

Prices for Gear

All prices are in crowns, items can be sold for $\frac{1}{2}$ their price. Follow the page numbers to learn more on certain items.

Items with a (!) take up 2 slots.

General Items

Bottle, clay	1c
Bottle of Holy Water	30c
Bound Book, blank	150c
Bucket, wood	3c
(!) Chain, 10ft	25c
Chalk, box	1c
Cooking Pots p.2	10c
(!) Fishing Gear p.2	20c
Grappling Hook, hook	12c
Hammer and Nails	5c
Hand Mirror, glass	150c
Hand Mirror, steel	10c
Healing Salve p.2	80c
Holy Symbol, silver p.8	120c
Holy Symbol, wood p.8	4c
Traps, small game p.2	3c
(!) Instrument, master	400c
Instrument, regular p.2	12c
Lockpicks	50c
Manacles and Key	8c
Net, man-sized	12c
Oil, flask	25c
Padlock and Key	20c
(!) Rope Spool, 30ft	25c
Scroll and Quill, case	20c
Tool (shovel, crowbar, pickaxe, sledge, etc.)	10c
Tub of Lard	5c
Whistle	1c
(!) Wooden Pole, 6ft	2c

Repairs p.7

Repair One Usage Dot 10%

Weapons p.8

Improvised (always mark a dot after a fight)	-
Light (dagger, axes, swords, maces, etc.)	10c
(!) Heavy (longsword, great axe, maul, etc.)	40c
(!) Polearm (halberd, spear, glaive, etc.)	30c

Sling (requires stones)	2c
(!) Bow (requires arrows)	40c

(!) Crossbow (requires bolts)	70c
Stones, pouch	1c

Arrows, quiver	10c
Bolts, quiver	10c

Silver Weapon (always mark a dot after a fight)	x10c
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Armor, Clothes p.8

Improv. Shield (has only one usage dot)	-
Shield (round, kite, tower, buckler, etc.)	20c

Light Armor (linen, leather, cloth, furs, etc.)	150c
(!) Heavy Armor (plate, chain, etc.)	400c

Noble Clothes p.8	500c
Winter Cloak p.16	75c

Traveler's Cloak p.16	30c
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Masterworks

Masterworks Weapons, Ammo, and Armor (only mark a dot on a roll of 6 after a fight)	x20c
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Lights p.8

Torches (unrepairable)	5c
Lantern (can be refilled with oil, can be worn)	50c

Oil, mark a dot of oil to fully repair a lantern	40c
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Food & Lodging

Stabling (per night)	3c
Bunkhouse (per night)	2c
Inn (per night, provides meals and refills supplies for free)	5c

Storage Caches p.7

Caches take up 6 slots when held by a person (2x3) and can hold up to 6 slots worth of items. They have no usage dots.

Lockable Cache (crates, chests, barrels, etc.)	40c
Open Caches (shelves, weapon racks, etc.)	30c

Sack (not lockable, only holds 4 slots of items)	3c
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Mounts

Horse p.3	100c
Warhorse p.3	500c

Saddle p.3	75c
Saddlebags p.11	30c

Animal Feed, 3 days	4c
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Transportation p.1

Each transport type allows for a max capacity of riders/caches

Pricing is per rider/cache, per watch spent traveling, or 3 times the price per day spent travelling if going long distances

Buying a vehicle costs x100 the price for transport and cannot be done at every settlement

Cart (carries 4)	5c
Carriage (carries 8)	8c

Coach (carries 12)	10c
Armored Coach (carries 10)	40c

Riverboat (carries 12)	10c
Sailing Ship (carries 12)	24c

Large Ship (a lot)	40c
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This Game

Crowns is a tabletop roleplaying game for 2-10 players. It is built to fulfill the fantasy of a dark age where magic is real, monsters prowl the wilderness, and combat is deadly. Sometimes the best plan is one where the dice aren't touched.

Your goal is to find crowns (gold coins) in the dangerous wilderness and bring them back to settlements, the last bastions of civilization.

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Table of Contents

1 Core Rules

- 1.1 Attributes
- 1.2 Time
- 1.3 Travel

2 Rest & Healing

- 2.1 Short Rests
- 2.2 Long Rests
- 2.3 Full Rests

3 Combat

- 3.1 Actions in Combat
- 3.2 Attack & Defense
- 4.1 Utility Actions
- 4.2 Taking Damage

5 Character Creation

- 6.1 Backgrounds

7 Inventory

- 7.1 Usage Dots
- 7.2 Storage Caches
- 7.3 Large Items
- 7.4 Conditions
- 7.5 Storing Loot

8 Combat Gear

- 8.1 Armor
- 8.2 Weapons
- 8.3 Ammunition
- 8.4 Coin Purses
- 8.5 Noble Clothes
- 8.6 Bedrolls
- 8.7 Light Sources
- 8.8 Holy Symbols

9 Grimoires & Spells

- 9.1 Dots & Recharging
- 9.2 Casting Spells
- 9.3 Identification

10 Advancement

- 10.1 Experience Milestones
- 10.2 Gaining Feats
- 10.3 Reward Amounts

11 Followers

- 11.1 Hirelings
- 11.2 Beast of Burden
- 11.3 Mercenaries

12 Warbands

- 12.1 Fortifications

13 GMing Crowns

- 13.1 When to ask for Saves
- 13.2 Consequences

14 Making Adventures

15 Dungeoneering

17 Wilderness Travel

- 17.1 Making Maps
- 18.1 Offroading
- 18.2 Weather
- 18.3 Wilderness Encounters

19 Language

19.1 Monsters

- 20.1 Example Monsters

23 Feats

- 24.1 Feats Chart

31 Magic Items

32 Potions

33 Spells

35 Settlement

- 35.1 Going to Market
- 36.1 Settlement Growth
- 36.2 Buying Property
- 36.3 Setting Up Shop

37 Factions

- 37.1 Building a Faction
- 38.1 Faction Turns

38.2 Campaigns

39 Social Encounters

1 Core Rules

This game requires a full set of polyhedral dice, and some starter knowledge of TTRPGs.

1.1 Attributes

Each character has **4 attributes** that measure the character's strengths and weaknesses.

- **COR** (coordination)
agility, melee skill, riding, balance
- **SEN** (senses)
reflexes, aim, accuracy, empathy
- **VIT** (vitality)
athleticism, endurance, constitution
- **WIL** (willpower)
courage, spellcasting, charisma

Characters also have **resolve** which is a measure of their ability to **push through stress**.

Saves

When success or failure is **uncertain** and will cause **consequences**, make a **save** based on an **attribute** as instructed by the GM.

Roll a **d20**. If you get **equal or under** the attribute's value you **succeed**, otherwise you **fail**. A **20** always fails, a **1** always succeeds.

Modifiers

Some items or abilities have **modifiers** (**mods**) to different rolls. Such as shields, which give **+2 to SEN when defending**. That mod is **added** (or **subtracted**) from the **attribute, not the roll**. So, in the case of the shield, the SEN attribute would be 2 higher than it would normally be.

1.2 Time

Time is broken down into three scales for ease of understanding and coordination.

- **Rounds** are the time it takes for one character to act in combat, lasting about one minute
- **Turns** are used during dungeon exploration and take around 10 minutes. 6 turns are equal to 1 hour
- **Watches** take about 36 turns or 6 hours. There are 4 watches in a day. They are used for resting and travel

1.3 Travel

While on foot/ riding vehicles, you can travel **6 miles per watch**. In difficult terrain (jungle, tundra, heavy forest, etc.) you can only travel **3 miles per watch**.

While mounted on horses/ sailing ships, you can travel **9 miles per watch**. In difficult terrain you can only travel **3 miles per watch**.

Hunger & Sleeping

Player characters must mark one dot of rations per day or gain the **starving condition**. Players must also spend 1 watch a day sleeping or gain the **exhausted condition** (see **Combat Gear**). This goes with player mounts as well, eating animal feed.

While asleep, characters are assumed to **not** have their **pack** on, or **wearing/ holding** any items. However, all items are within an **arm's reach**. Mounts would be tied up nearby, although their **saddlebags** would not be worn.

2 Rest & Healing

Adventuring is a dangerous business, and sometimes it's good to take a break. Resting can **restore resolve** and **clear conditions**. How much depends on how long you rest for.

2.1 Short Rests

Short rests take 1 turn (10 minutes). Restore **2d6 resolve**. Clear **short rest conditions**. This is the **only rest** than can be performed in a dungeon or dangerous location.

2.2 Long Rests

Long rests take 1 watch (6 hours) and includes taking a much-needed break. This **does not count as time spent sleeping**. Return to **full resolve**. Clear **short and long rest conditions**.

Each player may choose to mark **one** dot of a **healing salve** to remove 1 wounded condition per long rest and perform a **long rest action**.

Cooking

Spend time **cooking** to remove a **wounded condition** from the cook or another character by marking a dot on their **rations** and succeeding a **COR or SEN save** while having **cooking pots** on their person.

Foraging

Spend time **foraging** to erase up to d3 dots of **ration supplies**, spread out among the party as sees fit. Do not **remove conditions** if foraging.

If this character has the **fishing gear** or **small game trap** items and it can be used in their present environment, they may mark a dot on the item and **erase d3 extra rations dots**.

Reveling

Spend time **reveling** with the party. If at least one other player character also **revels**, all reveling players gain a **free reroll**. If left unused until the next **long or full rest**, it is lost.

If a reveler has a **regular instrument**, they can give **one** non-reveler a free reroll as well (this other party member need not be a player character). If it is a **master instrument**, they may give out **two** free rerolls to non-revelers.

2.3 Full Rests

Full rests take a week in the **safety of a settlement**. Restore all **resolve**. Remove **short, long, and full rest conditions**. A week's worth of food costs **35c** per person at most taverns.

During a **full rest**, players gain **2 full rest actions** they can perform during their **full rest**.

Commission an Item

If the settlement has a **smith** or an **armorer** you can commission a **masterwork item**.

If a settlement has a **temple** or an **abbey**, you can commission a **silver weapon**.

If a settlement has a **tailor** or an **artist**, you can commission **noble clothes** or a **master instrument**.

Dig for Leads/ Do Research

You learn some **new information** about your **quest**, your **enemies**, the **environment**, the **world**, **rumors**, etc. It is encouraged that the GM always have many of these handy.

Depending on the **services** in a settlement, different information may be available.

Hire Help

Spend your time **forming a warband** (see **Warbands**) or **hiring followers** (see **Followers**).

Identify a Magic Item

If the settlement has a **temple** or **abbey**, you can give them a **magic item** or **grimoire** and **50c** to have it identified. After a week of study and prayer, they will tell you all its properties.

Prepare & Train

Train intensely to improve. Spend **experience** obtaining a new **feat** (see **Advancement**).

Rest & Relaxation

Spend time living your best life. If you are religious or scholarly, perhaps this is spent in prayer or deep in a good book. If not, it may be spent at the local tavern or brothel.

In either case, spend **your level x 50c** to gain a **free reroll**. If left unused until the next **full rest**, it is lost.

3 Combat

Ambushes & Initiative

If one side is **ambushing** the other, they and their allies go first. Otherwise, make a **COR** save to see if they act before their targets. This save reoccurs at the start of each turn.

3.1 Actions in Combat

On your turn in combat, you can **move** up to 30ft, and perform up to two **main actions**. You cannot perform the same **main action** twice in a single turn.

A main action can be anything from:

- Attacking
- Sprinting (move an additional 20ft)
- Attempt a Utility Action
- Scrounging through your pack

You can break up one or both main actions into two quick actions if you'd like.

Quick actions are for minor things, like pulling a lever, picking up an item, passing off an item to an ally, drinking a potion, etc.

3.2 Attack & Defense

When performing a **melee attack**, select a target up to 5ft away, then perform a **COR** save. For **ranged attacks**, select a target up to your weapon's range away, then perform a **SEN** save. On a success in either case, you hit and deal weapon damage, **your turn ends**.

If a player character is getting attacked, they can defend themselves by attempting a **SEN** save. On a success, the attack deals half of its original damage. If the attacker is a **monster** that had already missed, no damage is dealt.

If a player character rolls a natural 1 while attacking, their attack becomes enhanced. If they roll a natural 1 while defending the enemy attack becomes impaired.

Enhanced & Impaired

Attacks can also be enhanced by attacking a prone target in melee, attacking an incapacitated enemy, exposing an enemy's unique vulnerability, etc. Roll a 1d12 for damage, regardless of the weapon, and this attack cannot be defended against.

Attacks can be impaired by attacking a prone enemy at a range, attacking an enemy that's in cover, fighting unarmed, etc. Roll a 1d4 for damage regardless of the weapon.

Dual Wielding

Light weapons can be held in a character's off hand. If dual-wielding weapons, do not make two attacks. Instead, you may **reroll your to-hit save**. If your weapons have effects, use whichever **one** of the two weapons you'd prefer (this may be decided after rolling).

Mounted Combat

Being on a **mount in combat** lets you exchange your characters movement for the mounts. A **horse** and **warhorse** both have a **45ft move** and a **25ft sprint**.

If you take **critical damage** while mounted, you must succeed a **COR** save to not fall **prone** on the ground. If your mount has a **saddle**, gain +2 to this roll. If your mount is a **warhorse**, you gain +2 to this roll as well.

