

BE LIKE A CROW

A SOLO RPG



CREATED BY TIM ROBERTS





Corvid

('kɔ:vɪd) NOUN

a member of the passerine bird family **Corvidae**, which includes the crows, magpies and jays, and the raven, rook and jackdaw

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For my wife, Sarah



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Chapter One: What is a Solo RPG?

You may already have some familiarity with solo role-playing games (solo RPGs) or this could be the first time you have ever heard of them. No matter how much knowledge you have of this creative space in tabletop gaming, this chapter will introduce you to the key concepts of *Be Like a Crow*.

I, Crowbot

Prepare to see the world from a different perspective. In this game for one player, the first thing you will do before you begin play is to create your *corvid*. You can choose from several species, each with different abilities and characteristics. You will record this information on a character sheet and refer to it throughout the game. The section *Character and Setting* (pg. 4) guides you through the process of creating your *corvid*.

Recording Your Story

Be Like a Crow is a game of storytelling and creativity. You will take on the role of a member of the *corvid* family and, using a series of writing prompts, steer them through their adventures, all the while recording your experiences and building a bigger story. How you choose to document your adventures is up to you. I like to use a pen and journal, but you might also consider some of the following:

- » A word processor such as Google Docs.
- » A blog or social media account.
- » A spreadsheet (what kind of monster are you?).
- » A voice recorder.
- » The back of a napkin (hardcore mode).
- » Sequential art (comic book).

If you choose the last option, I salute you and would love to see the results!

It's important to remember that *Be Like a Crow* is all about getting creative and having fun. There is no wrong way to play it so long as you are fulfilling those two criteria. Experiment with different ways of telling your story and find the one which works best for you. For instance, I do a live-stream of my sessions at www.twitch.tv/critical_kit

Below is an example journal entry after an event prompt led my jackdaw, Theril, to an encounter with an eagle:

Not long after I leave the village, I spot the castle in the distance. There's a headwind so it's going to take me an hour of flight to reach it – that's if I don't get hungry or tired on the way, forcing me to land. I'm considering whether to land and find shelter for an hour, when I become aware of a shadow looming over me. Looking up, I see a mighty eagle, her wingspan several times that of mine. I hope she's not hungry as I'd make an easy meal.

At this point the prompt asks me to make a skill check. There are more details on prompts and skill checks in *Chapter Three: The Rules* but, for now, all you need to know is that I succeed. I journal the results:

She swoops down and I'm sure my time is up. But no, she flies in front of me signalling for me to take her tail feathers in my beak. I do so, and with her great wings, she drives us through the headwind easily. At this rate I will reach my destination in half the time and with little effort on my part.

As you play through *Be Like a Crow*, you will keep a journal in your own preferred style of writing and point of view (I use first-person in my example).

Your World

In addition to choosing a species, you will also need to consider which setting you would like to inhabit. Do you want to be a contemporary bird in *Urban Crow*, or does an augmented *Cyber-Crow* call out to you? Maybe you want to skulk around graveyards using the *Gothic Crow* setting, or immerse yourself in the political intrigue of *The Ravens of the Tower of London*.

Each setting comes with its own map (download them free at www.criticalkit.co.uk/crow), although you are free to create your own.

Whichever setting you choose, it will have an impact on your *corvid's* abilities and the challenges they will find themselves up against.

🎲 The Play Deck and Prompts

The world you inhabit is full of surprises. Some of them go in your favour, others create challenges and problems that you must overcome. As you play through *Be Like a Crow*, you will draw cards from a standard poker deck to introduce these external events and encounters to your story. The cards are used in the following instances:

- Generating random events, encounters and objectives using prompts.
- Making skill checks or resolving combat.

Chapter Three: The Rules explains how the play deck is used to drive your story.

🌿 Objectives

In order to progress through your *corvid's* lifecycle stages, you'll need to complete objectives. How many objectives you must complete per stage is entirely up to you, but the following are suggested:

Fledgling » **two objectives** » Juvenile

Juvenile » **four objectives** » Adult

Adult » **six objectives** » Ol' Crow

Objectives are discussed in more detail in *Chapter Three: The Rules*.

🕒 Lifecycle Stages

As you overcome new challenges and learn from your experiences, your skills will improve. To gain these benefits you pass through lifecycle stages which are analogous to levelling up in other RPGs. You begin life as a Fledgling, advancing to a Juvenile, then Adult, before reaching your final stage, Ol' Crow.

In order to advance through lifecycle stages you will need to complete a number of randomly generated objectives for each one. As a Fledgling you will need to complete two before you can advance to Juvenile. Each stage requires two more objectives than the previous one. The advancements you gain at each stage are detailed in the appropriate sections of *Creating your Corvid* and *Choosing your Setting* in *Chapter Two*.

Chapter Two: Character and Setting

To begin a new game of *Be Like a Crow*, the first thing you'll need to do is create your *corvid* and choose the world it lives in. Grab a pen and a character sheet (there's one in the back of this book, or you can download them free at www.criticalkit.co.uk/crow), then read through the brief descriptions of each bird in this chapter to see which species you would like to play.

Once you've decided on the type of bird you want to be, use the appropriate section in this chapter to fill in the character sheet. When you have done this, you should add a few final touches to your sheet such as giving them a name and adding an optional sketch of their appearance. Once you have created your character, the second part of this chapter deals with choosing the world you live in and adjusting your character sheet accordingly. When your character is ready, you can move on to *Chapter Three: The Rules* and begin your adventures.

Characteristics and abilities

The species descriptions on the following pages provide you with all of the information you need to begin creating your character. Some of the information provided, such as the size and weight of your crow, or the nesting and dietary habits are there to offer inspiration for your journalling and, whilst they are not essential, I would suggest you add them to bring your *corvid* to life.

Each species has its own set of strengths and weaknesses that are represented by a set of skills listed on the character sheet. The more ticks you have against a skill, the more proficient you are at it. Skills are explained in more detail in *Chapter Three: The Rules*. All species gain skill improvements (extra ticks) at each new lifecycle stage, as well as having a set of special abilities that are unique to them. There are also some ability modifications that are defined by the setting you are playing in – these are detailed in the *Choosing a Setting* section of this chapter.

If there are any elements you don't understand when creating your character, just make a note of them somewhere. Once you have read through *Chapter Three: The Rules*, they will make more sense.

Carriion Crow

Corvus corone

Length: 45-47cm **Wingspan:** 93-104cm **Weight:** 370-650g

This all-black bird is one of the most intelligent and adaptable members of the *corvid* family. The carrion crow is a solitary bird though, occasionally, they can be found in pairs and, on rare occasions, in flocks. They are hardy and great problem solvers but wary of other creatures.

Nesting: trees and bushes.

Diet: carrion, insects, worms, seeds, fruit, eggs and any scraps of food they find.

Characteristics: carrion crows will often avoid social contact, but when it comes to food they can be fearless. They will venture out of remote areas and into urban environments in search of sustenance. They create their nests from twigs, rags, bones, and anything else they can find.

Habitats: woodland, farmland, heathland, urban and suburban.

Creating your Carriion Crow

Starting at Fledgling stage, and at each stage you advance, you can add two ticks to any one skill. You can also add one tick to a single skill from each of your main skill categories.

You can also add one additional tick to navigate, search, use tool, peck, and scare at Fledgling stage and each time you advance a lifecycle stage.

Special abilities: intelligent and resilient. Any time you make a check using skills in the Tools & Rituals category, you can do so with authority.



Magpie

Pica pica

Length: 44-46cm **Wingspan:** 52-60cm **Weight:** 200-250g

The most distinctive member of the *corvid* family, this black and white bird is a jack of all trades. Close up, their black plumage shows hints of purple and blue iridescence with a hint of green in the tail.

Nesting: multi-level dome structures made from twigs and straw high in trees or thorny bushes.

Diet: for these omnivores and scavengers, anything is a potential meal.

Characteristics: contrary to public belief, magpies are not thieves. That's not to say they don't play on this misconception and the legends that surround them. They are skilled in many things and have a certain arrogance about their demeanour. Predatory, scavenging and slow to make friends, they tend to live in pairs but will occasionally gather in flocks. They are also highly skilled flyers.

Habitats: woodland, farmland, grassland, wetland, urban and suburban.

Creating your Magpie

Starting at Fledgling stage, and at each stage you advance, you can add two ticks to any one skill. You can also add one tick to a single skill from each of your main skill categories.

You can also add one additional tick to preen, scare, divebomb, evade, and fly at Fledgling lifecycle stage and each time you advance a lifecycle stage.

Special abilities: as an aerial master, you can make divebomb and evade checks with authority.



Rook

Corvus frugilegus

Length: 44-46cm **Wingspan:** 81-99cm **Weight:** 280-340g

With their greyish-white face, thinner beak and peaked head they are easily distinguishable from other *corvids*. They are very sociable and often found together with jackdaws.

Nesting: communal colonies of nests known as rookeries built from twigs and branches in high trees.

Diet: carrion, mammals, birds and eggs, insects and other invertebrates.

Characteristics: rooks are highly gregarious and are often seen in large groups. They are unlikely to be encountered on their own. It's not uncommon to see them with groups of other *corvids*, especially jackdaws.

Habitats: woodland, farmland, grassland, urban and suburban.

Creating your Rook

Starting at Fledgling stage, and at each stage you advance, you can add two ticks to any one skill. You can also add one tick to a single skill from each of your main skill categories.

You can also add one additional tick to befriend, signal, preen, peck and fly at Fledgling stage and each time you advance a lifecycle stage.

Special abilities: before making any skill check, you can choose to make a sing check. If you are successful, you will draw the assistance of another rook and can make your next skill check with authority. In place of an attack in combat, you can make a sing or signal check and, if successful, another rook will assist you, giving you two attacks on subsequent combat rounds.



Raven

Corvus corax

Length: 60–68cm **Wingspan:** 120–150cm **Weight:** 800–1500g

Ravens are massive in comparison to their other *corvid* relatives. They have rough black feathers, sometimes with a blue tint and a distinctive diamond-shaped tail.

Nesting: a sheltered ledge or in the fork of a tree, usually built by themselves and a mate from large twigs.

Diet: carrion, mammals, birds and eggs, insects and other invertebrates.

Characteristics: though their size can make them intimidating to other creatures they can be great allies if befriended and are not averse to forming bonds with other creatures. They are powerful and intelligent, but tend to not travel far from their nests.

Habitats: woodland, farmland, urban and suburban, coast, Tower of London.

Creating your Raven

Starting at Fledgling stage, and at each stage you advance, you can add two ticks to any one skill. You can also add one tick to a single skill from each of your main skill categories.

You can also add one additional tick to peck, fly, befriend and scare at Fledging stage and each time you advance a lifecycle stage.

Special abilities: at the start of combat, you can ruff your neck feathers to make a scare check with authority. A success means you make every subsequent attack during that combat with authority.

