



# **Castle Guide (Advanced Dungeons & Dragons, 2nd Edition, Dungeon Master's Guide Rules Supplement/2114/DMGR2) (Advanced Dungeons and Dragons)**

*Grant Boucher, Troy Christensen, Arthur Collins, Nigel Findley*

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In this book you'll find a wealth of information designed to allow any DM to create a campaign world based on feudal Europe. Sections address life in a feudal culture, the duties of the nobility, and the true meaning of knighthood. You'll find a complete system for the design and construction of castles, new BATTLESYSTEM rules for the resolution of sieges, a quick resolution system for massive military campaigns, and an assortment of generic castles to spark your imagination.

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