If attacking a **mounted character**, damage targeting the mount (unless it has an **area-of-effect**) is redirected to the rider. The rider makes the **defense saves**. Horses have 3 **resolve**, 1 **DEF**, 9 **MOR**; warhorses have 2 **DEF**.

Melee attacks targeting **unmounted** targets while the **attacker is mounted** are enhanced. Unless the rider has a **polearm**, riders cannot target **prone** enemies while **mounted**.

4.1 Utility Actions

On their turn, a player can attempt a **utility action** as a **main action**. If you succeed a utility action, you get what you want, and your turn ends.

Utility actions are the following:

- **Expose.** Make a **SEN** save, you must have a weapon equipped and the target must be within range of the weapon. On a success, the next successful attack against the target by an ally or the exposer is **enhanced**. If unused, this effect ends at the end of the exposer's next turn.
- **Hinder.** Make a **COR** save. On a success, the next attack the target makes is **impaired**.
- **Push.** Make a **VIT** save, target must be the same size or smaller than you and be in **melee range**. On a success, the target is moved **up to 5ft** in any direction. If this causes them to be **pushed into impassible terrain** (a wall) they take **1d4 damage**.
- **Tackle.** Make a **VIT** save, target must be the same size or smaller than you in **melee range**. On a success, you and the target are **prone** (**melee attacks** made against prone targets are **enhanced**, **ranged attacks** are **impaired**).
- **Taunt.** Make a **WIL** save, the target must be within **line-of-sight** and **earshot**. On a success, the target must attack the taunter on their **next turn** or have their next attack **impaired**.

4.2 Taking Damage

Incoming damage first reduces a character's **resolve**. When all resolve is reduced to 0, they become **bloodied**.

If a **bloodied** character takes **regular damage** (including damage that carried over from when they were pushed down to 0 **resolve**) they must attempt a **VIT** save minus the amount of damage they took over their **resolve**. If they fail, they take **critical damage**.

If a **bloodied** character takes **fear-related-damage**, follow the same rules as above but with a **WIL** save. On a failure, the character gains the **panic** condition.

Critical Damage & Death

When a character takes **critical damage**, they gain the **wounded** condition, and must make a **WIL** save.

If they succeed, they press on. If they fail, they fall **incapacitated**, gain the **peril** condition. If a player's entire pack is full of conditions, they fall **incapacitated**. Allies that see this must pass a **WIL** save or gain the **panic** condition.

A player can spend a **dungeon turn** (10 minutes) tending to the **incapacitated** player, removing one random condition from them, and restoring them to consciousness. This is not a short rest. If left untended for 6 turns (1 hour) they die.

5 Character Creation

The call to adventure is not limited to the upper echelons of society.

Attributes

Each character has **4 attributes** that measure the character's strengths and weaknesses.

- COR** (coordination)
agility, melee skill, riding, balance
- SEN** (senses)
reflexes, aim, accuracy, empathy
- VIT** (vitality)
athleticism, endurance, constitution
- WIL** (willpower)
courage, spellcasting, charisma

For each attribute, in order, roll **3d6**. Ignore the lowest roll and **add** the two remaining dice together for the value.

Add up all your attributes together. If the **total** is less than 32, you may reroll your **lowest** one.

You may swap any **two** values.

Roll on the **born under the sign of...** and **physical details** tables to get a few more character details at random.

Resolve & Crowns

Roll **1d6** for your starting **resolve**.

Roll **1d6** for your starting **crowns** (gold coins).

Starting Items

Cross reference your starting **resolve** and **crowns** on the **Backgrounds** table to gain your **background** and **starting items**.

Your background represents what you **used to be** before you took up adventuring. You weren't particularly good at it, otherwise you would've stayed.

Then add the following to your inventory:

- Torches**
- A **weapon** of your choice (and the appropriate ammo if it is ranged) or a **shield**

Bold and italicized items in the **Backgrounds** list replaces a player's starting **torches**.

Born under the sign of the...

11 Archon (<i>leader</i>)	41 Fire (<i>brilliance</i>)
12 Champion (<i>reveler</i>)	42 Loom (<i>creative</i>)
13 Maiden (<i>beautiful</i>)	43 Pearl (<i>pure</i>)
14 Saint (<i>wise</i>)	44 Skull (<i>reserved</i>)
15 Student (<i>curious</i>)	45 Tower (<i>rebellious</i>)
16 Warlord (<i>belligerent</i>)	46 Wheel (<i>industrious</i>)
21 Eagle (<i>proud</i>)	51 Ivy (<i>mysterious</i>)
22 Hound (<i>loyal</i>)	52 Juniper (<i>usurper</i>)
23 Ox (<i>stubborn</i>)	53 Oak (<i>steadfast</i>)
24 Serpent (<i>venomous</i>)	54 Water Lily (<i>graceful</i>)
25 Swine (<i>humble</i>)	55 Wildflower (<i>joyful</i>)
26 Warhorse (<i>powerful</i>)	56 Willow (<i>depressive</i>)
31 Coronation (<i>noble</i>)	61 Basilisk (<i>intense</i>)
32 Festival (<i>merry</i>)	62 Dragon (<i>passionate</i>)
33 Harvest (<i>generous</i>)	63 Kraken (<i>unrelenting</i>)
34 Ill-Omen (<i>unlucky</i>)	64 Phoenix (<i>adaptive</i>)
35 Prophecy (<i>lucky</i>)	65 Unicorn (<i>selfless</i>)
36 Sacrifice (<i>martyr</i>)	66 Wyrm (<i>secretive</i>)

Physical Details (roll twice)

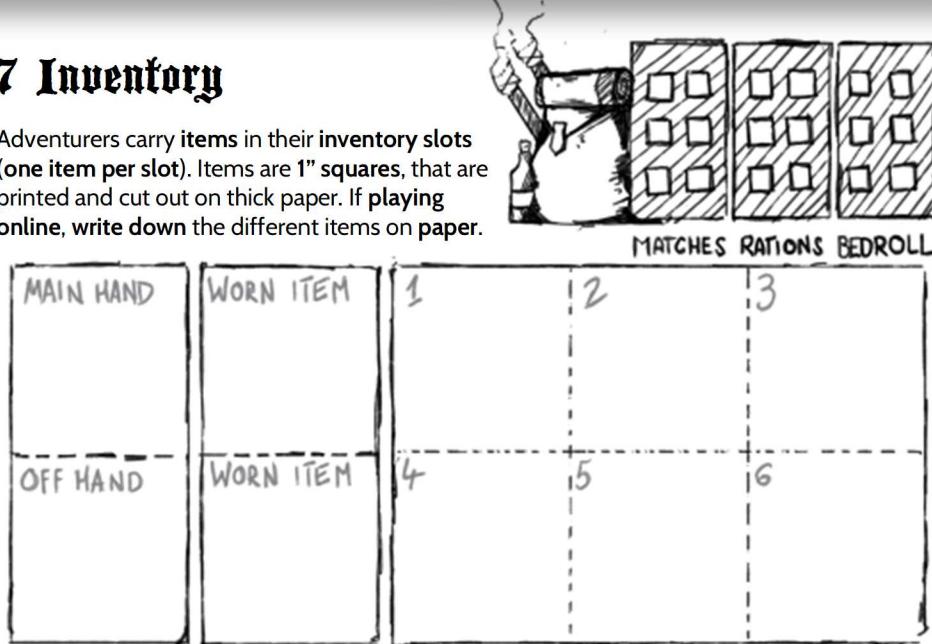
11 Athletic build	41 Bright eyes
12 Portly frame	42 Eye patch
13 Scrawny build	43 Narrow eyes
14 Shorter than most	44 Spectacles
15 Slender frame	45 Tired eyes
16 Taller than most	46 Wide-set eyes
21 Balding	51 Foreign clothes
22 Braided hair	52 Hooded cloak
23 Cropped hair	53 Multiple tattoos
24 Curly hair	54 Patchwork clothes
25 Shaved head	55 Stylish clothes
26 Wild hair	56 War paint
31 Broken nose	61 Cold voice
32 Button nose	62 Heavily accented
33 Perfect teeth	63 Lightly accented
34 Rosy cheeks	64 Raspy voice
35 Scarred face	65 Soothing voice
36 Sneering grin	66 Strong voice

6.1 Backgrounds

Resolve	Crowns	Background	Item A	Item B
1	1	Occultist	Grimoire	Holy symbol, wood
1	2	Noble	Noble Clothes	100 extra crowns
1	3	Officer	(!) Heavy Armor	Follower: Loyal soldier
1	4	Messenger	Horse	Lantern
1	5	Pilgrim	Holy symbol, silver	Bottle of holy water
1	6	Burglar	Lockpicks	20 extra crowns
2	1	Courtier	Noble Clothes	30 extra crowns
2	2	Brigand	Light Armor	Follower: Lacky
2	3	Mercenary	Light Armor	Polearm
2	4	Far Traveler	Traveler's Cloak	Lantern
2	5	Lamplighter	Lantern	(!) Lamp stick (6ft pole)
2	6	Merchant	20 extra crowns	Follower: Bodyguard
3	1	Poor Knight	(!) Heavy Armor	Horse
3	2	Physician	Healing Salve	Holy symbol, wood
3	3	Blacksmith	Lead Apron (light armor)	Hammer (tool)
3	4	Librarian	Lantern	Book, forgotten lore
3	5	Oil Squeezer	Oil, flask	Cooking pots
3	6	Chef	Cookpots	Cooking oil (oil, flask)
4	1	Militia	Light Armor	Shield
4	2	Stable Hand	Horse	Saddle
4	3	Hunter	Bow	Quiver, arrows
4	4	Prison Guard	Shield	Manacles and key
4	5	Fisher	(!) Fishing Gear	Net, man-sized
4	6	Bard	Instrument, regular	Follower: Backup Singer
5	1	Ranch Hand	Horse	Whistle
5	2	Woodcutter	(!) Lumber Axe (heavy)	Tub of Lard
5	3	Sailor	Grappling hook, hook	(!) Rope spool, 30ft
5	4	Carpenter	Crowbar (tool)	Hammer and nails
5	5	Brewer	Cookpots	Bottle of Ale
5	6	Trapper	Traps, small game	Sling
6	1	Miner	Lantern	Pickaxe (tool)
6	2	Street Thug	Heavy weapon	Bottle of ale
6	3	Bricklayer	Sledgehammer (tool)	Bucket, wooden
6	4	Swineherd	(!) Crook (6ft pole)	Follower: Stubborn pig
6	5	Farmhand	Tub of Lard	Hoe (tool)
6	6	Scribe	Book, forgotten lore	Chalk
(!) takes up 2 slots				
Bold and italicized items replace a player's starting torches				

7 Inventory

Adventurers carry items in their inventory slots (**one item per slot**). Items are 1" squares, that are printed and cut out on thick paper. If playing online, write down the different items on paper.



The inventory is split into two sections: **supply counters** and **inventory slots**. Supply counters are for **matches**, **rations**, and an adventurer's **bedroll**, to keep track of these common items.

Inventory slots come in three types: **hand slots**, **worn items**, and **pack slots**.

- Items in **hand slots** are carried in the character's hands, and may be used on their turn
- Items that are in **worn slots** are carried on the character (in pockets, scabbards, on the back, etc.) and can be swapped into their hands freely on their combat turn
- Items in the character's **pack slots** are tucked away and require more time to retrieve in **combat**. A character can spend a **main action** to swap any items in their hands or worn into their pack, as well as pull items out of their pack.

7.1 Usage Dots

Most items have three **dots**. Exceptions to this rule are specifically noted in the **Prices for Gear** section. When all three dots are marked the item is either **depleted** or **destroyed**. A dot can be **erased (repaired)** from weapons/armor/shields by paying 10% of the item's original cost (minimum of 1c).

Most items mark dots when used in a way that could **wear them down** or **use its resources**. If unclear if an item would be depleted by use, roll a die. Some items have **special rules** for marking dots.

7.2 Storage Caches 7.4 Conditions

Sacks and lockable caches work the same as pack slots, taking a **main action** to rummage through during combat.

Open caches can be accessed as part of a quick action.

7.3 Large Items

Items larger than one slot may be stored however the holder wants. Whether **sideways** or **up-and-down**.

Characters can **push/pull** items that take up to their VIT in **inventory slots**. Such as **sacks of loot** or **heavy stones**.

Conditions are placed in a character's pack slots (the specific slot is chosen by the player). **One condition/item per slot**, conditions must stay in pack slots. Conditions can only be removed when their clear condition is met.

See *Taking Damage when a pack is full of only conditions*

7.5 Storing Loot

Banks & goldsmiths in settlements can store crowns and other treasure.

See *Full Rests* and *Settlements* for more.

8.2 Weapons

In combat, you can mark a dot on the weapon you are using to reroll an attack roll.

