



Download ->>> <http://bit.ly/2STK9UZ>

About This Game

The Castle Doctrine is a massively-multiplayer game of burglary and home defense. It's 1991, and things are bad. You're a guy with a house and family. Other players are coming to take what's yours. Build security to stop them. Study their houses, buy tools, and break in to take what's theirs. Everything you do is permanent.

I'm Jason Rohrer, and The Castle Doctrine is my 10th game. It's a bit hard to describe, because there's never been anything quite like it before. It's a brutal game in terms of its perma-death and perma-destruction consequences, and it is turn-based, so it's rather Rogue-like. But building such a brutal game in a multiplayer context, with absolutely no cushion between players to stop them from brutalizing each other, is quite strange and new.

Everything is real in this game. When you rob someone, you are actually hurting another player in a permanent way by destroying and stealing their hard work. When someone dies in this game, they lose everything and start over. If you devise perplexing security systems, you can perma-death other players when they come to rob you. Watching those security tapes, where someone gets what's coming to them, is an exhilarating experience. On the other hand, you just killed someone and

perhaps caused them to lose days of their hard work. And you've been on the other side too, losing everything because of some thoughtless move you made in someone else's house.

But there is no randomness in this game, so everything is fair. When you die, it is always your fault. When things get dicey, you can always retreat back out the front door to save your own neck. Of course, human folly will get the better of you.

Here's what you get when you buy the game:

- A lifetime account on the central world server that I'm running.
- Access to the full game source code (after launching the game on Steam, go [here](#)).
- Everything you need to run your own game server (requires a PHP/MySQL web server, download the source bundle to get started).

Title: The Castle Doctrine
Genre: Indie, Massively Multiplayer, Strategy
Developer:
Jason Rohrer
Publisher:
Jason Rohrer
Release Date: 29 Jan, 2014

a09c17d780

English





01.03. THE HIDDEN TEMPLE

THE HIDDEN TEMPLE

Image: The Hidden Temple DM Map
Image: The Hidden Temple Player's Map

The hidden temple of Apep is hidden not so much in that it is passively to find, but rather that it looks nothing like a temple from the outside. The structure is entirely underground, and has been built into the side of a small cliff, leaving only a rough cavern entrance visible from the outside. Inside, though, the walls are smooth, worked stone. Unless otherwise noted, the ceilings within the hidden temple are 10 feet high, all doors are strong wooden doors, and each room is illuminated with torches.

- A1. The Serpent's Maw
- A2. The Viper Nest [CR10]
- A3. Feast Hall
- A4. Kitchen
- A5. Apep's Chamber
- A6. Prison
- A7. Personal Quarters
- A8. High Priestess's Quarters
- A9. Chamber of Reflection
- A10. Chamber of Darkness
- A11. Talavar's Chamber

The rough, unworked stone of the cave entrance continues for only a few feet before opening into a chamber made of smooth, polished, and carefully worked stone. At the far end of the room is a doorway, framed by a massive serpent's mouth carved from the stone, its jaws wide open as though to swallow those who step through it. Beyond, a steep staircase can be seen, descending into darkness.

01.03. A01. THE SERPENT'S MAW

A1. THE SERPENT'S MAW

The rough, unworked stone of the cave entrance continues for only a few feet before opening into a chamber made of smooth, polished, and carefully worked stone. At the far end of the room is a doorway, framed by a massive serpent's mouth carved from the stone, its jaws wide open as though to swallow those who step through it. Beyond, a steep staircase can be seen, descending into darkness.

This antechamber serves to scare off most of those curious enough to wander into the cave. Those whose curiosity overcomes their apprehension typically fall victim to the stairwell's grim trap.

Encounter: The Serpents Maw

Index: The Hidden Temple

- 01.03 A4 Apep's Chamber Trap
- 01.03 A8 High Priestess's Quarters
- 01.01 A10 Chamber of Darkness
- 01.03 A11 Talavar's Chamber
- 01.01 A6 Prison
- 01.03 A7 Personal Quarters

Cultists of Apep

Type: Human ranger 8
Initiative: +3 CR: 7

Senses: Perception +12

DEFENSE

AC: 21, touch 11, flat-footed 18 (+7 armor, +3 Dex, +1 shield)
HD: 8/D10+24
HP: 72
Fortitude: +9 Reflex: +10 Will: +4

Saves: favored to desert +4, underground +2, hunter's beast companions, swift tracker, track +4, wild empathy +7, woodland stride



OFFENSE













Speed: 30 ft. (20 fr. in armor)
Attack: mwk short sword +10+5 (1d6+3/19-20) and mwk short sword +10+5 (1d6+3/19-20) or mwk composite shortbow +12+7 (1d6+3/x3)
Full Attack: mwk short sword +8+3 (1d6+3/19-20) and mwk short sword +8+3 (1d6+3/19-20)
Space/Reach: 5 ft./5 ft.
SA: combat style (two-weapon combat), favored enemies (elves +2, humans +4)

STATISTICS

Abilities: Str 16 Dex 16 Con 14 Int 10 Wis 12 Cha 8

Creation: Creature Trap/Traut Vehicle

SC1
SC2
SC3
SC4
SC5
SC6
SC7
SC8
SC9
SC10
SC11
SC12

It's a good game, but sadly, almost nobody plays it anymore. :(
Price is way too high btw!

[Leisure Suit Larry 6 - Shape Up Or Slip Out download for windows](#)

[Defendion crack activation](#)

[Country of One .zip Download](#)

[SOULCALIBUR VI Season Pass Free Download \[hacked\]](#)

[Ritter crack+all fatal errors fixed](#)

[Ironclad Tactics \[Crack Serial Key](#)

[Urban - Episode 1 Torrent Download](#)

[ManaRocks download 100mb pc](#)

[Trap Labs download for pc \[Patch\]](#)

[imos VR LOFT](#)