You can also make any Social Interaction checks with authority.



Jackdaw

Corvus monedula

Length: 34cm **Wingspan:** 70cm **Weight:** 220g

One of the smaller relatives of the crow, what this bird lacks in size, it makes up for in social skills and determination. Not only are jackdaws identifiable by their size, but they also have a distinctive silver-grey hood and pale eyes.

Nesting: chimneys, cracks in brickwork, rock crevices, tree holes.

Diet: insects, young birds and eggs, fruit, seeds and scraps.

Characteristics: jackdaws are sociable and will readily form friendships with other birds, animals and even humans. They communicate with other species using eye contact to indicate emotions or locations. They have a strong sense of social status, with birds who take a partner being considered of a higher rank. Same-sex “marriages” are not unusual and, in any relationship, both partners are considered equals.

Habitats: woodland, parks, coasts, urban.

Creating your Jackdaw

Starting at Fledgling stage, and at each stage you advance, you can add two ticks to any one skill. You can also add one tick to a single skill from each of your main skill categories.

You can also add one additional tick to befriend, mate, signal, evade and sing at Fledging stage and each time you advance a stage.

Special abilities: small target. Whenever you are hit by an attack, you can choose to make an extra evade check with authority and not take any injuries if you succeed.



Choosing a Setting

Once you have chosen a species, it's time to decide which world they live in. Each setting grants some extra abilities to your *corvid* at each lifecycle stage, as well as having a unique map (feel free to make your own) and prompts for locations, objects, objectives and characters. Below are brief descriptions of these settings. The remainder of this chapter contains more detailed information that affects your characters abilities when playing in your chosen setting. You should refer to this section at each new lifecycle stage.

Urban Crow: in this contemporary setting, you navigate life in the modern city. Foxes, cats, cyclists, and pedestrians can be friends or foes. You will need to scavenge for food and find a place to build a nest, whether it be on the roof of a multi-storey car park or in an oak tree in the local park.

Cyber-Crow: connect to the feather-net and use your electronically advanced brain to trade information and help your crew stay ahead of other data smugglers. You can also enhance your skills with cyber implants such as bionic eyes and robotic limbs.

Gothic Crow: in this setting, nefarious beings ply their trade under the cloak of a mist that covers the lands. Protect humans from creatures of the night, and align yourself with others who wish to bring light back to a world that is forever in shadow. Gather information in graveyards and seek out occult artefacts to help lift curses that have beset the population.

Fantasy Crow: deities, humans and monsters stalk these lands. Whilst some look for a simple life on the fringe, others seek to gain control and influence over the people through the sharp edge of the blade or by searching for lost magical items that they believe will bring them unstoppable power.

Steampunk Crow: the worst has happened: humans share the skies with you in their mechanical flying machines. Travel between airships in search of food, missing allies and to help those in peril. You can harness the power of steam and mechanics with augmentations that will grant you extra speed and endurance.

Ravens of The Tower: when the ravens leave the tower, the kingdom will fall. Protect the realm by stopping would-be usurpers, intercepting clandestine messages and rescuing your allies. This scenario takes place in 1800s London.

Urban Crow

Living close to the featherless ones can be dangerous, but it also has its rewards. Those who don't walk, travel by a metal box called Car (a name I love because it sounds like caw) and others on two wheels. I wait until most of them have disappeared into their tall nests to do their work before I emerge from my own abode, high up in an apartment block. Then it's to the park to search for scraps to eat in the places where they discard what they don't want. I could do this before the sun rises, but that is when the foxes and cats are out on the prowl searching for their own tasty snacks that look something like me.

Fledgling

You are still new to this. Until you complete your first objective, you must make a fly check each time you take off and land. Failing this check results in one injury. However, your diminutive size makes you a harder target, and you can hide in smaller spaces which means all evade checks are made with authority.

Juvenile

You've mastered the art of flying and you've begun to learn about the world around you. Add one tick to any two of your Travel & Exploration skills and one tick to use tool. Pick any other two skills to add one tick to.

Adult

You've been out in the world on your own for some time now. You've learned to rely on your survival instincts and become tougher and ready to adapt to new situations. Add two ticks to use tool, and two ticks to one skill from Travel & Exploration, Combat and Social Interaction.

Ol' Crow

You are considered an elder. You command the respect of your peers and younger *corvids*. At this point, you may even lead your own small group of birds. Help is always available, so all checks are made with authority. You can add two ticks to any four skills.

Cyber-Crow

Incoming message... a fledgling who was delivering important data has been captured. We could wait for a ransom demand, but the word on feather-net is that the information is valuable in other ways. It cannot fall into the wrong hands and the kidnappers are, no doubt, already trying to extract it. Loading last known co-ordinates of AX234, Cyber-Jackdaw... Result: a disused SkyTrain on the south side of the city. Engaging navigation, booting up bionic eye. Let's save the data and, hopefully, the fledgling too.

Fledgling

Shortly after you are born, you are fitted with a geolocation chip to help you find your way around in this brave new world. Add one tick to your navigation skill. However, until your implant correctly fuses with your neocortex, it is subject to the occasional malfunction. Each time you make a navigate check as a fledgling, you must also make a use tool check. On a failed check, your chip momentarily overheats, resulting in one injury.

Juvenile

You have made new contacts in the underground tech-augmentation market. At this lifecycle stage you gain the following implants.

Mechanical wing » add one tick to your fly, divebomb, and evade skills.

Bionic eye » add one tick to your search and navigate skills.

Adult

Now you are fully grown, new implants are available (choose any two):

Metal claw » add one tick to your claw, hop, and use tool skills.

Metal beak » add one tick to your peck, use tool and scare skills.

Comms-chip » add one tick to signal and sing skills.

You can also add two extra ticks to four skills of your choice

Ol' Crow

You are now a master hacker with a big reputation. You have a wide range of augmented *corvids* to call upon to help you, so all checks are made with authority. You can also add two ticks to any four skills.

Gothic Crow

The master has bid me take to the eastern pass between the Dead Forest and the Devil's Teeth. Something is rising there. I am to bring back news of the nefarious deeds that are rumoured to be underway. He tells me my task should not be taken lightly; not only does the village's fate rest on whatever information I can return with, but even the very safety of the world may be at stake. And with a nod and a hop, I am off, out of the graveyard and beyond, into the mists.

Fledgling

You are born into a world where you are seen as the harbinger of dark news. You add one tick to your scare skill. The lands you live in are cloaked in darkness and mist, making travel dangerous. If you fail any navigate check, you inadvertently collide with a gnarly branch or fly into a tombstone resulting in one injury.

Juvenile

A Dark Deal » You align yourself with a vampire bat who bestows you with several of their magic abilities. Add one tick to befriend, scare and preen checks. In combat, on your turn, you can forsake your attack and call on them. They will instantly appear and give you aid granting you two attacks on subsequent rounds. They will vanish into thin air at the end of combat. Additionally, as a Juvenile, you may pick any other two skills to add one extra tick to.

Adult

During your travels, you have witnessed dark rituals that you know should not be tampered with, and yet they linger in your memory. You can use a Joker or make two successful dance checks to heal all of your injuries. Each time you injure an opponent, you can make a sing check and, on a success, the life-blood you have drained transfers to you, healing one injury. You can also add two extra ticks to four skills of your choice

Ol' Crow

You stalk the shadows and put fear into the hearts of all those who encounter you. You have looked so far into the abyss that it has also stared back into you. Make all scare and befriend checks with authority. You can also add two ticks to any four skills.

Fantasy Crow

The Old Gods watch over me, just as they created me to watch over the humans. Yet we are merely their playthings. They become easily bored, and so we are left to fend for ourselves. An army rides from the east to sack Amisdor, the eastern port city. I do not readily involve myself in the affairs of humans, but these people have been good to me. They aided me when I was injured and they are, on the whole, peaceful and without the means to defend themselves. But, I have a plan. A fearsome dragon I know, Orvaxius, owes me favour for important information I passed to her. It is an almost impossible task to fly into the spines and find her, but try I must.

Fledgling

You are still new to this. Until you complete your first objective, you must make a fly check each time you take off and land. Failing this check results in one injury. However, your diminutive size also makes you a harder target, and you can hide in smaller spaces allowing you to make all evade checks with authority.

Juvenile

Hero's Welcome » Your reputation as a brave adventurer precedes you. Make all befriend, and scare checks with authority.

Adult

Luck of the Gods » Your deeds have not gone unnoticed by the Higher Powers. They grant you some boons to help you in your quests. Add one tick to use tool, peck and sing checks. You can also choose to make one check with authority in each new map hex you visit.

Ol' Crow

You are legend. Your adventures live on in poetry recited in taverns throughout the lands. A statue has been placed in the palace city to honour your deeds. So battle-hardened and fearsome are you that in combat any opponent must subtract three from all attacks made against you. You can also add two ticks to any four skills.

Clockwork Crow

A weary magpie came to me no less than an hour ago with a message from the Airship Providence. It seems the vessel has come into trouble through the misfortune of a lightning strike and the crew are struggling to maintain altitude. I have been commanded to take instructions to the engineers in the form of plans that will assist them in making repairs. I must make haste, though, as the message says the airship is adrift and heading for the mountains. Why do humans insist on flying when they are without wings of their own?

Fledgling

You have spent most of your time on one airship and know little of the wider world. Your navigation checks must all be made with a penalty. However, as you are small and a hard target, you can make all evade checks with authority.

Juvenile

An airship engineer befriends you and gives you the following from his scrap pile:

Steam-powered wings » add one tick to your fly, divebomb, and evade skills.

Monocle » add one tick to your search skill.

Additionally, as a juvenile, you may add one extra tick to any two skills.

Adult

The captain of an airship, impressed by your exploits, becomes your patron and gifts you with the following items.:

Top hat » add one tick to your befriend, preen and mate skills.

Mechanical claws » add one tick to your claw, use tool and scare skills.

You can also add two extra ticks to four skills of your choice

Ol' Crow

You are a master navigator and problem solver. A freight company offers you a position as second mate on an airship of your choice. All of your navigation checks automatically succeed, and you can make all signal and use tool checks with authority

Ravens of The Tower

Two rooks, several jackdaws and a lone magpie risked their lives to bring me this information. Fortunately, their selflessness paid off, and whilst their names will never be publicly known, for the security of the realm, their sacrifice has saved many a life. We will remember them. But now to the pressing business of an impending coup on the state. If the rumours are true, the usurpers will arise from within. There are traitors in our midst. I must proceed with the greatest caution if I am to take out the weeds, root and all.

Fledgling

You are still new to this. Until you complete your first objective, you must make a fly check each time you take off and land. Failing this check results in one injury. However, your diminutive size makes you a harder target, and you can hide in smaller spaces allowing you to make all evade checks with authority.

Juvenile

You are gaining a reputation for being loyal to the realm. An elder has taken you under their wing and is teaching you the ways of tradecraft. Add one tick to your befriend, use tool, and evade skills. Additionally you may add one extra tick to any two skills.