Improvised Melee

Always mark a dot after using this in a fight

Deals d6 damage

Main hand

Light Melee

Can be thrown up to VIT * 3ft

Deals d6 damage

Main hand/ Off hand

Heavy Melee

Deals d10 damage

Both hands

Polearms

Melee range is considered 10ft for the wielder, and they have -2 to-hit while indoors

Deals d10 damage

Both hands

Sling

Increases SEN by 2 when defending in combat

Worn

Heavy Armor

Reduces all incoming damage by 1

Worn

Shield

Increases SEN by 2 when defending in combat

Main hand/ Off-hand

Improvised Shield

Only has **one** usage dot

Increases SEN by 2 when defending in combat

Main hand/ Off-hand

Crossbow

Deals d8 damage, +3 to-hit, one main action to reload

240ft range

Requires bolts, quiver

Both hands

8.3 Ammunition

Ranged weapons require the appropriate **ammo** to be worn to fire them. Ammo can be **refilled** from other ammo items, on a dot per dot basis.

8.4 Coin Purse

Each slot can hold up to 200 crowns. The first 100 crowns are kept in a coin purse, and do not take up a slot.

8.5 Noble Clothes

Mark a dot anytime the holder gets messy. Nobles don't start with a **Reason to Doubt** someone wearing this.

8.6 Bedrolls

Anytime you sleep outside roll a 1d6. On a 5-6, mark a dot on your bedroll. Doing so with no bedroll dots reduces you O resolve upon waking.

8.7 Light Sources

When lighting a light source, mark a dot on your **matches**. Light sources mark a dot after 6 turns (one hour) of use. Torches must be relit after marking a dot, while lanterns do not need to be relit. Lanterns can be worn while still providing light.

8.8 Holy Symbols

Undead, fiends, and unholy monsters must make a **MOR save** to willingly enter within 30ft of a character holding/wearing a **holy symbol**. If it is made of silver, their save has -5. Mark a dot for each successful save. Deal 1d4 damage to the unholy monster for every save, use the wielder's **WIL** to wound.

9.2 Casting Spells

When someone holding a grimoire in their hand speaks the grimoire's **power word** it unleashes the spells inside, causing magical effects.

See Spells for a list of example spells.

Spell Power & Depletion

Before anything else the player must decide the **spell power**, a number up to the grimoire's unmarked dots. For each point of power being used the player rolls a **d6**.

For every 4-6 rolled **mark a dot**.

At this point, the spell's effect occurs.

Strong Casting

If the spell is performed within **60ft** of the spell's source (noted in the spell's description), the spell's strong effect occurs.

Miscasting

If all the power dice rolled result in 1s then the spell miscasts, performing its **mecast** effect. The caster gains the **crazed** condition.

Spell Terminology

In future context the number of dice rolled is **[DICE]**, the highest individual number rolled on the dice is the **[HIGH]**, and all the dice added together is the **[SUM]**.

9.3 Identification

When a character first finds a grimoire, its secrets will be unknown to them. They can make inferences based on its appearance, perhaps its otherworldly aura, but it cannot be utilized until they learn the **power word**.

The **power word** (as well as all other information about the grimoire) can be obtained by paying a **temple** or **abbey** during a full rest to identify the grimoire (see **Full Rests**).

Alternatively, locations that hold these ancient texts, usually have secret writing or riddles around the grimoire that reveal the power word. One could also learn the power word by hearing someone else say it.

9 Grimoires & Spells

Grimoires are large, ancient tomes that can contain hundreds of pages. Each page is covered in eldritch incantations, runes, and sigils that lure and trap multi-dimensional spirits inside of them. These spirits are called **spell spirits** (or **spells** for short).

Spells are **elemental hosts** that cause much of the laws of nature to function. Containing them in this way gives the wielder the ability to bend the laws of space-time, temporarily.

Each grimoire is **unique** in nature, with two grimoires built to hold the same spells potentially looking totally alien when compared.

The art of **making** grimoires has been lost to time, residing only with the most insane of spellcasters, locked away in the tallest and most remote of arcane towers.

9.1 Dots & Recharging

When a grimoire is **fully depleted** it **cannot** be used to cast spells. The dots on a grimoire can only be **recharged** by completing the **recharge condition**, which allows one to **erase one marked dot** every time it is performed.

10 Advancement

The party earns **1 experience point (xp)** (**divided between the players**) for every **crown's worth of treasure** they bring back to the safety of a settlement from the "wilderness", not including those gained through selling **non-treasure** items (stolen weapons, armor, etc.).

You can earn **additional xp** by spending your treasure **selflessly** (donating it to the church, the poor, or on improving the whole community) or **wastefully** (parties, binge drinking, visits to the local brothel). For every **4 crowns** spent this way gain **1 xp**.

10.1 Experience Milestones

When the total amount of experience a character has earned in their lifetime reaches certain **milestones** they level up.

Level	Total XP	Level	Total XP
1	0	5	5500
2	500	6	9000
3	1500	7	13500
4	3000	8+	+6000

When a character reaches the next level, they gain **1d3 more resolve** (to a maximum of 15) and roll a d20 for each of their attributes. If they **roll over their attribute**, they may increase that attribute by one, to a **maximum of 15**. If they **fail to roll over 3 or more saves**, they may **increase any one attribute** by 1, even an attribute that was already increased this level.

10.2 Gaining Feats

Experience points may be spent, as part of the **Prepare & Train** full rest action (see **Full Rests**), on **feats** (see **Feats**). Feats are either **passive** or **active** boosts to your character that, once bought, cannot be lost or refunded. In the fiction they are talents, skills, or fighting styles you honed while resting.

Some feats may be **rewarded** by the GM for completing important tasks, or the GM may allow for some feats to be **trained** into characters by **masters** of their craft.

10.3 Reward Amounts

A common question is, "How much experience (treasure) is a **good amount**?" And the answer is simple.

Think of **experience (treasure)** in terms of **experience milestones**. Ask yourself, "If my players loot **EVERYTHING**, should this dungeon level them up?" If the answer is **yes**, then you know much you need. **Note**, players will often not "loot everything".

The Rule of Threes in Dungeons

A third of the treasure is just **lying around**. This rewards players for just **showing up to play**.

Another third is **guarded** and is rewarded for **outsmarting/ fighting monsters or traps**.

The last third is behind **secret doors** and **puzzles** that is rewarded for **exploration** and **investment**. This isn't mandatory, just advice.

11 Followers

Sometimes the party needs a little help.

Followers have character sheets like player characters, with attribute scores, resolve, xp, and inventory. A human follower's inventory has 2 hand slots, 2 worn items, and 2 pack slots. Animal followers have 2 worn items, 2 pack slots, and 4 more pack slots that can only be used if they're wearing saddlebags.

A follower's wages per day already considers food and housing. Payments are made at the end of a week or task (whichever is first).

Recruiting Followers

In most settlements, you can spend the full rest action **Hire Help** (see **Full Rests**) to ask around for people in search of work.

To **Hire Help**, roll the number die for the type of help followers you were looking for. The result is the number that can be found in the settlement. This number is doubled in cities and has -1 in small hamlets (this can result in 0s).

The average follower will have a random 2d6 in all their attributes, and 1d6 resolve.

Loyalty

When a follower is placed in a stressful situation, such as going without food or pay, being potentially bought out by another party, or doing something more dangerous than what they signed up for, they make a **WIL save**. On a failure, the follower deserts the party at their next opportunity. Perhaps formally, perhaps silently in the night.

Follower Advancement

When a follower receives a bonus in treasure, they gain 1xp per crown they are given above their daily wages. When a follower reaches their next milestone, they increase their attributes and resolve as a player would, to a max of 12 for attributes and 10 for resolve.

Level	Total XP	Level	Total XP
1	0	3	1000
2	500	4+	+1000

11.1 Hirelings

These followers are not prepared for combat.

Follower	#	Wages/ day
Torchbearer	1d6	3c
Laborer (miners, teamsters, etc.)	1d6	5c
Specialist (artisans, guides, smiths, etc.)	1d3	8c
Rare specialist (doctors, scholars, interpreters, etc.)	1	30c

All torchbearer attributes' maximum is 9.

Specialists have 10 or higher (if rolled) in their relative attribute.

Rare specialists have a 15 in their relative attribute.

11.2 Beast of Burden

Oxen, large swine, donkeys, horses, camels, are beasts of burden. Roll 2d6 for the number that are up for sale, 30c to purchase. They use monster morale rules, they have 9 MOR.

11.3 Mercenaries

Followers who are willing to fight in combat.

Follower	#	Wages/ day
Local Toughs	1d3	5c
Men-at-arms	1d2	10c
Lieutenants	1	25c
Knights	1	30c

Local toughs suffer -2 to all loyalty saves, come with light weapons or a sling and ammo.

Men-at-arms have light armor, a light weapon, and a shield. Alternatively, they could have light armor and a polearm, or only a heavy ranged weapon and ammo.

Lieutenants always have 12 WIL. When an ally within 30ft and earshot makes a loyalty roll, they can use the lieutenant's WIL instead of their own. Lieutenants have light armor and medium melee weapon.

Knights always have 12 COR and 12 VIT. They also have heavy armor and heavy weapons.

12 Warbands

Some adventures require a large team to accomplish. In these situations, it may be best to rally together a **warband**.

Forming a Warband

A warband is made up of 20 or more fighters, plus a handful of non-combatants (squires, cooks, armorers, leatherworkers, etc.).

A character can form a warband by performing a **Hire Help** full rest action (see **Full Rests**). In addition to this, they will need to spend 100c on schmoozing, and succeeding a **WIL save**. If you fail the save, you can spend an additional 200c to make up for the lack of personality with more drinks.

The warband starts with 2d6 Resolve, 9 MOR, and d6 damage (slings and light weapons). It costs 500c a week for upkeep and wages. Failure to pay may result in **desertion** or **mutiny**, this is checked by performing MOR saves at every day without pay.

Warbands in Battle

Battles between warbands, or monsters large enough to threaten an entire warband on their own (such as dragons or krakens) work the same as battles between individuals (including utility actions for warbands led by players).

Attacks made by warband-scale entities to a non-warband scale targets are enhanced and are considered quick actions. Any damage done to warbands from non-warband scale creatures is ignored unless it is particularly destructive or large scale (like a fireball).

Casualties & Routing

When a warband takes critical damage, their leader must make a **WIL save** (or **MOR save** if the leader is not a player) with the damage they are taking in this attack acting as a negative modifier. On a failure, the warband is routed, they disperse (due to casualties or fleeing), and gain the injured condition.

Warbands recover resolve and shake off conditions like individuals do with short, long, and full rests.

Upgrading Warbands

New equipment can be bought for warbands (weapons, horses, etc.) just like individuals. Multiply the purchase price by 20.

By spending a week **training** (or perhaps naturally after a handful of battles) your warband will **veteranize**. As combat veterans they gain +3 MOR. As veterans they also demand more pay, asking to be paid 250c more a week.

Spending two weeks constructing **siege equipment**, allows for all damage to **fortifications** to be enhanced. Siege equipment reduces warband movement to 3 miles per watch, even with mounts. If the warband routes, the siege equipment is lost.

12.1 Fortifications

Fortifications act like warbands that can't attack. Fortifications must be destroyed before the warbands using them can be targeted by attacks. When the resolve of a fortification is reduced to 0, the defenses crumble.

Some strongholds are made up of multiple layers of fortifications. However, a stronghold cannot have more than one of the same type of fortification, except towers.

A tower may be added to any fortification, doubling that fortification's resolve, and costing double that fortification's cost. It takes half the number of days to build.

Name	Resolve	Cost	Days
Barricade	1d6	250c	Resolve
Lumber walls	2d6	1000c	14
Stone walls	4d6	3000c	56
Tower	*	*	*

Repairing Fortifications

Repairing a hurt or destroyed fortification, or restoring an ancient one, requires laborers equal to half the fortifications maximum resolve, and restores 1 resolve per day. Oftentimes the defending warbands act as the repairmen during days without enemy attack.

13 GMing Crowns

The following are best practices for GMing Crowns.

Presenting a Living World

While the players are off on adventure, the world they behind progresses. Threats develop, schemes come to fruition, and NPCs get married and have kids. See **Factions**.

Social Interaction

Players normally should not need to roll for social interactions unless they are trying to avoid consequences. See **Social Encounters**.

Perception Checks

SEN saves to view a room are not necessary unless the players are trying to avoid consequences. For example, an adventurer making a SEN save to not be ambushed.

Telegraphing Danger

Give the players warnings when danger is near, through sounds, smells, or sight

A potentially fun moment is the players admitting, "we're walking into an ambush" before getting ambushed and losing the fight.

A potentially upsetting moment is the players getting ambushed without warning and then losing the fight.

Do not pull punches, but don't shoot chickens with buckshot. Get a feeling for what your players can and can't handle.

Don't Stall the Game

Do not make the players perform a save that, if the players fail, will utterly halt progression. If success is mandatory to progress, don't leave it up to chance.

Reward Ingenuity

If the players get smart and solve your puzzle or kill the big, bad, evil, boss monster, reward them. There will be other, probably easier, puzzles and battles where they struggle for no conceivable reason, let them enjoy this small victory. See **Treasure and Selling Special Items**.

13.1 When to ask for Saves

The GM should only ask for saves when the players are trying to avoid the possible consequences for their actions.

- **COR saves.** Avoid consequences through coordination or stealth
- **SEN saves.** Avoid consequences through reflexes or empathy
- **VIT saves.** Avoid consequences through strength or endurance
- **WIL saves.** Avoid consequences through force of will or charisma

13.2 Consequences

The consequences players suffer or that they will be rewarded by should be **telegraphed** and **partially explained** before they roll.

