any logos , titling, or any other trademark or registered dentity by the owner of the product identity, identified as pr which specifically excludes open game content; (E) the story, storylines, cidents, language, depictions, likenesses, con-ns, proper names of the characters, creatures, lities, teams, personas, likenesses, skills, items, thematic elements, dialog cepts, world and campaign des groups, spells, enchantments, p deities, and special abilities r than those designated as open game content above as well as p ngs, and environments and their descriptions and other acco ough not their stat blocks.

All text, artwork, and maps appearing in this book is property of and copyright 2011 Troll Lord Games. All Rights Reserved. Castles & Crusades, C&C, Castle Keeper, Troll Lord Games, and the Castles & Crusades and Troll Lord Games logos, and products published by Troll Lord Games are Trademarks of Troll Lord Games. All Rights Reserved

#### OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improve-ment, compilation, abridgment or other form in which an existing work may be recast,



### An overland adventure designed for characters for 3-5 Characters Mid-Level

(c) "Distribute" to reproduce, license, rent, lease transp erwise distribute; (d)"Open Game neludes the methods, procedures, processes loes not embody the Product Identity and cement over and any additional content clearly identified as ntributor, and means any work covered by this License, ivative works under copyright law, but specifically ex-oduct Identity" means product and product line names, Game Content by the translations and derivat duct Identity. (e) "Produ logos and identifying marks includi dress; artifacts; creatures characters vories, storylings, plots, chematic elements, dialogue, incidents, language, artwork, ymbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, hotographic and other visual or audio representations; names and descriptions of herers, spells, enchantments, personalities, teams, personas, likenesses and special tries, places, locations, environments, creatures, equipment, magical or supernatu-bilities or effects, logos, symbols, or graphic designs; and any other trademark or terred trademark clearly identified as Product identity by the owner of the Product

Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement

formed

symbols, designs

tent" means the routines to the

sell, broadcast,

and

cludes F

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License

3.Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this Licen

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

entation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6.Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Game Content You are copying, modifying or distributing, and You must add th the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indiaction as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a many or co-adaptacing with any naterina to regretere indefinite to require the optimized with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity

G

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Cont

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License modify and distribute any Open Game Content originally distributed under any version of this License

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of ... concounts to compary: it it is impossible for four to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

#### 15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000, Wizards of the Coast, Inc; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

Castles & Crusades: Players Handbook, Copyright 2005, Troll Lord Games; Authors Davis Chenault and Mac Golden.

Castles & Crusades: Players Handbook, 2nd Printing, Copyright 2006, Troll Lord Games; Authors Davis Chenault and Mac Golden

Castles & Crusades: Players Handbook, 3rd Printing, Copyright 2007, Troll Lord Games; Authors Davis Chenault and Mac Golden.

Castles & Crusades: Players Handbook, 4rd Printing, Copyright 2009, Troll Lord Games; Authors Davis Chenault and Mac Golden.

Castles & Crusades Monsters & Treasure, Copyright 2005, Troll Lord Games; Authors Robert Doyel Stephen Chenault.

Castles & Crusades Monsters & Treasure, 2nd Printing Copyright 2007, Troll Lord Games; Authors Robert Doyel Stephen Chenault.

Castles & Crusades Monsters & Treasure, 3rd Printing Copyright 2009, Troll Lord Games; Authors Robert Doyel Stephen Chenault.

The Damenheit Bridge, Copyright 2012, Troll Lord Games; Author Stephen Chenault.