Adult

You become a master of politics, but not without without clipping a few wings. You have mastered your own style of combat. Add one tick to all of your combat related skills. You can also add two extra ticks to four skills of your choice

Ol' Crow

You keep the company of the highest ranks in the establishment. You regularly hold court with the monarchy and guide the Ravens of The Tower in their business. Yet your work is never done as there will always be someone in the shadows waiting to take your place. Through your network of spies, you can call on help at any time. Whenever you call on an ally to assist, you make any check with authority.





Chapter Three: The Rules

This chapter details the rules of *Be Like a Crow*. You don't need to commit them all to memory to start playing, and if ever you are unsure of how to handle a situation use the rule-of-cool: do what works for you and is the most fun. Before you embark on your adventures, you will need the following items:

- A copy of this rulebook for reference and prompts.
- A completed character sheet.
- A hex map of the known world. See the *Travelling* section.
- A notebook and pen, or other means of journalling your story.
- A well-shuffled deck of poker cards (52 cards + 2 Jokers).

A game of *Be Like a Crow* is likely to take place over many sessions. This will depend on how much time you spend journalling your adventures and whether you wish to play a quick one-shot or create a wider narrative.

Starting the Game

Mark any location on your chosen map where you would like your nest to be (I use a six-sided die, but you can use a coin or other small object). You might want to describe your nest and the nearby area in your journal. Now draw a card from the play deck and generate your first objective from the prompt table related to your setting. You can also journal who came to you with this objective.

Once you have done this, you can begin taking turns.

Taking Turns

On a turn you can take one of the following actions. You should journal the outcome of any of action to build up your story.

- » Generate an Objective.
- » Generate an Event.
- » Travel to a New Hex on the Map.
- » Take Flight or Land
- » Use an Object.
- » Take a combat action.

Generating Objectives

This is the first thing you will do when starting a new game. You will also generate a new objective each time you enter a new lifecycle stage or when a prompt gives you the opportunity to do so.

To generate an objective, draw a card from the deck and refer its value and suit colour against the **Objective Prompts** table related to the setting you are in.

You will notice some prompts have placeholder text that looks like this: [location]. When you come across placeholders in any type of prompt, you should draw another card against the appropriate table for setting. The next section on *Event Generation* explains this in a little more detail.

Whenever you generate an objective, don't forget to make a note of it somewhere as there will be times when you have several unresolved objectives to deal with. Once you've completed a required number of objectives, you will be able to advance to the next lifecycle stage (see *Lifecycle Stages* later in this chapter).

Event Generation

Events power the storytelling element of *Be Like a Crow*. Events are not setting specific, so their prompts can be found at the very beginning of *Chapter Four*. They are the random events and encounters that will occur as you travel throughout your world. You can generate events whenever you like, but there are a few rules in doing so:

- » Draw a single card and compare the suit colour (red or black) and value to the **Events** table. You should resolve the prompt and journal your experience.
- » Depending on whether you are flying, or landed, use the appropriate table.
- » Whenever you are in flight and travel to a new hex on the map, you must generate and resolve at least one event before you can move to another hex.
- » Whenever you land in a hex on the map, you must generate and resolve at least two events before you can take flight again and move to another hex.

There are more details on the last two stipulations in the *Travelling* section of this chapter.

You can draw an event any time you want to add a development to your story. There are no limits on the number of events you can draw in each hex and if you have an idea for your own, go for it – see where it leads you to.

A Note on Placeholder Text

Many prompts have placeholder text that looks like this:

Find [object] in [location] and give it to [character]

For each placeholder you come across, you should draw a card and consult the appropriate table in your setting. For the above, I would draw three cards against the **Object**, **Location**, and **Character** prompt tables for my setting (Gothic Crow in this case) and replace the placeholders with the results. In the gothic setting, the above might yield:

Find a *black rose* in *the study of a troubled writer* and give it to *the ghost of a mouse*.

Travelling

Each setting has its own map with landmarks that relate to the location prompts for that world. You will travel between many locations as you attempt to resolve your objectives. The maps are divided into hexagons, referred to in this book as hexes. You can land in any hex and explore, but you can only travel between adjacent hexes when flying.

You can grab free digital copies of the setting maps at:
www.criticalkit.co.uk/crow

Flying

When you are in the air, you can use a turn to move between adjacent hexes. However, whenever you enter a new hex, you must generate at least one flight event before you can move to another hex. You can, of course, choose to spend as long as you want in any location and take as many turns as you wish there.

Landing

You can choose to land in any hex and explore a little. When you do, you must generate at least two land events before you take flight again and move an adjacent hex. You can only leave a hex whilst in flight (follow the rules for flying above). As with flying, you can take as many turns as you wish whilst hopping around your current location.

Carrying and Using Objects

You can only carry two objects at a time: one in your beak and one in your claws. If you are carrying two objects and wish to acquire another, you must choose one object to drop (in flight) or to hide (on land). If you drop an object whilst in flight, you must make a search check with a penalty in order to find it again in the same hex you discarded it in. If you hide an object, you can automatically find it again in the same hex any time you land there. Mark on your map any hexes where you discard objects.

Many objects grant you specific benefits which are outlined in their descriptions. Some have limited uses which are displayed like this: (two uses). You can use an object as a turn. Some objects do not count towards your tally of carried objects and this is stipulated in their descriptions.



Skill Checks

Many prompts require you to make skill checks to see if you can overcome certain challenges. You can also make these checks whenever you feel it makes sense to do so. A good rule of thumb is that if you are attempting to do something where success isn't guaranteed, you should make a skill check. For instance, if you want to hop down some steps, this would be a fairly simple task and doesn't require a check. However, if you are attempting to hop through a tangle of briars without injuring yourself, you should make a hop check. Here is the process for making a skill check:

Draw one card from the play deck. This value of this card is the target required for you to succeed.

I draw a Jack, so my target is 11. (J=11, Q=12 and K=13)

Draw another card from the play deck. Add the value of this card to the number of ticks you have for the skill being checked. This number is your attempt score.

I draw a 10. I am looking for food, so I use my search skill which has 2 ticks. My attempt score is $10+2 = 12$.

Compare your attempt score to the target. If it is equal or higher you succeed, otherwise you fail.

As 12 is greater than the target score of 11, I succeed and find some tasty snacks!

Authority and Penalties

Occasionally, a situation, an object you carry, or a special ability you possess might affect your chances of success. If the effect is positive you make a check with authority. Conversely, if something hinders you, the check will be made with a penalty. In either case, use the following rules to determine your attempt score.

Making a check with authority: draw two cards and use the highest value.

Making a check with a penalty: draw two cards and use the lowest value.

Here is a brief overview of the skills listed on your character sheet:

Travel & Exploration

Fly is your prowess in the air.

Hop determines how good you are at traversing obstacles on land.

Search is used to find objects, characters, and food.

Navigate is your ability to find your way around without becoming lost.

Tools & Rituals

Dance is a measure of how well you can shake your tail feathers.

Sing is how well you can vocalise your emotions and communicate.

Use Tool is your aptitude for using the objects you find to solve problems.

Preen is used to keep yourself in tip-top condition and heal injuries.

Social Interaction

Befriend measures how good you are at getting on the right side of others.

Signal allows you to call on others for assistance or warn them of danger.

Scare is used to intimidate other creatures you encounter.

Mate determines how well suited you are to form a bond with another creature.

Combat

Peck is the damage you can do with your beak.

Claw is your ability to use your talons to inflict injuries.

Divebomb is a daring aerial manoeuvre to slam and intimidate opponents.

Evoke is how well you can dodge attacks and hide from other creatures.

Using Jokers

Whenever you draw a Joker from the deck, you can choose to save it for later or play it immediately. You can play a Joker to achieve one of the following:

- » Automatically win one combat attack.
- » Automatically succeed on one skill check.
- » Heal two injuries.
- » Discard a drawn card and draw again.

Combat

You live in a dangerous world and not every creature you encounter will be an ally. Some see you as a threat, others are known enemies, and then there are those who see you as nothing more than a meal. All character prompts have three values listed alongside their entries, like this: {+2, 4, 1}. From left to right, these numbers represent their stats for {attack/evade score, injury slots, injuries they inflict}. If you wish to create your own creature stats, use something similar from the character table as a template and tweak as you see fit.

Combat in *Be Like a Crow* takes place in a series of rounds. You always act first.

1. Choose whether to attack with divebomb, claw, beak or, alternatively, to flee combat (see below). Draw a card and add the number of ticks from your chosen combat skill to its value. This is your attack/flee score.
2. Draw a card for your opponent and add their attack/evade score.
3. If your attack score is higher or equal to that of your opponent, you inflict one injury on them.

Then your opponent gets to act:

1. Draw a card and add your opponent's attack/evade score to the value. This is their attack score.
2. Draw a card and add the number of ticks for your evade skill to the value. This is your evade score.
3. If their attack score is higher or equal to your evade score, you sustain a number of injuries equal to the last value in their stats.

Fleeing Combat

Instead of taking an attack on your turn, you can choose to flee combat. To do so, repeat the steps above for your opponent's move. If your evade score is equal or higher to their attack score, you can flee. Otherwise, you remain in combat and your opponent's turn is next.

Combat ends when either you or your opponent sustain the maximum number of injuries you have remaining OR when you successfully flee combat.

Injury and Healing

Whether through combat or just bad luck, you may occasionally sustain a few bruises and scrapes. Each time you sustain one injury you add a tick to an empty injury box on your sheet. You have six injury boxes; once they have all been ticked, and there is no easy way of saying this, the crows will be holding a funeral for you.

But there is hope through healing. Once per hex, whenever you land, you can make a green check. On a success, you can heal one injury (remove a tick from one injury box). There are also opportunities to heal through some of the event and object prompts for each setting. Finally, as detailed in the section *Using Jokers* in this chapter, you can play this special card to heal two injuries.

Depleting the Play Deck

When you complete a turn, you must discard any drawn cards (with the exception of Jokers if you choose to save them). Eventually, you will run out of cards to draw. When this happens, take the discard pile, give it a good shuffle, and place it face down. This now becomes your new play deck. Repeat this process any time you have no more cards in the play deck to draw.

Completing Objectives and Lifecycle Stages

You can complete an objective anytime it makes sense to do so. Maybe you have found an object, a character or a location you were looking for. Keep a note of objectives and refer to them as you play. They guide your motivations and your story should steer towards them. Once you have completed the required number of objectives for any lifecycle stage you can advance to the next one:

Fledgling » two objectives » Juvenile

Juvenile » four objectives » Adult

Adult » six objectives » Ol' Crow

When you are ready to level up, follow the instructions for your species of crow and setting, and adjust your character sheet accordingly.