Create **multiple failure states**. Maybe if the players fail a roll, what they want still happens, but so does an additional consequence.

- **Damage.** d4 damage is minor, d6 is dangerous, d8 could wound a level one character, anything above is deadly
- **Conditions.** The exhausted or panic conditions are good-old reliables
- **Lose time.** Waste a turn in the dungeon, causing torches to burn low and wandering monsters to make visits
- **Mark dots.** Mark 1-3 dots on an item
- **Make noise.** If in a dungeon, roll a wandering monsters check

Kidnap the Players

If the players lose a fight, but you do not want to kill them, try kidnapping them instead.

If the threat is **human**, maybe they want to get information from the players, sell them as slaves, or ransom them off.

If the threat is a **monster**, maybe it takes them back to eat them later or to feed them to its babies, or to sacrifice to its dark overlord.

There are some monsters (such as golems or undead) that are mindless and will kill wantonly. Telegraph this to the players so they are not surprised when it happens.

14 Making Adventures

In Crowns, parties of characters go on adventures to find **dungeons** they can loot to advance their goals. These adventures and dungeons are found out in the **wilderness**, beyond **civilization**.

Adventures have roughly three phases:

- Investigation
- Exploration
- Extraction

Investigation

The investigation process usually starts with an **adventure seed** being planted from an **item** from a previous adventure (such as a mysterious, unexplained item or phrase) or from the **players looking into local rumors**. Both can be done as a **full rest action** (Do Research/ Dig For Leads).

This action should lead to a few things:

- Some **locals**, either in town or out in the wilderness, that can be interviewed for more information
- Some **documents** (from the local temple/abbey), **artwork/artefacts** (from the local tailor/artist or a noble/aristocrat), or a **story from oral tradition**
- Another place to get better research
- An interesting **locale** that requires exploration

The amount of information needed to further the plot should be given after the first full rest action, however, try to have more information on hand in case they do want to do more research or multiple players research simultaneously.

A good investigation should always lead to more questions that the players can only answer through exploration.

Questions like:

- What's causing the dead to rise?
- What kind of treasure lies inside?
- Why isn't it used anymore?
- Why is this place so important?

Exploration

Once the players have decided they've spent enough time spending their money in town and want to make money, they move on to **exploration**. This stage includes going to locales and raiding the dungeon.

Locales are **micro-dungeons** that, when explored, gives hints to **puzzles**, the **layout**, and the **inhabitants** in the **dungeon**. Locales should also hold **treasures**, **secrets**, and **dangers** of their own.

Some example locales are:

- Minor shrines and tombs in the same style as the dungeon
- Bandit outposts or campsites that have notes of the main fortress
- Sacred barbarian sites and caves with markings depicting the dark ritual

Once the players reach the **dungeon**, they can begin the final descent (see Dungeoneering).

Extraction

The **extraction** phase is very important, it involved the difficulty of getting the treasure out of the dungeon.

The dungeon should still be dangerous, but a different kind of dangerous. If there was a final **climatic situation** (such as a boss fight, or a ritual that was stopped) perhaps these **monsters/traps only become activated post climax** (such as newly risen undead, bandit reinforcements, falling rocks, ect).

This phase could be used to clean out the dungeon, turning it into a **base-of-operations** for the players. In this case, the original threat will have been **squashed**, but a new (or changed) threat will have taken its place.

Alternatively, the climax may have caused the dungeon to **wither** and a **timer** is set (the floor is crumbling into nothingness, a fire is spreading, oxygen is low this far underground, ect) creating a **race for the exit**.

Whatever the case, the players will have to make decisions as to what to bring with them, they cannot take everything.

15 Dungeoneering

Dungeons are areas of the world where treasure is stashed, hazards persist, and adventure awaits. See **Social Encounters** for greater encounter diversity in your dungeon.

They are made up of rooms (distinguished areas) which come in 4 sizes, which are referred to in some **dungeon actions**.

- **Small Room** (around 15ft x 15ft)
- **Medium Room** (around 30ft x 30ft)
- **Large Room** (around 50ft x 50ft)
- **Huge Room** (anything bigger than a large room)

Basics of Dungeon Actions

When exploring a dungeon, a player can perform one **dungeon action** per turn. **Non-player party members** (unless they are **specialists** doing their **specialty**) **cannot** perform dungeon actions.

Dungeon actions take about 10 minutes, and different party members can perform different dungeon actions at the same time.

While performing dungeon actions, **characters hands must be free**, placing their items on the ground or in their pack. Because of this, it is suggested some players stay **on-guard**, not performing actions as to keep their weapons ready. Most actions can be performed by multiple players at the same time.

After (or before) performing a dungeon action, the party can move one **small room** for free. This does not apply to turns spent moving the whole time.

Some common dungeon actions are:

- Disarming a Trap
- Fighting a Combat Encounter
- Lifting a Portcullis
- Moving up to 3 Small Rooms (or 120ft)
- Moving up to 5 Small Rooms (or 200ft, this action is reckless)
- Nailing a Door Shut
- Searching a 15ft x 15ft Area
- Taking a Short Rest
- Tending to an Incapacitated Ally
- Working an Opening

Wandering Monsters

When exploring a dungeon, roll a d6 for a **wandering monsters** every three turns. On a 6, an **encounter** occurs. On a 5, an **omen** occurs (signs or hints of an enemy, roleplayed as if an encounter were about to occur). This encounter could involve **traps** or **monsters**. You can either **roll** to determine which it is or **do what's best** for the situation.

Monsters start $2d6 \times 15\text{ft}$ away from the players, headed their direction. Roll **2d6** on the table below to know the enemy's **disposition**.

Disposition

- | | |
|-------|---------------------------------------|
| 2-3 | Actively hunting down the players |
| 4-6 | On alert, but not actively hunting |
| 7-9 | Wandering and not suspecting trouble |
| 10-12 | Mostly oblivious in pursuit of a task |

Traps

Unless the players are moving **recklessly**, traps should be **hinted at** during exploration. Traps are best used as **puzzles** and **hazards**.

When a trap is triggered, roll a **d6**. Only on a 5-6 does the trap go off.

To **disarm** a trap the players can make a **COR save** with +2 if they have helpful tools. The trap goes off if they fail. This takes a **turn**.

Being Reckless

If the players become **reckless** in their actions (such as making **excessive noise**, **running** or **sprinting** in the dungeon, or doing something to bring **unwanted attention** to themselves) they are more likely to encounter **resistance**.

While acting **recklessly**, traps cannot be detected while reckless.

Searching Rooms

A player can search a $15\text{ft} \times 15\text{ft}$ area (or a **small room**) in one turn. Whether or not they are in a place that hides a secret, have the player roll a **SEN save**. If they **succeed**, and there is a secret, **they find it**. If there are **no secrets**, the players **learn that** on a success. On a **failure**, they learn no new information. An area may be searched **indefinitely**.

Hiding & Stopping Chases

If the players are **out of line-of-sight** of monsters, and there is a place to hide, they can **hide**. If a **non-oblivious** or otherwise **occupied** monster enters the room, have each hiding player make a **COR save**.

If the monster is **not** particularly on alert, the players have +2 to the save. If the monster is **hunting them**, they have -2 to the save.

A group that is carrying **lit light sources** cannot **ambush** their enemies or **hide**.

Lights & Darkness

Lighting anything on fire costs the player one dot of their matches. If players attempt to perform any saves in the **dark**, they have -5 to that save and are travelling **recklessly**. **Light sources** give off roughly 15ft radius of light or enough to fill a **small room**, **matches** only give a 1ft radius of light. **Lanterns** can be set on the ground or worn. **Wall sconces** and **braziers** can be lit as quick actions during combat.

Doors & Portcullises

Secret doors can be spotted if a player has successfully **searched** a room with one in it.

Locked doors can be unlocked by a character with **lockpicks**, and successful **COR save**. On a **fail**, mark a use on the lockpicks. This can be attempted **indefinitely**. If there is a lock, there is also a **key**. **Locks** can be **forced open**.

Some doors are just **stuck** and must be forced open. To force open a door, have the player make a **VIT save**, and (succeed or fail) make a **wandering monster** roll. On a success, the door is open. This takes a **main action** in **combat** and can be attempted **indefinitely**.

Small portcullises, roughly the size of a door, can be attempted to be lifted, requiring at least **two people** (up to 4) to attempt a **VIT save**. Two simultaneous successes are needed to continue. This takes **one turn** to attempt; a **second attempt** can be tried in the same turn.

Doors can be **barricaded** or **nailed** shut by using a dot of a **hammer and nails**. This takes a **turn**. If a monster attempts to get through, it must succeed a **MOR save** to **break down** the **door/barricade**, or 2 saves if they both apply.

Working an Opening

Dungeons are often places with **cracks** in the walls, or doors that have become sealed shut due to **rockfalls**, **overgrowth**, or because they have just always been that way. In these situations, it is good to give the opening a **WORK value** which represents how much work needs to be done to get it usable.

- **1-3 WORK**. A door overgrown with old vines, or a loose brick wall with something behind it.
- **4-6 WORK**. A door blocked by heavy debris or rockfall, or a crack in a stone wall that needs to be enlarged to get through.
- **7+ WORK**. A massive, ancient stone door, sealed for centuries.

If a player with a useful and relevant **tool** succeeds a **VIT save**, they can reduce the **WORK value** by 1. One character can only attempt one of the saves per turn. If it is ever reduced to **0**, the **opening** has been made **open**. This may or may not cause a **wandering monsters** roll, depending on the job.

17 Wilderness Travel

17.1 Making Maps

Grab a handful of dice of all sizes. Drop them onto two blank sheets of paper, side-by-side. Each die represents a **landmark**, a place where paths convene, and decisions are made on where to turn. They represent potential **dungeon locations, locales, or places of refuge**.

Use this table to determine the landmark:

The landmark is a(n)...

1 Natural bridge	15 Lost lodge
2 Massive tree	16 Crumbling mine
3 Outcropping caves	17 Deep quarry
4 Large lake	18 Abandoned village
5 Overgrown ruins	19 Ancient canal
6 Collapsed tower	20 Forgotten fort
7 Silent graveyard	30 Low stone walls
8 Barrow mounds	40 Hot springs
9 Fallen chapel	50 Rushing waterfall
10 Rustic shrine	60 Standing stones
11 Fairy circles	70 Ancient battlefield
12 Decrepit castle	80 Hidden temple
13 Sprawling farmland	90 Fungal grove
14 Old Lumberyard	00 Fossilized trees

If dice end up **touching** one another, they become a **complex**. Essentially, this is more than a landmark. It is a **dungeon**, who's reward is in part the loot, but mostly the benefit of traveling quickly. **It can't be explored all at once** (ancient locks, cave-ins, etc.)

Use the table below, and what kind of dice make up the complex, to help define the complex. Here, "x" means "more than one".

The complex has (a)...

1d4 Natural features	xd4	Corrupt Nature
1d6 Ancient ruins	xd6	Eldritch ruins
1d8 Undead activity	xd8	Real Infestation
1d10 Religious site	xd10	Demented site
1d12 Military aspect	xd12	Ruined citadel
1d20 Civilian element	xd20	Lost city

Settlements & Routes

After marking down the result, where, and what kind of dice each landmark is on the paper, drop 1d4+1 coins onto the paper as well. These are your **settlements**.

If a settlement lands inside of a **landmark**, the landmark is part of the settlement.

If a settlement lands inside of a **complex**, it can only be found by exploring the complex. The locals are **changed by their environment**.

Draw lines between each settlement and 2-4 of its closest neighbors. Now draw lines between other landmarks and their neighbors (every landmark should get one). Lines may not cross one another. These are **routes**.

Roll a 1d6 for each, on a 5-6 it starts **hidden**. The length of each route should be about 6 miles at the shortest. Anything smaller can be a part of the landmark.

Use the table below, and what kind of dice the route is between, to define the route. Here, "c" means complex and settlements are d10s.

The route is a(n)...

4/4 Game trail	8/10	Crumbling stone
4/6 Creeping caves	8/12	War-torn path
4/8 Dead grass	8/20	Viable stream
4/10 Cart path	8/c	Eyrie silence
4/12 Rocky path	10/10	Old stone road
4/20 Babbling brook	10/12	Pilgrimage trail
4/c Overgrown path	10/20	Manmade canal
6/6 Lost tunnels	10/c	Untraveled road
6/8 Ancient tombs	12/12	Hangman's path
6/10 Paved ground	12/20	Strong river
6/12 Dug trenches	12/c	Old ramparts
6/20 Sub-aqueduct	20/20	Rushing rapids
6/c Eldritch tunnels	20/c	Ancient canal
8/8 Ossuary tunnels	c/c	No suitable path

Finding New Routes

Players can discover **new routes** by talking to NPCs or doing research. However, there is a reason they are not often spoken of or used. Perhaps they been overtaken by **monsters** or are **blocked** by some large obstacle.

18.1 Offroading

Players can go off the beaten path, traveling between points without the use of routes. This is **very dangerous**.

If they do this, draw a new route as a dotted line, between where they want to go, and where they are, then secretly roll a 1d6.

