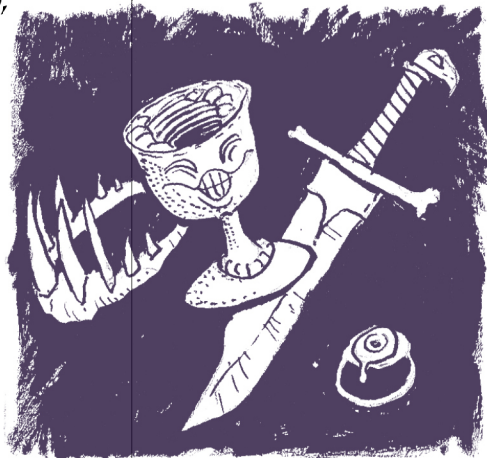


*They left the treasures of earls in
the earth for keeping,
the gold in the ground, where yet it
still lies,
as fruitless to men now,
as it formerly was.*

Beowulf

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Ferguson-Avery of Feral
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THE CROWNLESS

LUSCIOUS LOOT

By: Marren J. T. MacAdam

Rings

1. **Arcanum Ring:** +1 to Spell Use.
2. **Ring of Stone:** +1 to Armour.
3. **Water Dancer Band:** Reroll your Attack roll once per round of combat.
4. **Rune Marked Ring:** Heal an Ally for 4, take 1 damage.
5. **Conductive Ring:** Metal Soul can be used twice per bonfire.
6. **Echos of WYRD:** You may roll a 1d6 to divine a truth. On a 5 or 6, the KEEPER answers truthfully. On a 1 to 4, you take 1d4 damage.

Runes

1. **Cold** Weapon is covered in frost. +1dmg and target can't move after being hit.
2. **Flame** Weapon burns white. +1dmg and 1d6 fire dmg.
3. **Storm** Weapon crackles with electricity. +1dmg and 1d4 to up to two other Near Foes.
4. **Blessed** Weapon is covered in WYRD runes that glow. +1dmg, reroll missed attacks once per round of combat.
5. **Void** Weapon maddened by twisting, cryptic lines. +1dmg, Foes reroll successful attacks.
6. **Godmetal** Shimmers like an opal. +1dmg, ignore Foes armour rolls.

Welcome CROWNLESS, looter

"Look what I found!" cried the youngest among them from a ruined building, a rowdy Crownless by the name of Fir. "Don't think they'll be needing it anymore, eh?"

Shorund sighed, loudly, even though Fir seemed to never learn. "Must you skulk about like a scavenger looking for it's next meal, Fir? We're Crownless, not beasts."

It was sharp eyed Zyrkai that responded first though, "Why speak so coarsely of the sacred duty of those that pick bones, sister? The Vulture is a holy creature to some, picking clean what others have left behind. Finding beauty, and sacredness, in the dead. Rebirth. Nourishment. Survival. Are we any different, truly?"

Day to Day Items

1. Hunting Knife

2. Wooden Prayer Symbol

3. Divination Runes

4. Three Sisters Dice Game

5. A well made cloak

6. Simple reed flute

Mundane Items

1. Torch

2. Rations

3. Rope

6. Tool Kit

Magicks, Miracles, & Weapons of Lore

1. **Prayer book** (Learn 1 Miracle)
 2. **Storm Saga** (Learn 1 Way of Winds)
 3. **Arcane Treatise** (Learn 1 Sorcery)
 4. **Apostate Tract** (Learn 1 Hysterical Heresies)
- Weapons of Lore (Legacy based, all 1d8 dmg)
1. **Heart of Sol**. When a player hits they may heal an ally for 1d4.
 2. **Lunar Shards**. When a player hits they may attack a distant Foe for 1d4.
 3. **Claymore of MacGregor**. When player hits they may deal an extra 1d8 but won't roll for armour until next round.
 4. **The Heretic's Gospel**. When a player hits they may do half the damage to all Near Foes and Crownless.

How to Use this Booklet

Whenever the players defeat a group of Foes, roll on this chart to see if Loot is dropped, then roll again to see which Loot table.

1-2: No Loot

3-5: 1 Loot

6: 2 Loot

From which Loot Table?

1-2: Day to Day Items

3-4: Magicks and Miracles / Weapons of Lore

5-6: Upgrade Runes and Rings

Anytime a Pretender God dies, players automatically gain 2 loot.