Chapter Four: Prompts and Maps



This chapter contains the prompts that you will refer to when drawing cards to generate objectives, events, and placeholder values. They come in two flavours:

Events

Each time you enter a new hex on the map, you must take at least one turn (see *Travelling in Chapter Three*). This involves drawing one card and comparing it to the generic **Events** prompt tables. There are two types of Event. One for whilst you are in flight and the other is for when you are landed; you will need to refer to the appropriate one for your circumstances.

Setting Specific

Whenever you need to generate an objective, or a prompt has placeholder text like this: [object], you will need to refer to the appropriate table for your setting in this chapter.

During your travels you will come across various objects that you can choose to keep. Remember, you can only carry (or have installed) 2 objects at a time, unless otherwise stated. Many objects grant you specific advantages, but you can use them in any way that works with your story.

Your Story... Your Rules

The prompts are designed to inspire you and, in this capacity, some are less detailed than others. The more you play *Be Like a Crow*, the more you will find yourself tapping into your own creativity. Moreover, there may be times when a prompt doesn't make sense to you, or you have a much better idea that will fit your tale. In such cases, run with your creative spirit and forget the prompts until you are ready to use them again.

Wait, did I just tell you to ignore the rules? Not exactly, just the prompts, but then again, this game is about having fun and being creative and if any rules are hampering your ability to do so, ignore them and get back to telling the story of your *corvid* in a way that you are comfortable with.

Finally, if you are feeling adventurous, you might want to try to create your own prompt tables or even whole new settings, creatures, objects and maps. Feel free to use the ones in the book as a template.

♦ ♥ Events In Flight (Red Suits)

A	Create your own event or draw again from this table.
2	Another bird joins you in flight. They are carrying [object]. You can persuade them to give it to you with a successful <u>befriend</u> check. Alternatively, fight them for it.
3	You spot [object] on the ground in [location]. To take it, land and make a <u>use tool</u> check to dislodge it from where it is trapped. If you fail, the object breaks and is unusable. Maybe you know someone who can fix it. Take two turns on land before you leave your current hex.
4	You meet a magpie {+2, 3, 1} who tells you where you can find [object]. In the next hex you visit, you can land and pick it up. You must take two further turns on land before you can leave that hex.
5	A rook {+2, 4, 1} flies by and asks for your help. If you accept, you may generate a new [objective].
6	A headwind slows you down. Take another turn in this hex.
7	A hostile gull {+2, 4, 1} is protecting their territory. Enter combat or make an <u>evade</u> check to avoid them. If you choose to <u>evade</u> , you must travel to a hex immediately to your left or right before taking another turn.
8	A sudden gust of wind knocks you sideways. Make a <u>fly</u> check. On a failure, you drop one object you are carrying. Make a successful <u>navigate</u> check or become lost and take one more turn in your current hex.
9	You meet an elder of your own species. They have a mission for you. If you accept, you may generate a new [objective].
10	You come across a jackdaw who has an [object]. They will only give it to you in return for an object you currently have.
J	You become lost. Make a <u>navigate</u> check. If you fail, you must remain in your current location and take another turn.
Q	You fly into bad weather. Make a <u>search</u> check for a place to take shelter. If you succeed, you descend and take your next two turns on land. If you fail, you press, on taking one injury.
K	A flock of swallows offer to guide you to a location of your choice. If you accept, you only need to take one turn per every two hexes travelled until you arrive at your destination.



Events In Flight (Black Suits)

A	You meet a potential mate. If you are looking for love, make a <u>mate</u> check; on a success, they will accompany you in your adventures.
2	You meet a jackdaw who offers to accompany you and help you at your next location. In the current and next hex you visit, make all checks with authority. They will leave you after you leave the next hex.
3	You spot an [object] on land. To obtain it, you will need to land and take two turns before you can leave the current hex.
4	A tailwind gives you haste. Advance immediately to any adjacent hex.
5	You spot a congregation of magpies in their nests. You can choose to land and make a <u>befriend</u> check to convince them to assist you in a healing <u>ritual</u> . If you succeed, make a <u>preen</u> check with authority to heal two injuries.
6	You are hungry. Land and make a <u>search</u> check for food. On a failure, you find a few morsels, but not enough to fully sustain your energy. Take one injury. Take your next two in this hex on land.
7	A conspiracy of ravens are performing an airborne healing ritual. Join them and make a <u>dance</u> or <u>sing</u> check. If you succeed, you can remove one injury tick and they will gift you with [object].
8	You see crows performing a funeral in [location]. Land and help them using a successful <u>sing</u> or <u>dance</u> check and they will gift you with [object]. You must take two turns on land before you can leave your current hex.
9	[object] comes hurtling towards you on the breeze. Make a successful <u>evade</u> check, or it hits you causing one injury. The object falls to the ground and you can land in your current hex to retrieve it.
10	A bird joins you in flight and presents you with a task. You may generate a new [objective].
J	You fly into low cloud or mist. Make a <u>navigation</u> check. On a failure you become lost and must take another turn in the current hex.
Q	An eagle offers you a lift on their tail feathers. You can grab them in your beak and travel two hexes before you need to take your next turn.
K	Create your own event or draw again from this table.

♦ ♥ Events on Land (Red Suits)

A	You meet a potential mate. What is their name? If you are looking for love, make a <u>mate</u> check; on a success, they will accompany you in your adventures.
2	You find a tasty morsel. Save it for the next time you become hungry or eat it now and heal one injury.
3	You find a cryptic message made of sticks laid out on the floor. Make a <u>signal</u> check; if you succeed, you can generate a new [objective] based on the message.
4	The terrain becomes difficult. Make a successful <u>hop</u> check, or you become stuck for several hours and take one injury.
5	A hungry cat {+2, 4, 1} pounces on you. Fight for your life or <u>evade</u> . If you reduce the cat's injury score to one, it will flee and drop an [object].
6	You meet [character]. You can make a successful befriend check and they will tell you about [object] in [location]. Otherwise they flee.
7	Your wing becomes caught in something. Make a successful <u>evade</u> check or take one injury whilst freeing yourself.
8	You find [object] that is broken. Make a <u>use tool</u> check to see if you can fix it. If you fail, it can't be used until you find someone who can fix it. You can choose to discard or keep it.
9	You meet [character] who offers to carry you to the next hex. You can travel there without making another check and heal one injury tick.
10	The weather takes a turn for the worse. If you are indoors, ignore this prompt and draw another. Otherwise, make a <u>search</u> check for a place to take shelter. If you succeed, wait out the storm here and take your next two turns on land. If you fail, you press on, taking one injury.
J	You meet [character] who requests your assistance. You may generate a new [objective].
Q	You meet a swan {+2, 5, 1} who has [object] in their possession and will trade it for one of your objects.
K	Create your own event or draw again from this table.



Events on Land (Black Suits)

A	Create your own event or draw again from this table.
2	You meet [character], holding [object]. Make a <u>befriend</u> check to persuade them to give it to you, or fight them for it. Otherwise, they leave you alone after this turn.
3	A gravely injured fledgling tells you about a mission they were undertaking. Make a <u>preen</u> check to try to save them. You may wish to take on their [objective] for them.
4	[character], who is hostile, wants to eat you. Make an <u>evade</u> check, or they take a bite of your wing and you suffer one injury. Enter combat to escape.
5	You fall down a hole. Take one injury, then make a <u>fly</u> check to free yourself. If you fail, you become fatigued. You can leave the hole on your next turn, but your next two skill checks are with a penalty.
6	You spot [object] on the ground. You may take it.
7	You find a message scratched into the dirt by another of your species who needs help. You can generate a new [objective].
8	You're hungry. Make a <u>search</u> check for your favourite snack. If you fail, you become fatigued until you find sustenance and all skill checks are made with a penalty. You can make another <u>search</u> check at the end of each turn to stave off the hunger and return to normal skill checks.
9	You spot [object], but it's stuck. Grab a twig and make a <u>use tool</u> check to retrieve it. If you fail, the object becomes further lodged and impossible to obtain.
10	You meet [character] who is hostile. You have time to make an <u>evade</u> check to see if you can hide somewhere before they spot you. If you fail, your cover is blown and they engage in combat with you.
J	A gang of grey squirrels (or creatures of your choice) accost you. You are outnumbered. Make an <u>evade</u> check to escape; otherwise, they steal one object from you and you take one injury.
Q	You meet a friendly [character] who gives you some important information. You can make any one future check with authority as a result of your new knowledge.
K	You meet an elder of your species who asks you to undertake an [objective] in return for the reward of [object].

FANTASY CROW PROMPTS



Fantasy Crow Objectives

A	Generate your own objective or draw again from this table.
2	A village is coming under attack from [character] and a cohort of undead [character]s. Travel to [location] and rally up an army of ravens to help bolster the defences. What is the name of the village, and why is it under attack?
3	A necromancer has captured [character] and intends to sacrifice them at the next full moon. Travel to [location] and attempt to save them. The necromancer can be defeated by a <u>dance</u> ritual whilst holding [object].
4	[character] has stolen [object] from [character]. Travel to [location] and attempt to retrieve it.
5	[character] presents you with [object] and requests you deliver it to [character] in [location].
6	The gods are angry; they intend to show their wrath by causing a volcano to erupt. Find [object] and drop it into the volcano to appease them and save the surrounding villages.
7	A whole town has succumbed to a curse of blindness. Locate [object], then enlist the help of a young jackdaw cleric in [location] to help you perform a <u>ritual</u> to lift the curse.
8	[character] has gone missing, last seen in [location]. Travel there and attempt to find them and return them back to their home in [location].
9	Your nest has been destroyed by [character]. Try to find a new location to build a new nest (you've heard of a good spot in [location]).
10	[character] has lost [object] in [location]. Can you help them find it? They will meet you there (make all checks in that location with authority).
J	[character] is worried that if [object] falls into the wrong hands, it will be used for great evil. Take it away from land and drop it in the sea. You will need willpower not to be tempted to keep it for yourself.
Q	An elder has fallen in battle. Travel to [location] to find their body and perform a <u>ritual</u> funeral. Gather others of your species, if possible, to make the occasion
K	Generate your own objective or draw again from this table.