The new route is...

1	Half the total distance
2-3	Twice as dangerous
4-5	Double the total distance
6	Twice as dangerous and double the total distance

18.2 Weather

Roll 2d6 for weather each day.

Each watch spent traveling in **rough** weather causes every player to make a **VIT save** or gain the **exhausted** condition.

If you sleep outside without **bedroll dots** or **matches dots** while in **bolded** weather, you automatically gain the **exhausted** condition.

Gain +5 to saves against rain, thunder, and wind with a **traveler's coat**.

Gain +5 to saves against snow, sleet, and cold with a **winter coat**.

#	Spring	Summer
2	Rainstorm	Thunder storm
3-5	Drizzle	Very hot
6-8	Overcast	Clear, hot
9-11	Bright and sunny	Pleasantly sunny
12	Clear, warm	Wonderfully warm

#	Fall	Winter
2	Wild winds	Snowstorm
3-5	Heavy rain	Hail
6-8	Overcast	Bitter Cold
9-11	Cool rain	Overcast
12	Clear, warm	Clear, crisp

18.3 Wilderness Encounters

When exploring the **wilderness**, the GM rolls a **d6** for encounters in secret at the start of every **Sunrise** and **Sunset**. On a 6, an **encounter** occurs. On a 5, an **omen** occurs (signs or hints of trouble, have a few on hand). On a 1-4 nothing happens.

Roll a 1d12 to find out what hour the encounter/omen occurs in.

Reactions

If the players encounter a creature whose **disposition** is not obvious, roll 2d6.

Disposition

2-3	Hostile
4-6	Unfriendly
7-9	Unsure
10-12	Talkative

Encounter Tables

For each local area prepare a 1d6 tables of encounters. 1-3 should be the encounters relating to the **route itself**, 4-5 should be encounters relating to the **local area**, and 6 should be a very **exotic** encounter (possibly a new dungeon, a lead to one, or a new path).

Make sure to have extra omens on hand.

Tip for Creating an Immersive Map!

I recommend giving the players access to a fully realized map of their local area (like the one above) but with several inaccuracies. Allow them to write on it and correct it!

19 Language

In the past, language was not the same as it is now. Peoples a few weeks distance away may sound very alien to one another. People can find ways to communicate in most situations.

- People living within roughly 60 miles of each other speak the same language
- People living within roughly 240 miles can communicate with some difficulty
- People living within roughly 720 miles need to make a **WIL save** to see if they can communicate
- Beyond that, people **cannot** communicate using spoken language

Many languages can trace their words back to **ancient dialects**. Players with **10 or higher WIL** can make spend 10 minutes and attempt a **WIL save** to read a blurb of **ancient text**. If a player **fails**, they **cannot** attempt to read that blurb again. On a success, they read the blurb.

19.1 Monsters

On their turn, Monsters can perform a 30ft move and **one full action** (or two quick actions). They **cannot** perform utility actions.

Monsters replace all saves with **MOR (morale) saves**. If a monster **fails an attack**, they still deal **half damage** to the player. If a player **successfully defends** against a **failed monster attack**, the damage dealt is reduced to 0.

If a monster has “**critical damage**” in their **stat block**, it details an effect that occurs when the monster deals critical damage to a character.

Monsters can get over or through **obstacles** (cliffs, stuck doors, etc.) without needing a save, unless the players **actively try to stop them**. In which case, have the player make a roll to delay the monster’s inevitable advance.

In the **case of nailing a door, barricading a path**, or doing something else that relies more on the method than the user, the monsters succeed a **MOR save**. See *Dungeoneering*.

Resolve & Defiance

Monsters’ **resolve** works the same way the player’s does. When a **bloodied** monster takes **critical damage**, and the attacking player **succeeds on a VIT save plus the amount of damage dealt over the monster’s resolve**, the monster loses 1 **defiance (DEF)**.

Anytime a monster would gain a condition, instead loses 1 **DEF**. When reduced to 0 **DEF**, it is **defeated** (it **flees**, **surrenders**, or **dies**).

Rallying

Whenever one of the following situations occurs, monsters that are **not immune to peril** must make a **rally save** (using **MOR**). On a **failure**, the monster must **flee** or **surrender**. Monsters can only make **one rally save** a turn.

Leader monsters allow allied monsters within **45ft** to use their **MOR** for rally saves.

- This monster takes **critical damage** for the first time
- An ally stronger than it is **defeated**
- This monster realizes its horribly **outgunned** or **outnumbered**

20.1 Example Monsters

Adventurer

3 Resolve, MOR 12, DEF 2
Attacks: shortsword d6, sling d6

Wants treasure and glory

Rival Adventurers (d6)

- 1 Horst, a rogue knight with a temper
- 2 Kendall, starving for anything magical
- 3 Jackie, a smart, charismatic con artist
- 4 “Mayfly”, living a short life of glory
- 5 Winston, trying to buy back their farm
- 6 Yessica, a foreign tough that fights dirty

Barbarian

3 Resolve, MOR 9, DEF 2
Attacks: hand axes d6 (dual wielding)

Wants to capture fresh sacrifices

Barbarian Clans (d6)

- 1 Beastmasters, animals fight for them
- 2 Fallen, deformed, mutated by magic, led by an innate spellcaster
- 3 Firstborn, wear light armor on horseback
- 4 Ironskins, wear heavy armor and wield shields
- 5 Spiritmasks, unearthly resilience, DEF 3
- 6 Waywatchers, stealthy ambushers with bows and traps

Cult Leader

Leader
7 Resolve, MOR 12, DEF 2
Attacks: brutal mace d6
Holds a fully charged grimoire

Wants to bring forth their dark god

Cultist Powers (d6)

- 1 Enthrall, the player’s NPC allies may turn on them during the fight
- 2 Fateseer, gets a free reroll each roll
- 3 Ghoulcaller, commands the undead
- 4 Mindwarp, as an action, cause a player to make a **WIL save** or not be able to attack
- 5 Regrowth, heal allies 2 resolve each round
- 6 Unholy Champion, wears heavy armor and wields a great sword d10

Dragon

Warband Scale
12 Resolve, MOR 15, DEF 3, Armor 2
Attacks: swipe d6, once every 3 turns uses breath weapon d10 ignores armor

Wants to sleep undisturbed on its gold hoard

Dragon Color (d6)

- 1 Black, wrathful, breathes acid
- 2 Blue, slothful, breathes lightning
- 3 Dracolich, undead, breathes necrotic energy, immune to peril and exhaustion
- 4 Green, envious, breathes poison gas
- 5 Red, prideful, breathes fire
- 6 White, gluttonous, breathes frost

Giant Spider

3 Resolve, MOR 9, DEF 1
Attacks: bites d6
Critical damage: webbed, VIT save or become immobile, all attacks made against them are enhanced, all attacks they make are impaired

Wants to feed its babies

Spider Species (d6)

- 1 Architect, creates mazes of webbing
- 2 Mammoth, massive, warband scale
- 3 Swarm, non-area-of-effect attacks made against this enemy are impaired
- 4 Trapdoor, sets up ambushes for its prey
- 5 Widow, poison bite d10 ignores armor
- 6 Wolf, hairy, hunts in packs of d6+1

Golem

12 Resolve, MOR 12, DEF 3, Armor 1
Attacks: slam d8
Immune to peril and exhaustion

Wants to obey its master’s last orders

Golem Materials (d6)

- 1 Bone, can shoot shards d6 30ft, DEF 2
- 2 Clay, molded clay, hardened by fire
- 3 Flesh, stitched flesh, can go berserk
- 4 Iron, armor 2, non-magical weapon attacks are impaired, DEF 4
- 5 Stone, non-magical weapon attacks are impaired
- 6 Wood, carved wood, flammable

Lieutenant

Leader

3 Resolve, MOR 15, DEF 2, Armor 1

Attacks: rapier d6

Wants to serve their commanding officer to the best of their ability

Known Lieutenants (d6)

- 1 Daedalus, intelligent, anxious, trustworthy
- 2 Ichabod, cold, calculating, efficient
- 3 Kord, a reveling champion, straightforward, brutal to his enemies
- 4 Leland, bold, courageous, inspiring
- 5 Queue, energetic, driven, unorthodox
- 6 Sive, manipulating, scheming, traitorous

Local Tough

3 Resolve, MOR 9, DEF 1

Attacks: metal club d6, sling d6

Usually come in packs of d6 local toughs

Wants to intimidate and rob their next target

Local Gangs (d6)

- 1 Cultists, wants to further the cults goals
- 2 Deserters, wear light armor and wield shields
- 3 Highwaymen, ambushers and trappers
- 4 Local Militia, wear light armor with polearms
- 5 Pillagers, salt and burn while on horseback
- 6 Squires, loyal to their noble masters

Knight

Leader

7 Resolve, MOR 15, DEF 2, Armor 2

Attacks: longsword d10

Usually comes with a retinue of d6 men-at-arms

Wants to honor their oath

Knights Oath (d6)

1 Crown, protect their liege lord

2 Glory, earn glory in any way

3 Oathbreaker, has taken up banditry

4 Purge, slay all evil creatures in the land

5 Reconquest, take back stolen property

6 Vengeance, enact revenge on another

Man-at-Arms

3 Resolve, MOR 12, DEF 2, Armor 1

Attacks: warhammer d6 and shield or bow d8

Considered "veterans" if a warband

Wants to care for their family and to go home at the end of the day

Man-at-Arms Heraldry (d6)

- 1 Dragon with a shield and sword
- 2 Knights with a flaming sword
- 3 Lion with a bird's wings
- 4 Roses wrapped around a castle tower
- 5 Skull with the fleur-de-lis in its eyes
- 6 Three headed wolf on a full moon

Skeleton

3 Resolve, MOR 9, DEF 1, Armor 1

Attacks: ancient sword d6, worn sling d6

Undead, immune to peril and exhaustion

Wants to protect its burial place

Skeletal Forms (d6)

- 1 Blazing, throws fireballs d8 60ft
- 2 Bone Horror, warband scale
- 3 Defender, wields a shield and has DEF 2
- 4 Inscribed, a spell is infused into its skull which it uses in combat
- 5 Warlord, leader, MOR 12, DEF 2
- 6 Warrior, broken longsword d10, MOR 12

Wolf

3 Resolve, MOR 12, DEF 1

Attacks: bite d6

Usually come in packs of d6 wolves

Base movement of 40ft

Wants to feed its pups

Wolf Breeds (d6)

- 1 Dire, poisonous bite d6 ignores armor
- 2 Grave, undead, immune to peril and exhaustion
- 3 Hell, breathes fire d10 once per battle
- 4 Timber, white fur, ignores the cold
- 5 War, wears light armor
- 6 Warg, massive wolves, DEF 2, bite d10

Wraith

Leader

7 Resolve, MOR 15, DEF 2

Attacks: soul devour d8 ignores armor

Critical damage: give player panic

Intelligent undead, immune to exhaustion

Only hurt by silver or magical weapons

Wants to feed on the souls of the living

Wraith Powers (d6)

- 1 Commander, wears spectral plate armor 2
- 2 Doom, players must succeed a WIL save or gain panic
- 3 Rally, can summon 1d3 shadow skeletons
- 4 Rot, mark a dot when attacking this wraith
- 5 Sorcerer, innately knows one spell
- 6 Wraithblade, d10 ignores armor

Zombie

3 Resolve, MOR 9, DEF 2

Attacks: claw d6

Undead, immune to peril and exhaustion

Players have -2 in VIT saves to deal critical damage to this monster

Wants to feed on the flesh of the living

Zombie Strains (d6)

- 1 Armored, wears torn chainmail armor 1
- 2 Flaming, is on fire, starts with 0 resolve, its attacks ignore armor
- 3 Rotten, only has DEF 1
- 4 Runner, base movement of 40ft, and capable of complex movement
- 5 Shredding Claws, d10
- 6 Shrieking, calls in d6 allies when alerted

Optional Rule: Zombie Infection

Critical damage: the zombie bites, possible infection, the player gains the panic condition, and the GM rolls a VIT save for the player in secret. On a failure, the player will turn into a zombie over the course of $1d6+1$ days, a process that is easy to hide at first, but halfway through becomes debilitating.

23 Feats

Feats are **passive abilities** that are bought by player characters by using **experience**. This can be done during the **Prepare & Train** full rest action (see **Full Rests**).

Some feats can be **bought multiple times**, the price of these subsequent buys will be put in parenthesis next to the original price in order. These feats are clearly marked.

Spending **current experience** in this does not detract from the character's **lifetime experience**. Lifetime experience can only ever go up, and it used to measure your level.

Some feats grant more abilities as their holder **increases their attributes**, either by **levelling up** or by using **magic items, potions, etc.**

Feats can also be **rewards** that the DM can bestow upon the party for completing exceptional tasks.

Feel free to **come up with more feats**, maybe some that are specific to your setting, this is just a starting list. You may have feats that require having other feats first to obtain.

(11) Alert

Requires 10 SEN
Costs 750xp

This character cannot be **ambushed**, and instead **rolls initiative** as normal. They may perform a **SEN save** anytime they or their nearby allies would be ambushed. On a success, they give the party a warning such as, and the party is **not ambushed**, but still must **roll initiative** as normal. This character also gains +2 to avoid traps they did not know about.

