



Castles & Crusades Players Handbook

Davis Chenault, Mac Golden, Stephen Chenault

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With *Iron Heel the World Grinds Away* Plunge into worlds of fantastic adventure where dragons lie and the undead stalk the shades of your mind's imaginings, where creatures of legend plunder wealth through the horror of their passage. Monsters grim and foul taunt with the ecstasy of gold and glory. Upon the heels of these foes stalk heroes of great might; those who take up sword and shield, who harness eldritch might, those who traverse the narrow corridors in search of sport and those who serve a purpose greater than all the others: Heroes, Freebooters, Mercenaries, and Adventurers. A Game That is Yours to Command *Castles & Crusades* is a fantasy role playing game with countless possibilities. The *Players Handbook* allows you take up the sword and shield, the staff or bow; to arm yourself as you desire and wander upon planes of your own imagination to reap the harvest of adventure. Designed for use with multiple players, *Castles & Crusades* puts you in charge of the adventure path. Included within are all the rules of play, how to get started in your very own role playing game, how to run the game and play in it. It's easy to learn attribute-based rules system allows players to choose among 13 archetypal character classes and 7 races to with which create their characters. Spells, equipment, fast-paced combat rules, and all essential information needed to play a game of *Castles & Crusades* are in this book. Dice and *Monsters & Treasure* sold separately.

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