♦ ♥ Fantasy Crow Objects (Red Suits)



A	Vial of fairy dust: the bearer can sprinkle this fine dust over themselves to grant haste whilst in flight. They can immediately travel two hexagons without taking any turns (one use).
2	Little White-Hilt: this dagger enshrines the bearer in shadow. Make <u>evade</u> checks with authority.
3	Hugin's feather: prevents the bearer from becoming lost. Whilst carrying this, all <u>navigate</u> checks are automatically successful.
4	A gold piece: presenting this coin to any creature will allow the giver to perform a <u>befriend</u> check on them with authority (one use).
5	Wuse Bi: This tiny brush is loaded with enough paint to create one piece of art. Use it to paint an object that will become real. Make a <u>use tool</u> check, and on a success, you can paint any object from these tables and it will become real (one use).
6	Shard of Gioll: a tiny rock that can be used to trap any creature. Make a <u>dance</u> or <u>sing</u> check to perform a ritual. On a success, chains sprout from the ground and restrain one creature. The creature can only be freed at the bearer's command, and only one creature can be restrained at any time.
7	Maui's Fishhook: can be used near water to automatically succeed on a <u>search</u> check for edible fish.
8	A sprig of Sanjeevani: this magical herb can cure any malady. You can consume this once to heal two injuries (one use).
9	An elven arrowhead: the bearer can make one extra <u>claw</u> attack each combat turn.
10	Chi Guo Tian Wang: this small comb is shaped like a miniature lyre. It can be used to make a <u>preen</u> check with authority. The bearer can also use it once per location to offer protection from bad weather such as heavy rain and fog.
J	Rabbit's foot: once per new location, you enter, you can make any single check with authority.
Q	Toadstone: perform a <u>preen</u> check whilst carrying this slimy pebble. If you succeed, you heal injuries.
K	A dragon's tooth: whilst holding this, <u>claw</u> attacks can be made with authority and, when successful, inflict two injuries.

♠ ♣ Fantasy Crow Objects (Black Suits)

A	Create your own mythical object or draw again from this table.
2	Fjaðrhamr: whilst wearing this cloak of falcon feathers, you can still carry two other objects. You can travel two hexes before taking another turn. After being used twice, it vanishes (two uses).
3	A rogue's toolkit: can be used to make <u>claw</u> attacks and <u>use tool</u> checks with authority.
4	Ring of Dispel: an ancient ring covered in runes that deflects any attacks by the undead, such as liches and zombies.
5	Leaf of Yggdrasil: whilst carrying this leaf, you can make a <u>fly</u> check when leaving any hex. On a success you can choose to travel two hexes before taking another turn.
6	Horn of Plenty: wish for whatever food you like when you are hungry without the need for a <u>search</u> check (two uses).
7	Archimedes's mirror: in place of an attack, reflect sunlight into the eyes of an opponent and gain authority on all subsequent attacks made against them.
8	Feather of Simurgh: at the bearer's command, or in place of an attack in combat, this feather can be used to summon the spirit of a phoenix-like bird. The bird will distract any other creature giving the bearer authority on all attacks against that creature. It also gives the bearer authority on its next <u>scare</u> check. Once combat is finished, or on the next turn, the bird and feather vanish (one use).
9	Ring of Gyges: this crystal ring can be used to turn invisible at will. You can automatically succeed on an <u>evade</u> check by momentarily vanishing (two uses).
10	Vial of powdered unicorn horn: heal two injuries with each ration (two uses).
J	Mead of poetry: imbibing the drink contained in this tiny vial gives you the ability to captivate an audience. Make a <u>sing</u> check against any creature; on a success, they will instantly become non-hostile and offer you [object] they possess (two uses).
Q	Ibong Adarna's droppings: throwing this small pellet at a creature causes it to immediately turn to stone (one use).
K	Draconite: this gemstone allows the bearer to succeed on all non-combat skill checks made against a dragon.

Fantasy Crow Characters

Values in curly brackets represent each character’s statistics, from left to right: {attack/evade score, injury slots, damage}. e.g. A dwarven merchant {+1, 4 ,1} adds one to attack and evade skill checks, has four injury slots, and inflicts one injury when they successfully hit an opponent.

		
A	A lich {+5, 7, 2}	A jackdaw spy {+0, 3, 1}
2	A dwarven merchant {+1, 4 ,1}	A town guard {+1, 4, 1}
3	Several zombies {+2, 2, 1}	The mayor’s cat {+0, 2, 1}
4	A relapsed cleric {+1, 4, 1}	A court jester {+0, 4, 1}
5	An elven athlete {+2, 4, 1}	A centaur {+2, 4, 1}
6	A retired gladiator {+2, 4, 1}	A lost spirit {+0, 0, 0}
7	A troll queen {+3, 5, 1}	A timid duke {+0, 4, 1}
8	A deity {+12, 10, 5}	The mayor {+0, 4, 1}
9	An obnoxious parrot {+0, 2, 1}	A confused sorcerer {+1, 4, 2}
10	A reformed bandit {+1, 3, 1}	A street urchin {+0, 2, 1}
J	A blacksmith {+1, 3, 1}	A wise old wolf {+2, 4, 1}
Q	A rook assassin {+3, 4, 2}	A tavern owner {+1, 3, 1}
K	A grumpy druid {+3, 4, 2}	A young dragon {+5, 6, 2}

Fantasy Crow Locations

Whenever you draw a location, refer to the map at the end of this section (or create your own map) and see where it might make sense for that location to be. Don't forget to embellish the location with your own ideas: What does it look and smell like? Who else might be there? Is there any history to a place? You can also get creative and generate your own location.

		
A	A hilltop castle	A travelling circus
2	A tavern in a dark alley	A mountain pass
3	The wreck of a pirate ship	A bandit's camp
4	A ruined temple	The city sewers
5	A sprawling forest	An abandoned village
6	A river bank	Beneath a bridge
7	A small, tree-covered island	A farmer's orchard
8	A secret room beneath a statue	A fishing village
9	A dwarven mine	A dragon's lair
10	A necromancer's hideout	The town mayor's residence
J	The palace of an elven city	A cavern behind a frozen waterfall
Q	A cavern in a cliff-face	The tomb of a hero
K	Amidst a haunted swamp	A school for wizards

GOTHIC CROW PROMPTS



Gothic Crow Objectives

A	Create your own dark objective or draw again.
2	[character] has kidnapped a fledgling and was last seen taking them to [location]. Can you rescue them?
3	[object] belonging to [character] has been stolen by [character] who is hiding out in [location]. Can you retrieve it?
4	[character] is/are terrorising a village searching for [object]. Can you help the village?
5	[character] has been cursed with blindness. There is a rumour that an [object] combined with a <u>ritual</u> can cure them. You may find what you are searching for in [location].
6	An elderly crow gives you [object] and requests you deliver it to [character] in [location].
7	Dark magic being cast by [character] is causing the mists to spread across the lands. Can you find them in [location] and steal [object] that is the source of their power?
8	[character] needs escorting to [location] for a meeting of their elders, but watch out for [character] who is trying to scupper their plans.
9	Find [object] and [object] and take them to [character] in [location] who lost them many years ago. They may give you a frosty reception.
10	[character] is trying to create an army of undead [character]. Head to [location] and try to stop them.
J	Your nemesis, [character], has destroyed your nest whilst you were travelling. You heard there is a potential site for a new nest in [location]. Travel there and build one.
Q	You have been asked to perform a ritual at the funeral of [character] in [location]. You will need [object] to complete the ritual. However, a necromancer raven has other plans.
K	Create your own dark objective or draw again.

♦ ♥ Gothic Crow Objects (Red Suits)





A	A black rose with the scent of death: make <u>scare</u> checks with authority whilst carrying this.
2	A fractured cat femur: it's broken, but it's handy. When using this item make a <u>use tool</u> check with authority.
3	A blood-stained lace glove: it must belong to someone. Maybe they want it back.
4	A poisoned dart: in combat, using a claw or beak attack you can use this dart. On a hit it instantly kills your opponent (one use).
5	A bobbin of golden thread: it never seems to run out, and it creates a trail only you can see. You can instantly return to a previously visited hex by means of its imbued magic.
6	A single tarot card: see the future. Each time you enter a new hex, you can make one check with authority in that hex.
7	A typewriter key: a letter of your choice.
8	A red ivy root: this rare plant has healing properties. Each ration heals one injury (two uses).
9	A petrified moth (or other insect): not very tasty, but it can be used to heal one injury if consumed.
10	Half a Spanish doubloon: you can give this item to another creature and make a <u>befriend</u> check with authority on them.
J	A monogrammed neckerchief: you can wave this around to make <u>evade</u> checks with authority.
Q	A gargoyle's fingernail: whilst carrying this, successful <u>claw</u> attacks inflict one extra injury.
K	The sting of a scorpion: use in place of a <u>claw</u> attack and inflict two extra injuries on a success (one use).

♠ ♣ Gothic Crow Objects (Black Suits)

A	A pebble inscribed with an eye: whilst carrying this, all <u>search</u> checks can be made with authority.
2	A magical silver key with no teeth: whenever you make a <u>use tool</u> check with this item you can do so with authority. It can also unlock anything that is locked.
3	A bag of rats' whiskers. Weird. They must have some kind of use.
4	A ciphered note wrote on a leaf. It must be important. If only you could read it - maybe it contains an [objective].
5	A fake diamond earring. You can give this item to another creature and make a <u>befriend</u> check with authority on them.
6	A cracked monocle. It's still functional and gives you authority on <u>search</u> checks.
7	A crow's skull. Wearing this skull gives you authority on <u>scare</u> checks.
8	A black crescent moon brooch. Whilst carrying this brooch you cannot become lost, even if a prompt declares you so.
9	A white raven's feather quill. You can communicate with any other creature whilst using this pen in your beak to write messages in the air. It also grants you authority on <u>signal</u> checks.
10	A miniature vial of spider venom. Use this in place of an attack to automatically inflict one injury on a creature (three uses).
J	A 6 sided die made of buffalo bone. Roll the dice: before any check, draw a card and if it is greater than 7 your check can be made with authority. Otherwise you make it with a penalty.
Q	A scratched silver baby rattle. Shake this rattle in place of a combat attack then make an <u>evade</u> check with authority to flee.
K	A locket with a torn photograph. Whilst carrying this, you feel an enormous sense of dread. Your first turn in a new hex must be made with a penalty.



Gothic Crow Characters

Values in curly brackets represent each character's statistics, from left to right: {attack/evade score, injury slots, damage}. e.g. An undead raven {+2, 4, 2} adds two to attack and evade skill checks, has four injury slots, and inflicts two injuries when they successfully hit an opponent.

	 	 
A	A vampire bat {+2, 4, 2}	A over-friendly magpie {+1, 3, 1}
2	An undead raven {+2, 4, 2}	A hungover sailor {+0, 3, 1}
3	A corruptible priest {+1, 4, 1}	A sociopathic cat {+1, 3, 1}
4	A carnival worker {+1, 5, 1}	A living doll {+0, 1, 1}
5	A lost banshee {+1, 3, 1}	A troubled writer {+0, 3, 1}
6	A group of militant rats {+2, 6, 1}	The ghost of a mouse {+0, 0, 0}
7	A jilted groom {+0, 3, 1}	A melancholy scarecrow {+0, 2, 0}
8	A flightless moth {+0, 1, 1}	A black fox {+1, 3, 1}
9	A three-legged dog {+0, 4, 1}	A greedy occultist {+0, 0, 0}
10	A street urchin {+0, 1, 1}	An invisible hen {+0, 4, 1}
J	An exiled monarch {+1, 4, 1}	A studious badger {+1, 2, 1}
Q	A fortune teller {+1, 3, 1}	A goat with one red eye {+1, 2, 1}
K	An elderly tarantula {+0, 2, 1}	A magician's rabbit {+0, 2, 1}

Gothic Crow Locations

Whenever you draw a location, refer to the map at the end of this section (or create your own map) and see where it might make sense for that location to be. Don't forget to embellish the location with your own ideas: what it looks and smells like. Who else might be there? Is there any history to place? Note these in your journal.