(12) Arcane Conduit

Requires 10 WIL
Costs 500xp (750xp)
May be bought twice

When casting a **spell** and rolling the **power dice**, the player rolls an **extra die**, and ignores one die roll of their choice.

If bought twice:

Player rolls **2 extra dice**, ignoring two rolls.

(13) Armorer

Requires -
Costs 500xp (500xp) (750xp)
May be bought three times

As a new **long rest** action, this character can spend time repairing a **single weapon, armor, shield, or ammunition**. The item cannot be **magical, silver, or a masterwork**. They may **erase one dot** from the selected item.

If bought twice:

You may **erase two dots** from a **single item** or **erase one dot** from **two separate items**.

If bought three times:

Instead of erasing two dots from a single item or one dot from two separate items, you can **erase one dot** from a **silver or masterwork item**.

(14) Athletic

Requires 10 COR or 10 VIT
Costs 500xp (750xp)
May be bought twice

If the character's **COR** is 10 or above:

When this character performs any **gymnastic, acrobatic**, or any other form of **non-combat physical exertion** that uses **COR gain +2** to that roll.

If the character's **VIT** is 10 or above:

When **climbing, swimming, sprinting, jumping, kicking down a door**, or any other form of **non-combat physical exertion** that uses **VIT gain +2** to that roll.

If bought twice:

All bonuses given increase to +5.

(15) Battle Medic

Requires -
Costs 750xp (1000xp)
May be bought twice

If this character is tending to an **incapacitated character**, they can choose to mark a dot on a **healing salve**. Instead of **rolling to remove a condition**, the revived character can choose one condition they'd like to remove.

If bought twice:

The revived character can still roll **(once)** to lose a condition randomly when they awake.

24.1 Feats Chart

Use this chart to skim through all 36 **feats** quickly, to see which ones might be available to you.

#	Feat	Requirements	Cost I	Cost II	Cost III
11	Alert	10 SEN	750xp	-	-
12	Arcane Conduit	10 WIL	500xp	750xp	-
13	Armorer	-	500xp	500xp	750xp
14	Athletic	10 VIT or 10 COR	500xp	750xp	-
15	Battle Medic	-	750xp	1000xp	-
16	Big Game Hunter	-	500xp	-	-
21	Blood Frenzy	-	750xp	750xp	-
22	Carpenter	-	500xp	-	-
23	Close Grip	-	500xp	-	-
24	Crusader	-	750xp	500xp	750xp
25	Detective	10 SEN	500xp	500xp	-
26	Dual-Wielder	10 COR	500xp	500xp	-
31	Empath	10 SEN	500xp	-	-
32	Escape Artist	-	350xp	-	-
33	Gourmand	-	500xp	500xp	1000xp
34	Grounded	10 WIL	1000xp	-	-
35	Ironskin	10 VIT	1000xp	-	-
36	Inspiring	10 WIL	500xp	750xp	750xp
41	Juggernaut	-	500xp	750xp	-
42	Lancer	-	500xp	500xp	750xp
43	Locksmith	-	500xp	1000xp	-
44	Manhunter	-	750xp	500xp	1000xp
45	Parry & Riposte	10 COR	500xp	750xp	750xp
46	Pommel Strike	-	350xp	-	-
51	Quick Draw	10 SEN	350xp	-	-
52	Scavenger	-	500xp	-	-
53	Scout	-	350xp	-	-
54	Shieldbearer	-	500xp	750xp	-
55	Shieldbreaker	10 VIT	350xp	-	-
56	Spell Cage	12 WIL	1250xp	-	-
61	Stalwart	10 WIL	750xp	1250xp	-
62	Trapmaker	-	500xp	1000xp	-
63	Warlord	10 WIL	500xp	500xp	750xp
64	Weaponmaster	-	500xp	750xp	-
65	Weatherproof	-	350xp	-	-
66	Witch Hunter	-	500xp	350xp	750xp

(16) Big Game Hunter

Requires -
Costs 500xp

This character can make attacks against warband scale monsters (but not warbands) as if they were normal monsters, but all attacks made are impaired. If the character has access to equipment or abilities that allow them to do more than impaired damage to a warband scale creature, it is enhanced.

(21) Blood Frenzy

Requires -
Costs 750xp (750xp)
May be bought twice

While this character is bloodied, they gain +2 on all melee weapon to-hit and damage, and throwing weapon to-hit and damage, rolls as well as on WIL saves to ignore peril.

If bought twice:

While this character is bloodied, gain +2 on saves performed in order to injure monsters, and on WIL saves to fall incapacitated.

(22) Carpenter

Requires -
Costs 500xp

This character always builds barricade fortifications that has 6 resolve and can do so in 2 days, or a barricade fortification that have 3 resolve in 1 day. Gain +5 when performing saves that involve carpentry, creating barricades, or nailing doors shut.

If the character's COR is 10 or above:

Building a lumber wall fortification with 12 resolve takes 10 days, or a lumber wall with 6 resolve takes 5 days. A lumber wall tower can be constructed in 10 days.

(23) Close Grip

Requires -
Costs 500xp

This character can ignore polearms having -2 to attack indoors.

If the character's VIT is 10 or above:

They can also wield heavy melee weapons in one hand if their other hand does not have a shield, light weapon, or grimoire.

(24) Crusader

Requires -
Costs 750xp (500xp) (750xp)
May be bought three times

When this character attacks undead, fiends, eldritch, or an otherwise unholy creature they gain +1 to-hit and +1 damage.

If bought twice:

They also gain +1 on WIL saves to ignore panic and peril caused by unholy things and on VIT saves made to wound unholy creatures.

If bought three times:

All bonuses increase to +2.

(25) Detective

Requires 10 SEN
Costs 500xp

Gain +5 on SEN saves involving searching a room for secrets and detecting traps, as well as other detective actions.

(26) Dual-Wielder

Requires 10 COR
Costs 500xp (500xp)
May be bought twice

When making a dual-wielding attack, this character can roll the damage dice twice and keep the highest number.

If bought twice:

If both the initial roll and the reroll in a dual-wielding to-hit save would hit, the attack is enhanced.

(31) Empath

Requires 10 SEN
Costs 500xp

Gain +5 on SEN saves involving trying to read someone else's emotions (they must be human) or when trying to determine how someone really feels about a specific subject. On a success, this character does not get a specific answer, but multiple clues (at least 2) that can lead them to the right answer.

If the character's SEN is 15:

You have reached an expert level of reading people and can directly tell if a human is lying or not. You even expanded into the world of demi-humans, gaining the previous ability when interacting with sapient demi-humans.

(32) Escape Artist

Requires -
Costs 350xp

When attempting to break out of restraints, such as ropes, chains, manacles, or from being held by another being, gain +5 to that roll. This feat can apply to other similar situations as well, although only physical situations and not social situations. Having this feat may allow you to attempt things that non-Escape Artists can't.

(33) Gourmand

Requires -
Costs 500xp (500xp) (1000xp)

When cooking during a long rest, as well as removing 1 wounded condition from themselves or another character, they can mark an additional ration dot (that is 2 ration dots in total) to remove 1 wounded condition from another character including themself. Always succeed the COR save or SEN save associated with cooking.

If bought twice:

Instead of removing 1 wounded condition from two separate characters, you can remove 2 wounded conditions from one character.

If bought three times:

This character can choose to spend an extra ration (that is 3 ration dots in total) to remove 1 wounded condition from a third character.

(34) Grounded

Requires 10 WIL
Costs 1000xp

You are a natural "heat sink" for arcane power. If a spell miscasts, you get one chance to reroll one of the power dice. If you are targeted by a hostile spell, you may reroll any amount of its power dice once.

(35) Ironskin

Requires 10 VIT
Costs 1000xp

Gain +2 on VIT saves this character makes when to avoid gaining the wounded condition due to taking critical physical damage.

(36) Inspiring

Requires 10 WIL
Costs 500xp (750xp) (750xp)
May be bought three times

Gain +2 on WIL saves involving your follower's loyalty when you're around and on WIL saves performed to form a warband.

If bought twice:

All previous bonuses increase to +5, and this character gains +2 on WIL saves involving keeping their warband from becoming routed.

If bought three times:

All bonuses increase to +5.

(41) Juggernaut

Requires -
Costs 500xp (750xp)
May be bought twice

When this character would mark a dot on their armor because they are reducing incoming damage by 2, they roll a 1d6. On a 6, the dot is not marked.

If bought twice:

On 5-6, the dot is not marked.

(42) Lancer

Requires -
Costs 500xp (500xp) (750xp)
May be bought three times

When this character is mounted and attacking unmounted targets who are smaller than the mount, they gain +1 on to-hit and damage rolls.

If bought twice:

This bonus extends to attacking other mounted targets and targets that are as large or larger as the mount as well.

If bought three times:

All bonuses increase to +2.

(43) Locksmith

Requires -
Costs 500xp (1000xp)
May be bought twice

Gain +2 on COR saves to pick locks with lock picks.

If the character's COR is 10 or above:

This character may also now attempt a bust the lock roll, this is a VIT save. If they succeed, the lock is broken, and not enough sound is made to warrant a wandering monsters roll, and the goods inside are not hurt (if the lock is on a cache). This will cause notice if inspected.

If bought twice:

Lock picking bonus increases to +5, gain a +2 bonus for busting the lock (if eligible).

(44) Manhunter

Requires -
Costs 750xp (500xp) (1000xp)
May be bought three times

When this character attacks humans or generally humanoid creatures, they gain +1 to-hit and +1 damage.

If bought twice:

They also gain +1 on WIL saves to ignore panic and peril caused by humanoid schemes and on VIT saves made to wound humanoids.

If bought three times:

All bonuses increase to +2.

(45) Parry & Riposte

Requires 10 COR
Costs 500xp (750xp) (750xp)
May be bought three times

If this character is attacked in melee, they succeed in defending, and they have a melee weapon in their hand, they can attempt to riposte. To do this, after taking damage, they perform an impaired attack against their attacker. This can only be done successfully once per round.

If the character's COR is 15 or above:

On a successful riposte, this character rolls their weapon's normal damage die.

If bought twice:

Gain +2 to perform the riposte COR save.

If bought three times:

Increase the riposte bonus to +5.

(46) Pommel Strike

Requires -
Costs 350xp

If this character is holding a melee weapon, they can perform an impaired melee attack (a quick jab or a hit with the weapon's pommel) by spending a quick action. This can only be done successfully once per round.

If the character's COR is 10 or above:

If a pommel strike defeats their target, this character gain back their quick action.

(51) Quick Draw

Requires 10 SEN
Costs 350xp

This character always acts first in combat if they are not ambushed and they gain +2 to initiative saves permanently.

(52) Scavenger

Requires -
Costs 500xp

The following use of "on their person" refers to items being held or worn by the character. This character can move one item from their pack onto their person, swap one item from their pack with one on their person, store one item on their person into their pack, or do any of those with items in/on caches, bodies, or the environment without it costing an action.

(53) Scout

Requires -
Costs 350xp

When off-roading the GM rolls with -1. When travelling the wilderness or a complex (not dungeons), the party cannot be ambushed.

(54) Shieldbearer

Requires -
Costs 750xp (750xp)
May be bought three times

When you successfully defend from an attack with a shield, you can reduce the incoming damage by 1.

If the character's SEN is 10 or above:

If an adjacent ally is targeted by an attack that you can see coming, you can make a SEN save to get in front of them with your shield, forcing the attack to target you instead of your ally.

If bought twice:

Increase the bonus to SEN defense saves to 3 while wielding a shield.

(55) Shieldbreaker

Requires 10 VIT
Costs 500xp

If this character deals critical damage to an enemy with armor while wielding a melee weapon, their armor is reduced by 1.

(56) Spell Cage

Requires 10 WIL
Costs 1250xp

During the full rest they gain this feat, this character can transfer the power of a grimoire into a spell cage. Through a process of memorization, alchemy, ritual, and sheer willpower, they create a cage in their minds to trap spell spirits like that of a grimoire (called a spell cage). The grimoire they worked with's spell may now be cast from this character's mind, by shouting the power word, with the same rules as normally casting a spell.

To recharge the spell, this character must do a version of the spell's recharge condition as decided between them and the GM. If this condition would deal them damage (such as bathing in fire), it doesn't until the spell is fully recharged (high intensity exposure, such as from a dragon's breath weapon, may recharge the spell faster).

This character permanently gains the unhinged condition, which reduces all of their WIL saves by 2. They also gain strange mannerisms dealing with the spell spirits dwelling in their head. This is permanent.

(61) Stalwart

Requires 10 WIL
Costs 1000xp (1250xp)
May be bought twice

Gain +2 to WIL saves to resist peril and panic. Gain an additional +1 to those same WIL saves for every condition you have that is not panic, peril, or crazed.

If bought twice:

Starting bonus increases to +5.

(62) Trapmaker

Requires -
Costs 500xp (1000xp)
May be bought twice

Gain +2 to saves involving disarming and/or building traps, with an additional +2 if you have relevant, useful tools.

If bought twice:

All bonuses increase to +5.

(63) Warlord

Requires 10 WIL
Costs 500xp (500xp) (750xp)
May be bought three times

When commanding a warband, the warband gains +1 to hit and damage.