		
A	The ruins of a castle	A broken jetty
2	A mist-cloaked forest	A graveyard
3	The study of a troubled writer	A duke's wine cellar
4	A magician's cupboard	A spectral horse and carriage
5	A foreboding house in the city	Beneath the town gallows
6	The squalid bedsit of a murderer	A partially submerged shipwreck
7	An expansive and treacherous bog	The local morgue
8	A wooden shack in the woods	A medium's séance room
9	A hidden cavern behind a waterfall	An ancient, hollowed-out tree
10	A travelling carnival	The dead zoo - a museum of bad taxidermy
J	A scientist's workshop	A tailor who only opens at night
Q	The sewers beneath the city	An abandoned theatre
K	The clocktower of an isolated country church	A rotting satchel thrown into a ravine

CYBER-CROW PROMPTS



Cyber-Crow Objectives

A	Create your own objective or draw again.
2	[character] has hired you to steal [object] from [character]. The item is stored in a high-security location: [location].
3	A newly recruited fledgling has been captured by [character] and is being held in [location]. They are attempting to extract information from your recruit. Save them before the information is stolen.
4	Word on the feather-net is that [character] has glitched during a data transfer. Their cyber-soul has been uploaded to the meta-verse. Upload yourself and fly to virtual [location] to get them back.
5	[character] has discovered your secret base. You need to move on fast. You've heard that [location] might be a good place set up a new HQ. Take [object] with you and don't let it fall into the wrong claws.
6	[character] has loaded a virus in your data chip. Go find [object] in [location] and bring it to a data specialist, [character]. They can fix you.
7	An anonymous [character] has requested you steal a valuable piece of digital art from [location] in the metaverse. The reward in credits is enough to purchase that cybernetic upgrade you've been wanting.
8	[character], who was once an ally, has gone rogue and stolen your [object]. Last spotted in [location], can you steal it back?
9	Two corporate adversaries have asked you to spy on each other. One manufactures [object], the other produces [object]. Who do you help?
10	Take [object] to a [location] but whilst there, steal [object] from [character]. There's no such thing as a fair trade in your line of work,
J	A virus uploaded to the feather-net is spreading amongst your competitors. As you are untouched by it, there are suspicions that you created it. Whilst it's good to have less competition, you now have a lot more targets on you. It's in your interest to fix this. Research has led you to [object] in [location] that can be used as a fix. Retrieve it, then deliver it to [location] to patch the virus.
Q	A competitor, [character], has stolen an [object] for someone. Find them, then track them to their client in [location]. Maybe you can offer a better deal. Or maybe you want to create problems for both of them.
K	Create your own objective or draw again.

♦ ♥ Cyber-Crow Objects (Red Suits)

A	A corrupted data card: maybe it contains some important information, but you'll need to find someone to repair it first.
2	A six-digit passcode engraved on a digital keyring: you can open one locked door with this.
3	A solar battery pack: plug this into one of your ports to enable you to fly two hexes before taking another turn (two uses).
4	An electromagnetic pulser: activate this to completely debilitate any creatures within a few feet of you (one use).
5	A nanobot: this microscopic cyber-spider can be used to repair your ports. Heal one injury each time you land.
6	Three differently coloured wires: you can fix any broken electronics with a successful <u>use tool</u> check.
7	A ciphered message: find someone who can decipher this; it will lead you to [object] in [location] (one use).
8	A software patch: apply this to heal two injuries (one use).
9	A vial of plutonium: at any level above Fledgling, you can add this to your wings' fuel source to briefly increase flying power. Travel three hexes before making another turn and make your next two skill checks with authority.
10	A fake digital ID: whilst using this, you can convince any creature you are someone or something else. Make any appropriate <u>social interaction</u> checks with authority.
J	A beak-mounted HUD with maps: whilst using this you can never become lost and can make all <u>navigation</u> and <u>search</u> checks with authority.
Q	A wireless transmitter upgrade: communicate secretly with other creatures. Make all <u>signal</u> checks with authority.
K	Create an object of your own or draw again.

♠ ♣ Cyber-Crow Objects (Black Suits)

A	A virtual assistant: once per every new hex you enter, you can choose to make one skill check with authority by consulting your new digital mentor.
2	A metaverse hack: use this at any feather-net port to corrupt or rewrite some information. You can make a <u>befriend</u> or <u>scare</u> check with authority when utilising this information on another creature.
3	A ziplock bag of pills: these smart pills grant you authority on any <u>Tools & Rituals</u> checks (three uses).
4	A chip containing corporate secrets: maybe these will make a good trade with someone who wants them.
5	A location scanner: whenever you are looking for an object with the assistance of this item, you can make a <u>search</u> check; on a success, you will find what you are looking for,
6	A video message: use this to generate an objective when you play it (one use).
7	A neural obfuscator: use this to confuse your opponents. Make any skill or combat checks against them with authority (four uses).
8	A jackdaw exoskeleton: whilst wearing this you can make all <u>evade</u> checks with authority.
9	A nuclear-powered microchip: whilst you are using this chip, you can travel two hexes before you need to take a turn. On land, you only need to take one turn before you can take flight and move to another hex.
10	Holographic magpie projector: this tiny projector can be used during combat to create a virtual magpie that will distract your enemy. Make <u>peck</u> , <u>claw</u> , and <u>divebomb</u> attacks with authority.
J	Feather dye. Colour your wings any shade of your choice (this does not count as a carried object).
Q	Tiny motorcycle boots with metal buckles. You make <u>hop</u> checks with authority. Additionally, your <u>claw</u> attacks become stomp attacks and inflict two injuries. Plus you look badass.
K	Create an object of your own or draw again.

Cyber-Crow Characters

Values in curly brackets represent each character’s statistics, from left to right: {attack/evade score, injury slots, damage}. e.g. A rock guitarist {+1, 4 ,1} adds one to attack and evade skill checks, has four injury slots, and inflicts one injury when they successfully hit an opponent.

	♦♥	♠♣
A	A human hacker {+1, 4, 1}	A heron data thief {+1, 3, 1}
2	An augmented jackdaw {+1, 4, 1}	A lawyer specialising in IT {+0, 3, 1}
3	A corrupt detective {+1, 6, 1}	A cat with bionic legs {+1, 4, 1}
4	A malfunctioning robot {+0, 2, 1}	A rogue AI assistant {+0, 0, 0}
5	A smart-vacuum {+0, 2, 1}	A retired web developer {+0, 3, 1}
6	A hacker badger {+2, 4, 1}	A rat troubleshooter/fixer {+0, 2, 1}
7	A company CEO {+0, 3, 1}	A hovercab driver {+0, 4, 1}
8	A security drone {+0, 2, 1}	An assassin wasp-droid {+4, 2, 2}
9	A robot-wolf {+2, 5, 1}	An eye doctor {+0, 2, 1}
10	A nightclub owner {+1, 4, 1}	A raven data courier {+1, 2, 1}
J	A nano-spider {+0, 1, 0}	A pizza delivery biker {+1, 4, 1}
Q	A bionic surgeon {+1, 4, 1}	A pharmacist {+1, 4, 1}
K	A rock guitarist {+1, 4, 1}	An internet celebrity {+0, 2, 1}

Cyber-Crow Locations

Whenever you draw a location, refer to the map at the end of this section (or create your own map) and see where it might make sense for that location to be. Don't forget to embellish the location with your own ideas: what it looks and smells like. Who else might be there? Is there any history to place? Note these in your journal.

		
A	A subterranean nightclub	A collapsed motorway bridge
2	A disused railway tunnel	An android graveyard
3	The 200 th -floor office of a CEO	A Virtual Reality expo
4	A hacker's basement	A communications dish
5	A police station	A comic book store
6	A cybernetics factory	Behind a CCTV camera
7	A data-centre	A smoke-filled alley
8	A burned-out hovercar	A data thief's bedsit
9	A run-down apartment block	A microchip warehouse
10	A SkyTrain terminus	Feather-net's secret HQ
J	Behind a neon sign	A garbage truck
Q	A service hatch in a hotel	An air-purification farm
K	A hovercar landing pad	A storm drain

CLOCKWORK CROW PROMPTS



Clockwork Crow Objectives

A	Generate your own objective or draw again from this table.
2	An airship is in trouble and slowly drifting out to sea. The engineer needs [object]. Can you find it and take it to them? They may need you to help them navigate back to the airport.
3	[character], a renowned villain, has created a war machine that is putting the people of the city in fear. Travel to their layer in [location] and sabotage the machine.
4	[character] has stolen [object] from [character]. Travel to [location] and attempt to retrieve it for them.
5	[character] has been receiving anonymous death threats from someone. A postmark on one of the letters is from [location]. Gather evidence and report your findings to the chief of police.
6	An airship has gone missing outside the city. [character] has asked you to locate their friends who was aboard it. Maybe you can locate it and the other passengers too.
7	A baron and a duke are fighting for possession of [object]. It is currently in the hands of [character]. Pick a side and help them steal it.
8	[character] has gone missing, last seen in [location]. Air pirates might be involved. Travel there and attempt to find them and return them back to their home in [location].
9	Your nest has been destroyed by [character]. Try to find a new location to build a new nest (you've heard of a good spot in [location]).
10	Rumour is that [character] has hired an assassin raven to dispatch of [character]. Can you head to [location] and scupper the plans.
J	[character] has become lost in the coal mines. Their parents will reward you with [object] if you can find and return them to [location].
Q	[character] needs [object] for their new invention. Travel to the scrapyard and try to obtain it for them. You may need something to trade. What have they created?
K	An Ol' Crow is having a party before they leave the city to live in the country. They want [object] for the ritual. Go find it, then return and perform the ritual. Maybe a little singing and dancing is in order.

♦ ♥ Clockwork Crow Objects (Red Suits)





A	Create your own mechanical object or draw again from this table.
2	A bent steel rod: what is junk to some is a useful tool for you. Make <u>use tool</u> checks with authority whilst carrying this.
3	A thinking-machine punch-card: maybe it contains some important information or software.
4	A pouch of gunpowder: throw this at an opponent to create a distraction and make an <u>evade</u> check with authority (one use).
5	A raven's gas mask: whilst wearing this you can gain authority on <u>scare</u> checks. It will also protect you from poisoned air.
6	A brass cog: trade this with any airship engineer to get on the right side of them or make a <u>use tool</u> check to fix something mechanical.
7	A pendulum: no good for telling time, but it might make a good weapon. Add two extra ticks to your <u>claw</u> attack when using this.
8	A miniature spy-glass: make <u>search</u> checks with authority whilst carrying this.
9	A poison dart fountain pen: make a successful <u>claw</u> or <u>beak</u> attack with this to immediately defeat an opponent in combat (one use).
10	A hairpin: gain authority on <u>use tool</u> checks whilst using this. It may also act as a makeshift repair for a small mechanical device.
J	A silver feather-shaped key: it must unlock something.
Q	The tiny musical box: play this to make <u>sing</u> checks with authority.
K	A glass tube filled with blue smoke: smash this and vanish amidst the released gas. Make an evade check with authority. Any creature in the area of the gas takes one injury.