If the character's WIL is 15 or above:

This character is an expert commander, pushing their fighters onwards to take on overwhelming odds. Give the warband this character is commanding +2 to perform all utility actions.

If bought twice:

The warband also gains +1 on WIL saves to ignore peril and on VIT saves to injure targets.

If bought three times:

All bonuses increase to +2.

(64) Weaponmaster

Requires -
Costs 500xp (750xp)
May be bought twice

When this character would mark a dot on their weapon because they are rerolling an attack, they roll a 1d6. On a 6, the dot is not marked.

If bought twice:

On a 5-6, the dot is not marked.

(65) Weatherproof

Requires -
Costs 350xp

Gain +5 on VIT saves to ignore the effects of the weather while traveling.

(66) Witch Hunter

Requires -
Costs 500xp (350xp) (750xp)
May be bought three times

When attacking an enemy that is holding a grimoire or innately knows magic, gain +1 to hit and damage.

If bought twice:

Gain +1 on WIL saves to ignore panic or peril manifested by spells, magic, or magic effects.

If bought three times:

All bonuses increase to +2.

31 Magic Items

Magic items are imbued with supernatural powers, either due to their **construction**, or **enchantments** placed on them. There are multiple **types** of magic item, as seen below. The **requires** section shows what kinds of items can have that magical effect.

(1) Angelic

Requires armor, cloak, arrows, bolts, holy symbol, holy water, weapon

A relic, fallen from heaven, once wielded by angels

This item will glow like a **light source** when within 120ft of an **undead, fiend, eldritch**, or otherwise **unholy** creatures. If **armor, cloak, or a holy symbol, unholy** creatures who attack the wearer are **impaired**. If a **weapon or ammo**, attacks against **unholy** creatures are **enhanced**.

(2) Ash Steel

Requires arrows, bolts, heavy armor, melee weapon, shield

A metal, forged using the spell spirits of primordial fire

Immune to damage through **heat or fire**. If **armor or shield**, the wearer shares that **immunity**. If a **weapon or ammo**, the wielder can use a **quick action** to have the item light on primordial fire, making attacks **enhanced**.

(3) Cold Iron

Requires arrows, bolts, melee weapon

The strange metal of the faerie

This item is treated as if it is **silvered** but **does not** suffer silver's problems with **dots**.

Magic items do not lose dots due to **use in combat** (unless they are **ammo**). They cannot be **repaired** by mortal means. Instead of marking a dot when they are **overused** (such as armor reducing more damage by marking a dot) they roll a **1d6**. Only on a **5-6** mark a dot.

(4) Dragonseals

Requires armor, cloak, shield

Body armor sewn of dragon scales, a sign of power

This item gives the wearer **immunity** from a damage type relative to the **color of the scales** (red is fire, blue is lightning, etc.). If **shield**, the **immunity** is given whether or not the user successfully **defends**. If **cloak**, the wearer also gains an additional +2 to **SEN defense saves** in combat.

(5) Dwarven

Requires bolts, crossbow, heavy armor, melee weapon, shield

Masterfully crafted in the lost forges of the dwarf lords

This item never marks dots unless put under **extreme stress** or if a **6** is rolled when **overused**. If **heavy armor**, the wearer gains +2 to **VIT saves** to resist becoming wounded after taking **critical damage**.

(6) Elven

Requires arrows, bow, cloak, melee weapon, light armor

Perfectly balanced, silent as a thief in the night

If **armor** or a **cloak**, the wearer gains +5 to stealth or hiding related **COR saves**. If a **weapon** or **arrows**, gain +2 to hit enemies.

(7) Vampiric

Requires melee weapon

This weapon thirsts for the blood of its enemies

When this weapon's wielder deals **critical damage** to an enemy, they **regain resolve** equal to the damage dealt over the enemy's **resolve**.

(8) Vorpal

Requires melee weapon

Legend says, nothing bites harder than a vorpal blade

When this weapon successfully deals **critical damage** to an enemy, that enemy must succeed a **rally save** or else take **double damage**.

32 Potions

Potions are bottles (sometimes glass, sometimes clay or metal) with **alchemical fluids** inside. The creation of these potions is complex, and the art has been lost to time, save for a handful of hermitic alchemists spread across the entire globe.

Potions can be drank as a **quick action**, giving the drinker the **potion's effects**. Every potion has about **three uses** in it. Each use can be used **individually** or **drank all at once** to **lengthen** the effect. Every potion (even two of the same kind) is unique in **color and taste**.

2d4 Potion of... Effect

11	Healing	Regain 2d6 resolve , and clear up to two wounded conditions
12	Reinvigoration	Regain 3d6+3 resolve , and clear all panic conditions
13	Restoration	Remove all conditions that take a short rest to clear, and remove one condition that takes a long rest to clear
14	Heroism	For the next 10 minutes you clear all panic, peril and exhaustion conditions you have or are given and are immune to the same
21	Stoneskin	For the next 10 minutes gain +5 on VIT saves to not become wounded due to critical damage
22	SteelSkin	For the next 10 minutes gain +10 on VIT saves to not become wounded due to critical damage
23	Glowing	For the next 30 minutes, you glow like a light source and cannot hide . This potion is constantly glowing , and can act like a light source when worn , a character wearing this item cannot hide
24	Nightvision	For the next 20 minutes, ignore the negative effects of darkness
31	Dexterity	For the next 20 minutes, gain +5 to COR saves
32	Focus	For the next 20 minutes, gain +5 to SEN saves
33	Strength	For the next 20 minutes, gain +5 to VIT saves
34	Intellect	For the next 20 minutes, gain +5 to WIL saves
41	Lightstep	For the next 20 minutes, instantly pass all saves relating to hiding, sneaking, or avoiding notice and enemies automatically fail all saves to find you or notice your existence if you are attempting to be hidden
42	Quickness	For the next 10 minutes, you can move 50ft in combat, and an additional 40ft if you would like to sprint
43	Weaponskill	For the next 10 minutes you do not need to immediately mark a dot on your weapon when you want to reroll an attack. Instead, roll a 1d6 . On a 5-6 , mark a dot
44	Dispelling	For the next 10 minutes you are immune to all magical effects including those caused by grimoires, magic items, and other potions

33 Spells

You can roll on this table to get a random spell. Use these as examples to create your own.

2d4 Spell	Grimoire Appearance	Effect
11 Fireball	Burnt exterior, always shedding ash and embers	Shoot a fireball up to 300ft. Deal [SUM] + [DICE] damage to all creatures within 15ft
12 Lightning	Looks as if it was struck by lightning, cracked like glass, always generating static on your arms	Fire a bolt of lightning up to 450ft away. Deal [SUM] x [DICE] damage to one target. For every 12 damage dealt in this way, automatically wound the target
13 Missiles	Almost weightless, bound in refracting glass	Shoot three prismatic bolts of light. Deal [SUM] + [DICE] damage to three targets up to 300ft
14 Freeze	Always cold to the touch, sometimes too stiff to open, drops snowflakes	Give the Frozen condition to [HIGH] targets. Frozen: Moving counts as performing a main action , clears after a short rest
21 Heal	Dark black, blood red ink inside, skull on the cover	Heals a target you can tough [SUM] + [DICE] resolve, and remove one injured condition
22 Grow	Covered in vines, fungus, and flowers	Cause a 30ft square area to become overgrown and impassible for [HIGH] turns
23 Restore	Angelic cover, heavenly choirs are heard when opened	Remove all exhausted , panic , hungry , or crazed conditions from [DICE] + 1 creatures you are touching
24 Light	Cover is reflective and has metal apparatuses for candles to be held	Force [DICE] creatures to make a WIL save or lose their next turn. Alternatively generate a floating, following orb of light for [SUM] turns
31 Understand	Covered completely in random tales and musings, written in 1000 languages	Make your meaning clear to [DICE] creatures and understand them for [DICE] turns
32 Grease	Slippery, slimy, and smells like gasoline	Cover a 30ft square area in slippery, flammable grease, causing a COR save to not slip when crossing
33 Invisibility	Seems like a normal book, written in invisible ink	Turn invisible for [HIGH] turns, or until you are hurt in some way or attack someone
34 Knock	Wrapped in several broken locks and chains, very heavy if your VIT was 10 + [SUM]	Open a door or container without touching it as
41 Fear	Movement under the pages, whispers from within	Give the Peril condition to [HIGH] creatures
42 Darkness	Pitch black cover, pages are black written with white ink	Create a [SUM] x 2ft sphere of penetrable darkness for [HIGH] turns or until dismissed
43 Command	Gilded, highly illuminated cover, perfect handwriting	[DICE] creatures must succeed a WIL save or be forced to obey a one-word command you give them for [HIGH] rounds
44 Raise	Bound in human flesh with the face on the cover	Raise an intact human corpse or any complete skeleton as your personal servant for 1 week

Source	Strong Effect	Miscast	Recharge (one dot)
Heart of a fire	Deal [SUM] + [DICE] damage to all creatures within 30ft	Center fireball on the caster	Place in the heart of a fire for a day
Storm overhead or tesla coil	Deals [SUM] x ([DICE] + [HIGH]) damage to the target	[DICE] bolts strike out at the closest targets, dealing [SUM] damage to each target	Have it get struck by lightning, full recharge; book attracts lightning
Sunlight or a prism	Shoots 5 bolts, and can target up to 5 creatures	Only one bolt is fired, hitting only one target	Place between two mirrors for a day
Snow, or strong winds	Apply the Frozen condition to [HIGH] + [DICE] targets	Caster gains the Frozen condition	Keep it below 0°F for a day
Pools of blood	Remove all injured and wounded conditions from the target	Caster takes [SUM] + [DICE] damage	Have it absorb all the blood of a fresh kill
Plentiful natural life	Affected area become impassible for [HIGH] hours/ until dismissed	Nearby plants explode loudly, no real effect	Bury in very fertile ground for two days
Holy symbol or sunlight	Remove listed conditions from [DICE] + [HIGH] creatures	Glows brightly, then fizzles out, nothing happens	Respect the memory of a loved one while carrying this grimoire
Sunlight, Sparks, or a fire	It affects [HIGH] creatures with 2 to their WIL saves	All are affected by the spell; all the lights within 120ft all go out	Bathe it in sunlight for a day
Dictionary, thesaurus, a lot of books	Affects [HIGH] + [DICE] creatures for [HIGH] + [DICE] turns	Caster uncontrollably babbles (unable to hide) for [DICE] turns	Tell it a true story no one has ever heard before
Oil, fat, or combustible gases	Creatures have -5 to COR saves not to slip in the grease	Caster is covered in grease; COR save to move without slipping	Feed the grimoire 50lbs of animal fat or a 10 gallons of oil
Total darkness	Turn invisible for [HIGH] + [DICE] turns, same rules apply	Only caster reflects all light for 1 minute	Carry without opening your eyes for a day
Constrained walls	Open as if your VIT was 10 + ([DICE] x 6)	Caster flies back as if hit	Lock it in a box, in a box, in a box, for a day
Caster is bloodied	Give the Peril condition to [HIGH] + [DICE] creatures	Caster gains the Panic condition	Cause great fear to others while carrying
Sunlight or bright lights	Darkness' shape can be changed to another with the same volume	Caster goes blind for [DICE] rounds	Place in a pitch-black space for three days
The caster is a noble of some kind	Targets obeys your command for [DICE] turns	Only the caster obeys the command	Do not speak for two days while carrying
The target is very fresh	Undead gains +1 DEF and +1d6 resolve	The raised dead do not obey the caster	Capture someone's last breath

35 Settlement

Settlements are flickers of civilization, scattered around the world. When players enter a **settlement**, they are awarded experience for the **crowns** and **treasure** they have brought back from the wilderness.

Settlements are necessary for the players to adventure. They provide places to **spend** experience, heal conditions, improve characters, and find new adventures.

A Place to Sleep

See **Food & Lodging** (front inside cover) to see the prices for bunkhouses and inns (see **Rest & Healing** as well). If a character stays the night in proper lodging, they may erase **all marked dots** on their rations, bedroll, and matches by performing a little maintenance and refilling a few essentials.

35.1 Going to Market

In a settlement, players may **buy** and **sell** goods at will. However, not all settlements have access to **all services**. This is up to the GM to decide.

All settlements have a **general store**. Here players can find most of the items on the **General Items**, **Weapons**, **Armor**, **Clothes**, **Lights**, **Mounts**, and **Caches** item lists as well as get those items **repaired**. Some more specialist items can't be found here however, such as **warhorses**, **silver holy symbols**, etc.

Banks & Goldsmiths

If a settlement is at least medium sized, it has a **bank** or **goldsmith** that can **store** items and crowns for players while they go off on **adventure**. The players are issued paper **IOUs** from the bank they can use to pay for things in town. Upon leaving town, IOUs are **returned**. Banks and goldsmiths have **records** of their clients.

Docks & Shipyards

If a settlement is on a **coast** or **major riverway**, it probably has a **dock** or **shipyard**. Here, **Transportation By Ship**, as well as **ship** themselves can be bought for the right coin.

Nobles & Aristocrats

Some settlements are large enough to earn the stay of **nobles**, **aristocrats**, and other **bourgeoisie**. Players can sell **grimoires**, **magic items**, **potions**, as well as any other **unique items** they find along their journey to the rich. Perhaps they will use it as a mantle-piece.

Smiths & Armorer

If a settlement is home to a **master metalworker** or **armorer**, they can accept commissions for **masterworks** (see **Full Rests**).

Stables & Teamsters

If a settlement is **passed through often** (even if it is relatively small) then there is a good chance a **stable** or **teamsters office** has set up shop in the area. They provide **Transportation** services, as well as sell **warhorses** to those who can afford them. The more traveled the area, the greater the services provided.

Tailors & Artists

If a settlement has multiple **nobles** or many **wealthy people**, they will most likely have **tailors** and **artists** to serve them. **Tailors** sell **noble clothes** to anyone who can afford them. **Artists** can create **instrument**, **masters** that can create almost unearthly music. Both must be **Commissioned**, see **Full Rests**.

Temples & Abbeys

Not all churches are temples or abbeys. Players can sell **grimoires** and **magic items** to temples and abbeys, which are then locked away to keep the magic contained. Players may also buy **silver holy symbols**, **holy water**, and **silver weapons**, and can have **magic items**, **potions**, and **grimoires identified** (see **Full Rests**).

36.1 Settlement Growth

As players adventure, they will bring **wealth** to the settlements they visit. To represent this, settlements should grow bigger overtime, gaining **new services**, and creating new links to adventure. New interesting characters can join the cast, and foreign rulers seek to control the power of the settlement.

36.2 Buying Property

If a player wants to buy a **house** (a basic wood and stone one, not too shabby), they can do so for **150c**. This will reduce the cost of them staying in the settlement to **10c a week**.

If a player wants to buy a **homestead** (that's a house with some workable land), that will cost **400c**. It gives the same benefits as a house, but it allows for a new **full rest action**, **Attend to Mundane Matters**. Performing this action gives the player **30c** (no experience gained), which helps counteract the cost of living.

36.3 Setting Up Shop

If a player wants to own a **storefront**, choose a **service** from the chart below that their **storefront** will perform. The player pays the **cost** and waits the **days** for the store to be **built/stocked**. They roll **1d6** for each day the store was **open** while the player was away or **7d6** after a full rest, it gains that many **crowns** in profit (no experience gained).

If the new service was not already in the settlement it is now and is treated like any other. Although they **cannot have special items**, **grimoires**, **treasure**, **potions**, etc.) Once the cost has been made in **profit**, the business "settles in" and all services it provides to players are **half priced** from now on.

Services	Cost	Days
*Bank / Goldsmith	500c	21
Dock / Shipyard	100c	14
General Store	60c	7
Inn / Bunkhouse	60c	14
Smith / Armorer	100c	7
Stable / Teamster	120c	7
Tailor / Artist	300c	14
**Temple / Abbey	500c	28

*Banks and goldsmiths roll 3d6 for profits
**Temples and abbeys do not make profits

37 Factions

Factions are any non-player groups that can exert power over the local area and are looking to make **big moves**. A single area should have around 3-4 factions operating in it.

Each faction starts with a **theme**, 1-3 assets, a goal, and 1-2 tags.

Player Interaction with Factions

Factions are ran without player input, however, the players actions may still effect the outcomes of a faction's goals.

Whenever players assist a faction pursue their goal, **mark 1-3 progress dots** on that goal. Likewise, whenever players hinder the pursuit of a goal, **erase 1-3 progress dots**.

37.1 Building a Faction

Themes & Context

Every faction should have a **theme**. This is a basic idea the faction is built around.

Some examples are:

- A band treacherous of bandits
- A holy order of knights
- A single, evil necromancer

In the game, all the factions' actions should be contextualized with **changes to the world**. Such as war-torn landscapes, new leaders, the replacement of old horrors by new threats.

Assets

Every faction starts with between 1 and 3 assets. This represents the scope of the faction's reach and influence. Each one is designated as **military**, **intelligence**, or **economic**. Some assets may seem to fit more than one category, in these cases, try to narrow it down to one.

Some examples are:

- A racketeering ring (**economic**)
- A mighty castle (**military**)
- Access to a pit of souls (**intelligence**)

For every 2 assets a faction has it can field a warband or warband scale monster.

Exhausting Assets

Assets can be exhausted to give certain effects during the **faction turn**. Each asset can only be exhausted once per faction turn. They can be used on any faction's turn, not just the holder's turn (except economic assets).

Military assets may be exhausted to give +1 when a faction attacking or defending.

Intelligence assets may be exhausted to reroll any one die (including the resource die) during a faction turn (theirs or someone else's).

Economic assets may be exhausted to un-exhaust other assets. Economic assets may only be exhausted on the holder's turn.

Faction Goals

Every faction starts with a **goal**. There are four types of goals, and with each goal the performing faction must make clear which asset (or what kind of asset) in the case of earning a new one) is being targeted.

- Earn a new asset
- Destroy an enemy asset.
- Commandeer an enemy asset
- Repurposing an asset

Earning a new asset takes 2 progress dots + 1 for every asset this faction already has. The faction may expend resources on its turn on a one-for-one basis to mark progress dots. When all dots are marked gain a new asset.

Destroying an enemy asset is done in a series of attacks and takes 3 progress dots to complete. After each successful attack, mark a progress dot. When all dots are marked gain +1d3 resources and remove the targeted asset.

Commandeering an enemy asset is done exactly like **destroying an asset**, except when all dots are marked, instead of gaining a resource, gain their asset. It cannot be exhausted until it is repurposed.

Repurposing an asset is only done to assets you have commandeered. It takes 5 progress dots which are marked by expended resources like **earning an asset**. When all dots are marked you can use the repurposed asset as normal.

Tags

For each faction, choose 1-2 tags that represent that factions modus operandi.

Tags

Deep Roots One of this faction's assets can never be targeted by goals

Militant This faction has a free warband it can always field

Piratical If this faction declares an attack as stealing, before rolling, and they follow through they gain +1 to the roll

Resilient Military assets exhausted to defend from attack give +2

Scavengers Start a repurpose action with 2 progress dots

Scheming This faction's warbands successfully scheme on a 3-6

Secretive To target this faction with a goal that faction must spend 2 resources

Zealous When destroying another faction's asset, gain +1d2 progress dots instead of just 1

38.2 Campaigns

If you want to string together a chain of adventures that ultimately lead to an **epic final confrontation** or **mega-dungeon**, then you may be looking to create a **campaign**.

Over the course of the campaign, the game world should be changing as the narrative progresses. Things like:

- New paths are found, old paths are lost
- New dungeons are created, old dungeons need to be re-explored
- New factions are founded, old factions are annihilated

Sandbox Campaign

Sandbox campaigns are worlds that have a status quo, (or more likely, several status quos) that the players interrupt through their actions. This relies heavily on the **faction mechanics** (see **Factions**) and can sometimes struggle with a lack of direction.

However, in **Crowns** that lack of direction can be fixed through a nice spread of **rumors** and **investigatory options** from the beginning.

It is recommended the players begin their campaign either **investigating** or **exploring** a **dungeon**. This first dungeon sets up the players with **experience**, **treasure**, and **leads** that connect them to the rest of the game world if they choose to explore it.

Plot-Point Campaign

For games where you want to lead the players to a **climactic battle**, **world ending event**, or final **mega-dungeon**, try a plot-point game.

This is like a sandbox narrative, but there are a few pre-planned adventures that the players encounter, that shape the whole of the narrative. In-between these adventures, the players do other more "normal" dungeon-runs, building up experience and treasure for the big, important, narrative runs.

An example plot-point campaign would be most procedural paranormal TV shows. A mixture of **monster of the week** and **narrative**.

Warband Actions

Attacking is done by both sides rolling a d6 to see who gets the higher number (attacker winning ties). If the attacker wins, they can either mark a progress dot on one of their destroy or commandeer goals or steal 1 resource from the defending faction if they have one to steal.

Scheming allows the faction to roll a 1d6. On a 4-6, they generate an extra resource this turn.

39 Social Encounters

Convincing People

Players will sometimes want to **convince** other creatures to their point of view. Normally a **conversation** should play out between the characters, it is **not necessary to save**. A save should only occur if the player is trying to avoid **consequences**.

In this case, the players make a **WIL** save. Use the chart below to decide what **disposition** the conversing target is in, and what the best outcome of the roll could be.

Disposition	Best Outcome
Openly Hostile	Might leave the players alone (emphasis on might)
Reason to Doubt	Players get some of what they want, but not all, and at a heavy cost
Confused About the Situation	The players get some of what they want, but not all, and if pushed further this character might begin to doubt
Thoroughly Intimidated	Players get what they want
No Opinion / No Reason to Doubt	Players get what they want
Proactively Friendly	Players get what they want, and maybe some more

Nobles and **aristocrats** are always assumed to have a **Reason to Doubt** non-nobles.

Intimidation

If the players want to **intimidate** an enemy for information, the GM should determine how the enemy treats the information. It can either be **easily affordable** (they'll give it up quickly), **close to heart** (the players need a successful save to be intimidated), or **beyond them** (they'll never give it up, no matter what).

Haggling for Prices

Prices at the market, are **non-negotiable**, unless the players have a previous friendship with one of the vendors.

Male Names	Female Names
1 Aidan	2 Aislev
3 Atol	4 Anna
5 Banning	6 Ashley
7 Brogan	8 Bliss
9 Bryce	10 Bodicia
11 Camden	12 Brigitte
13 Chapman	14 Catarina
15 Daegal	16 Cate
17 Dalton	18 Catherine
19 Derian	20 Chelsea
21 Desmond	22 Clover
23 Devon	24 Courtney
25 Douglas	26 Daisy
27 Earl	28 Darlene
29 Edgar	30 Dawn
31 Edmund	32 Devona
33 Edric	34 Easter
35 Edward	36 Eda
37 Elliot	38 Edith
39 Fairfax	40 Edme
41 Felix	42 Elda
43 Fleming	44 Elswyth
45 Freeman	46 Engel
47 Fugol	48 Erin
49 Garrett	50 Esme
51 Geoffrey	52 Freya
53 Gildas	54 Hildi
55 Godric	56 Hilda
57 Gordon	58 Ida
59 Graham	60 Julia
61 Grimm	62 Juliana
63 Holt	64 Kendra
65 Hrothgar	66 Kim
67 Kendrick	68 Linni
69 Landry	70 Lora
71 Lucian	72 Loretta
73 Mann	74 Lynn
75 Maxwell	76 May
77 Oswald	78 Meghan
79 Pendragon	80 Mercy
81 Perry	82 Mildred
83 Pierce	84 Odelia
85 Putnam	86 Ora
87 Ripley	88 Paige
89 Russell	90 Rheda
91 Shepard	92 Rowena
93 Tovar	94 Shelley
95 Wallace	96 Whitney
97 Wright	98 Winter
99 Wulf	100 Yirra

Treasure Items

Gemstones

50c Gemstones

In the darkest of dungeons, full of monsters and brigands, there is always **treasure**.

Treasure items, when first brought back to a settlement, gives **experience** like **crowns**.

Art

100c Art

- 1 Beautiful statuette
- 2 Silk banner
- 3 Silk vestments
- 4 Silver ring
- 5 Silver bracelet or necklace
- 6 Silver dishes

500c Art

- 1 Ceremonial gold chalice
- 2 Cloth of gold vestments
- 3 Gold, gemstone necklace
- 4 Gold, gemstone ring
- 5 Gold, silk crown
- 6 Silver or gold idol

1,000c Art

- 1 Cloth of gold banners
- 2 Cloth of platinum vestments
- 3 Gold, gemstone chalice
- 4 Gold, gemstone idol
- 5 Platinum, gemstone ring
- 6 Platinum, silk crown

2,500c Art

- 1 Ceremonial gold chest plate
- 2 Cloth of platinum banners
- 3 A holy relic
- 4 Platinum, gemstone idol
- 5 Platinum, gemstone, silk crown
- 6 Spider silk vestments

Selling Special Items

Not all items can be exchanged for **gold** at the local general store. Whether because of **rarity**, **value**, or relatively **specific uses**, these items can only be sold to **special buyers**.

If one of these items is not sold to a **special buyer**, it sells for **one tenth** its original price.

Grimoires

A fully charged grimoire can be sold to **nobles** and **aristocrats** or at **temples** and **abbeys** for **1d6 x 100 crowns**.

The price is halved for each dot marked.

Magic Items

Magic items can be sold to **nobles** and **aristocrats** or at **temples** and **abbeys** for their item's base value times **40c**.

Potions

Potions can be sold to **nobles** and **aristocrats** for **1d6 x 50c**.

Treasure Items

Treasure items can be exchanged for their value in **gold** at **banks** and **goldsmiths** or **nobles** and **aristocrats**.

Inspiration taken from *Mausritter* (Game), *Darkest Dungeon* (Game), *Into the Odd* (Game), *Questing Beast* (YouTube), *Steven Lumpkin* (Twitch/Youtube), *Esoteric Enterprises* (Game), *Goblin Punch* (Blog), *Torchbearer* (Game), *Last Gasp Grimoire* (Blog), and *My Dad* (Person)

Art takes up 1 inventory slot.

3 **gemstones** can be grouped into a single inventory slot.