♠ ♣ Clockwork Crow Objects (Black Suits)

A	Create your own mechanical object or draw again from this table.
2	A hessian bag filled with exotic tea: you can trade this or imbibe one ration to heal one injury (two uses).
3	Flying goggles: in bad weather you cannot become lost whilst sporting these ornate gold-rimmed goggles.
4	A military medal: whilst carrying this, you can convince others that you are on duty for the army and gain authority on <u>befriend</u> and <u>scare</u> checks.
5	A star chart: this small rolled up piece of paper gives you authority on all <u>navigation</u> checks at night.
6	A steel rivet: you can use this to repair something or, after making a successful <u>evade</u> check, drop it on an opponent to inflict one additional injury.
7	A brooch shaped like a dagger: when making a successful <u>claw</u> attack whilst using this, you can inflict one extra injury.
8	A puzzle box: you must succeed in three consecutive <u>use tool</u> checks to open this. If you fail, it explodes, destroying its contents and inflicting 2 injuries on you. If successful you find [object] inside it.
9	A jeweller's screwdriver: whilst using this, you can automatically repair any small piece of machinery with a successful <u>use tool</u> check.
10	The designs for a flying bicycle: just what you need... more humans in the air. Still, these may prove valuable for trading.
J	A bag of calamari: when hungry, you can eat this instead of having to <u>search</u> for food (two uses).
Q	A miniature top hat: whilst wearing this, you can get into all the right places. Make <u>befriend</u> checks with authority.
K	A shard of a mirror: use this with a light source like the sun to make a <u>signal</u> check with authority or in combat as a weapon, making <u>claw</u> attacks with authority.

Clockwork Crow Characters

Values in curly brackets represent each character's statistics, from left to right: {attack/evade score, injury slots, damage}. e.g. A noble raven {+2, 4, 2} adds two to attack and evade skill checks, has four injury slots, and inflicts two injuries when they successfully hit an opponent.

	 	 
A	An airship captain {+2, 4, 2}	A chief engineer {+1, 3, 1}
2	A noble raven {+2, 4, 2}	A mechanical snake {+0, 3, 1}
3	A head chef {+1, 4, 1}	Head of the alley cat pirates {+1, 3, 1}
4	A coal mine canary {+1, 5, 1}	An airship crew member {+0, 1, 1}
5	A clockwork spider {+1, 3, 1}	A rat with clockwork legs {+0, 3, 1}
6	A spurned hamster {+2, 6, 1}	The chief of police {+0, 0, 0}
7	A market trader {+0, 3, 1}	A doctor of eyes {+0, 2, 0}
8	An unlucky noble {+0, 1, 1}	A squirrel with gold teeth {+1, 3, 1}
9	A weary seagull {+0, 4, 1}	A bored librarian {+0, 0, 0}
10	A young pickpocket {+0, 1, 1}	A parrot archaeologist {+0, 4, 1}
J	A magpie inventor {+1, 4, 1}	An crew of press gang rooks {+1, 2, 1}
Q	A steam-powered robot {+1, 3, 1}	An octopus in a wheelchair {+1, 2, 1}
K	A watchmaker {+0, 2, 1}	A person of mystery {+0, 2, 1}

Clockwork Crow Locations

Whenever you draw a location, refer to the map at the end of this section (or create your own map) and see where it might make sense for that location to be. Don't forget to embellish the location with your own ideas: what it looks and smells like. Who else might be there? Is there any history to place? Note these in your journal.

		
A	An underground coffee-house	A steam-powered submarine
2	A railway tunnel	The duke's secret shed
3	A military-owned hot air balloon	A noble's air yacht
4	A thinking machine room	A fountain
5	A crashed airship	The top of a lightning mast
6	A watchmaker's workshop	A prison watchtower
7	The Ministry of New Discoveries	Beneath a looming aqueduct
8	A windmill in the countryside	An archaeologist's storeroom
9	Beneath an ornate spiral staircase	A busy steelworks
10	An cargo carrying airship	A five-storey grand library
J	A coal mine outside the city	A scrap metal yard
Q	A floating village near the docks	A flying cruise ship
K	An abandoned science expo	An overturned train carriage

URBAN CROW PROMPTS



Urban Crow Objectives

A	Generate your own objective or draw again from this table.
2	A crow has passed away near the park. Go find them, grab an entourage on the way, and perform a ritual.
3	[character] is feeling a bit lonely. Go find them and do your best to cheer them up. They like [object], so that may help!
4	[character] has been penned in by a few stray cats at [location]. See if you can help them escape.
5	There's a new rubbish bin installed at [location]. It looks like the other birds aren't aware of it yet, so you could stock up on some food.
6	A [character] has been raiding the feeders in [location]. You've heard that they are scared of [object]. If you can find it, you might be able to frighten them away from the area.
7	A child has dropped their favourite snuggly. They were last seen crying in [location]. Take it to them.
8	A fledgling has fallen down a chimney in [location]. Travel there, see if you can rescue them and return them to their nest in [location].
9	An old tree in the park is going to be destroyed. You know of a bunch of rooks in [location] who you might be able to convince to build new homes and give the tree protected status.
10	Your nest has been destroyed by bad weather. You know there is a good spot in [location]. Travel there, pick up some twigs on the way, and build your new home.
J	Litter has blown all over [location]. If you go to help to retrieve it, you might make a new human friend in a street cleaner.
Q	Your favourite human has lost [object]. You think you last saw them with it at [location]. Go there and find it and take it back to them.
K	Generate your own objective or draw again from this table.

♦ ♥ Urban Crow Objects (Red Suits)

A	Create your own object or draw again from this table.
2	A handkerchief: use this to distract your opponents and make <u>evade</u> checks with authority.
3	A toy soldier: this must belong to a human. Maybe if you return it to them, they will feed you.
4	A mobile phone: the humans love these. Make a <u>use tool</u> check. If the value is five or less, nothing happens. From six to ten, you can use the camera to preen and heal one injury. For J, Q or K you activate the ringtone, spook an opponent and immediately make the next two combat checks with authority.
5	A sturdy twig: you have authority on <u>use tools</u> checks whilst utilising this spectacular piece of an old tree. Could make good foundations for a new nest.
6	A wallet: there's lots of pretty paper inside this that will make good insulation for a nest.
7	A baby's rattle: you can shake this in combat to gain authority on all of your attack checks. Maybe it can be used to <u>signal</u> other creatures with authority.
8	A pair of spectacles: you've seen a rook use something like this on a sunny day to start a fire. Look through them and you can gain authority on <u>search</u> checks.
9	A set of car/house keys: they must unlock something.
10	A sandwich in a bag: not as tasty as insects, but you can have a nibble at this and heal one injury (three uses).
J	A diamond ring: shiny, shiny, you know a few birds who will trade this for another [object].
Q	Earphones: the humans like to store these strange bits of string on their heads. They are also dangerous to other birds. Maybe they are better hidden out of sight.
K	A school tie: the human fledglings put these under their squidgy heads. They do make lovely warm linings for nests, though.





Urban Crow Objects (Black Suits)

A	Create your own object or draw again from this table.
2	A ballpoint pen: scrawl a message for someone and make a <u>signal</u> check with authority to see if they understand it. This can also be used in place of a <u>claw</u> attack to inflict two injuries.
3	A winning lottery ticket: more nest stuffing material.
4	A laser pointer: use this to make <u>signal</u> checks with authority, or to distract opponents and make <u>evade</u> checks with authority.
5	A photograph: maybe it's your favourite human. One of the humans in the picture seems familiar.
6	A pin badge: a nice shiny distraction that gives you authority on <u>evade</u> checks and an extra claw attack once per each new combat.
7	A lipstick/lip balm: preen your beak with this and make <u>befriend</u> and <u>mate</u> checks with authority. May make good glue for a nest. You can also apply this to your wings (one use) to increase your aerodynamics and travel three hexes before taking your next turn.
8	A bag of fries: nom nom nom, caw. Have a snack and heal one injury (two uses).
9	A drivers' license: another picture of a human. They seem nice. Maybe you can find them and make them your new favourite human.
10	A screwdriver: much better than a twig, You can use this to make <u>use tool</u> checks with authority.
J	A fridge magnet: what does it look like? It might be useful to drop on an opponent, granting you a second <u>divebomb</u> attack on any single attack in combat.
Q	A shoelace: this is the worst tasting worm. Maybe it could be used to make a nest or create some kind of signal. It looks useful, in any case.
K	Create your own object or draw again from this table.

Urban Crow Characters

Values in curly brackets represent each character’s statistics, from left to right: {attack/evade score, injury slots, damage}. e.g. A hungry fox {+1, 2 ,1} adds one to attack and evade skill checks, has two injury slots, and inflicts one injury when they successfully hit an opponent.

		
A	A hungry fox {+1, 2, 1}	A family of mice {+1, 6, 1}
2	A postman {+1, 4, 1}	An elderly gardener {+1, 3, 1}
3	A timid rat {+0, 2, 1}	An escaped budgerigar {+0, 2, 1}
4	A cyclist {+1, 4, 1}	An ants’ nest {+0, 0, 0}
5	A lost dog {+1, 3, 1}	A police officer {+2, 4, 2}
6	A city banker {+1, 4, 1}	A newspaper editor {+1, 4, 1}
7	A market trader {+1, 4, 1}	A lost raven {+1, 2, 1}
8	An angry cat {+1, 2, 2}	An agitated store owner {+1, 4, 1}
9	A melancholy pigeon {+0, 2, 1}	A builder’s apprentice {+1, 4, 1}
10	A cafe owner {+1, 4, 1}	A window cleaner {+1, 4, 1}
J	A school bus driver {+1, 4, 1}	A couple on a blind date {+2, 4, 1}
Q	An injured sparrow {+0, 1, 0}	A chihuahua and its human {+3, 6, 1}
K	A vigilant squirrel {+0, 2, 1}	Three school kids {+1, 6, 1}

Urban Crow Locations

Whenever you draw a location, refer to the map at the end of this section (or create your own map) and see where it might make sense for that location to be. Don't forget to embellish the location with your own ideas: what it looks and smells like. Who else might be there? Is there any history to place? Note these in your journal.

		
A	A cafe	The plinth of a statue
2	A railway station	A boat on a small lake
3	A museum of modern art	A rowboat on the lake
4	An old tree	A fountain in the park
5	A car park roof	A streetlight
6	An ATM machine	An alley
7	The town hall	Under a bridge
8	A back garden	A kids' play park
9	The subway	A busy shopping mall
10	A fast-food restaurant	The library
J	The top of a skyscraper	A traffic island
Q	A fountain	A football field
K	A supermarket	A bus stop

RAVENS OF THE TOWER PROMPTS



Ravens of the Tower Objectives

A	Generate your own objective of political intrigue or draw again from this table.
2	The bells of the cathedral have stopped ringing. Go to [location] to find [object] that can be used to fix them. Maybe you can help with repairs.
3	A traitor [character] is in your midst. See if you can find them and hold a trial by <u>ritual</u> with your peers.
4	Meet [character] in the docks. They have [object] for you that must be delivered to [location]. Your monarch's life may depend on it.
5	Intercept [character] in [location] and try to steal some secret messages they are carrying. It may take a successful <u>signal</u> check to decipher their code.
6	A fledgling has been kidnapped in the market district. Travel there and try to find them and bring to justice [character] who abducted them.
7	Two of the monarch's counsel are fighting for possession of [object]. It is currently in the hands of [character]. Pick a side and retrieve it.
8	A murderous [character] is on the loose in the dark alleys of the city. Your monarch has asked that you help allay panic amongst the locals.
9	There is rumour of a boat coming up the river in the early hours of tomorrow morning. The captain, [character], is planning to break out [character] who is imprisoned in the tower. Do not let them reach the tower or carry out their plans.
10	An Ol' Crow has usurped the tower and installed a new band of ravens. You suspect he has his eyes on the Palace next. Gather your ousted peers and retake the tower, restoring order.
J	A jackdaw of nobility is preparing for their wedding. Find [object] in [location] to offer as a tribute and then perform a <u>ritual</u> to marry the couple. Don't forget the post-wedding celebrations.
Q	An elder raven has passed. Travel to [location] and perform a <u>ritual</u> for their funeral and swear in their replacement.
K	The ravens are leaving the tower. Something is spooking them. You suspect [character] in [location] is involved. Can you stop them before prophecy becomes comes to pass?

♦ ♥ Ravens of The Tower Objects (Red Suits)

A	A silver fork: this ornate form is engraved with the monarch's crest. You can make <u>use tool</u> , <u>befriend</u> , and <u>claw</u> attacks with authority whilst using it.
2	The end of a stale loaf: not the best meal, but better than nothing. Heal one injury whenever you eat some (two uses).
3	A jewel from the crown: you should probably return this to the tower or find yourself at risk of arrest and a hasty trial.
4	A poisoned dagger: You can use this to immediately win any combat against a single opponent by making a successful <u>claw</u> attack.
5	A key to the gaol: with these keys, you can access any area of the tower or any other gaols in the city.
6	A cat's collar. Even though they are not your favourite creatures, this should still probably be returned to its owner.
7	Two farthings in a pouch: money talks. You could glean a favour, trade for another [object], or hire someone's services with these coins.
8	The feather of a swan: the monarch's own bird. You can make any <u>social interaction</u> checks with authority whilst carrying this.
9	A scrap of painted canvas from an old master's work: good filling for a nest, or maybe a trade with a human.
10	A sprig of seaweed from the Thames: even though it is chewy and tastes disgusting, it has great health benefits. Heal two injuries when you eat this (one use).
J	A marlinspike: probably discarded by a drunken sailor, this is a handy piece of kit. When utilising it, you can make <u>use tool</u> checks with authority.
Q	A map of the city: you can make all <u>navigate</u> checks with authority whilst you possess this.
K	Create your own object or draw again from this table.

♠ ♣ Ravens of The Tower Objects (Black Suits)

A	A raven's feather quill: scrawl a message for someone and make a <u>signal</u> check with authority to see if they will understand it. This can also be used in place of a <u>claw</u> attack to stab an opponent and inflict two injuries.
2	The monarch's decree: this small piece of paper verifies your allegiance and service to the crown. All <u>Social Interaction</u> checks can be made with authority whilst it is in your possession.
3	A small pouch filled with three coffee beans: you can trade this, or imbibe one ration to heal one injury (three uses).
4	A vial of beeswax: apply this to your feathers to make yourself more aerodynamic. After application, you can fly two hexes before taking your next turn (two uses).
5	An earl's monocle: whilst carrying this you can make all <u>search</u> checks with authority.
6	A toy sailboat: it looks like it might float, and there's room for a bird of your size on board.
7	A fish hook: make a <u>use tool</u> check near water to catch a fish to eat. You can also make an extra <u>claw</u> attack once per combat round when holding this.
8	A ciphered note from "an anonymous friend": find someone who can decipher this for you. It may contain important information.
9	A falcon's hood: in place of a <u>beak</u> attack, you can attempt to place this over another birds head. On a success, the bird is rendered blind and will immediately surrender to you.
10	A handkerchief embroidered with your monarch's crest: you can make any <u>Social Interaction</u> checks with authority whilst carrying this. You can also use it as a distraction and make <u>evade</u> checks with authority.
J	A tiny bell engraved with raven feathers: ring this and you can summon a nearby raven who will help you in your current hex and grant authority on all checks.
Q	The deeds to a vacated nest in the palace: it's yours for the taking!
K	Create your own object.

Ravens of The Tower Characters

Values in curly brackets represent each character's statistics, from left to right: {attack/evade score, injury slots, damage}. e.g. A sly fox {+1, 2, 1} adds one to attack and evade skill checks, has two injury slots, and inflicts one injury when they successfully hit an opponent.

	♦ ♥	♠ ♣
A	A sly fox {+1, 2, 1}	An earl {+1, 4, 1}
2	A town crier {+1, 4, 1}	A raven of the Tower {+1, 3, 1}
3	A belligerent rat {+0, 2, 1}	A draught horse {+3, 5, 2}
4	A loyal butler {+1, 4, 1}	A courtier's pet rabbit {+0, 0, 0}
5	A street urchin {+1, 3, 1}	A police officer {+2, 4, 1}
6	A bad accountant {+1, 4, 1}	A famous writer {+1, 4, 1}
7	A market trader {+1, 4, 1}	Two magpies in love {+1, 4, 1}
8	A bored cat {+1, 2, 1}	A rat street trader {+1, 2, 1}
9	A white dove {+0, 2, 1}	A lost traveller {+1, 4, 1}
10	A tavern owner {+1, 4, 1}	An advisor to the monarch {+1, 4, 1}
J	A coach driver {+1, 4, 1}	A jackdaw messenger {+0, 2, 1}
Q	A pickpocket mouse {+0, 1, 0}	A wily parrot {+1, 2, 1}
K	An ancient mariner {+2, 4, 1}	A monarch in disguise {+1, 4, 1}

Ravens of The Tower Locations

Whenever you draw a location, refer to the map at the end of this section (or create your own map) and see where it might make sense for that location to be. Don't forget to embellish the location with your own ideas, what it looks and smells like. Who else might be there? Is there any history to place? Note these in your journal.

		
A	An underground gaol	The plinth of a statue
2	A jetty on the river	The crow's nest of a moored ship
3	A market trader's cart	An earl's carriage
4	The barrel run in a tavern	A fountain in the park
5	The roof of a cathedral	A gas-powered streetlight
6	A money lender's office	A dark alley
7	The town hall	Beneath London Bridge
8	A busy public park	A school-master's quarters
9	A run-down stables	Buckingham Palace
10	An opulent tea house	A bookstore
J	A secret tunnel	Backstage at the Theatre Royale
Q	The attic of a four-storey house	A blacksmith's workshop
K	Beneath a church altar	A warehouse on the docks

Appendix: Pro-crow Hacks

The following rules are experimental and are designed to make the game a little more challenging. It's up to you whether you want to employ any, or all of them, in your sessions.

Objective Limits

You can only have a number of objectives open that equals the number required to get to the next lifecycle stage. Should a prompt give you the option to generate an objective, you **MUST** generate one. If you have no open spaces for objectives, you **MUST** remove one existing objective and replace it with the newly generated one.

Injuries

When making any skill check to heal one injury, if you draw an Ace, the attempt fails and you do not heal.

When you have only one unticked injury remaining, you sustain a broken wing and cannot fly until you have at least two unticked injuries and all turns must be taken on land.

Joker Limits

When you deplete the play deck, before you shuffle the discard pile, you should discard any Jokers that you currently hold.

Multiplayer

Whilst we are working on a multiplayer RPG for *Be Like a Crow* (watch out for the Kickstarter), it is still possible to play this game with more than one person. Use two decks and take it in turns to draw from your deck. Each of you must react to, discuss, and journal, together or individually, each prompt. In combat, you can both make an attack on your opponent each round.

You can also experiment with a second player acting as your mate, or your sworn enemy.

BE LIKE A CROW

CHARACTER SHEET

LIFECYCLE STAGE: _____

NAME: _____

SPECIES: _____

SETTING: _____

INJURIES ☐☐☐☐☐☐☐☐

PICTURE/SKETCH

DESCRIPTION

FEAR ☐☐☐

SKILLS

UNDERLINE THE NAME OF ANY SKILLS YOU HAVE AUTHORITY IN AS A REMINDER.

TRAVEL & EXPLORATION

FLY ☐☐☐☐☐☐☐☐

HOP ☐☐☐☐☐☐☐☐

SEARCH ☐☐☐☐☐☐☐☐

NAVIGATE ☐☐☐☐☐☐☐☐

SOCIAL INTERACTION

BEEFRIEND ☐☐☐☐☐☐☐☐

SIGNAL ☐☐☐☐☐☐☐☐

SCARE ☐☐☐☐☐☐☐☐

MATE ☐☐☐☐☐☐☐☐

TOOLS & RITUALS

DANCE ☐☐☐☐☐☐☐☐

SING ☐☐☐☐☐☐☐☐

USE TOOL ☐☐☐☐☐☐☐☐

PREEN ☐☐☐☐☐☐☐☐

COMBAT

PECK ☐☐☐☐☐☐☐☐

CLAW ☐☐☐☐☐☐☐☐

DIVEBOMB ☐☐☐☐☐☐☐☐

EVADE ☐☐☐☐☐☐☐☐

OBJECTS CARRIED

[illegible]







Crows are more sincere than they look, you know.

-Aki

BE LIKE A CROW

A SOLO RPG

In this game for one player, YOU get to take on the role of a *corvid*, exploring the world and completing objectives whilst meeting other creatures and collecting weird and wonderful objects.

All you need to start playing are these rules, a pen and paper, and a deck of cards.

You can choose to play a crow, raven, rook, jackdaw or magpie and journey through one of six settings: urban, cyber, steampunk, fantasy, gothic & Tower of London

Spread your wings and take flight with this unique RPG.

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