

# HYGROMANTEIA



SUPPLEMENTAL RULES FOR  
MEDIEVAL-AUTHENTIC ROLEPLAYING GAMES

OSR

CREDITS

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If you have any questions, suggestions, requests, or simply would like to talk, come hang out at <https://forums.runehammer.online/> and reach out with a PM to the author (P\_Frota).

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This is an updatable fanzine dedicated to OSR medieval-authentic roleplaying games, but most importantly, **this is a work of fiction**. Even the occasional historical figure, location, or institution presented here are described in an entirely fictional manner. Reality is often much worse.

Recommended for Mature Players  
Compatible with OSR games  
Compatible with Lion & Dragon and Dark Albion

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## Medieval Authentic Roleplaying

This supplement is aimed at GMs and Players who seek a “medieval authentic” game experience.

A GM planning to run such a game should carefully consider not just the mechanics of the game but also the implications of the setting in things like currency and equipment, law and justice, and the supernatural, to make sure that the Players note the ways this experience differ from other fantasy RPG settings in order to reproduce a more authentic medieval genre. To that end, we recommend these books and rules-sets:

**Dark Albion: The Rose War** is a campaign setting in a quasi-historical kingdom very similar to that of 15th Century England, primarily designed for use with OSR games but that is otherwise mostly system neutral.

**Lion & Dragon** is an OSR rules-set that emphasizes a more authentic medieval flavor: it proposes very different magic and priestly powers, drawn from what people actually believed and practiced during the European middle-ages (instead of using fire-and-forget spells like magic missiles or fireball). Lion & Dragon's rules otherwise use the same kind of mechanics as most OSR games (such as S&W or LotFP), and are thus already known to most players, as well as compatible with most OSR material (adventures modules, monster books, etc.)

The rules and ideas in this supplement were written with these books in mind, but much of the following content is system-neutral enough that it can be used with any OSR game of your preference.



# Sources of Inspiration

## NON-FICTION BOOKS

**Life in a Medieval Village (Harper Perennial, 2016).** Respected historians Joseph and Frances Gies describe a lively and convincing portrait of rural people at work and at play in the Middle Ages. Focusing on the village of Elton, in the English East Midlands, the Gieses detail the agricultural advances that made communal living possible, explain what domestic life was like for serf and lord alike, and describe the central role of the church in maintaining social harmony.

**The Medieval Underworld (Sutton, 2004).** In this book Andrew McCall describes the medieval times from the point of view of those who could not or would not conform to the common conventions of that era - outlaws, brigands, homosexuals, heretics, witches, Jews, prostitutes, thieves, vagabonds and other "transgressors" are detailed here, as are the (often brutal) punishments they suffered in the hands of State and Church.

**The Time Traveler's Guide to Medieval England (Touchstone, 2011).** Written by Dr. Ian Mortimer (who has been described by The Times newspaper as "the most remarkable medieval historian of our time"), this book he transports the reader back into the fourteenth century, describing the sights, clothing, daily lives and even the diets of medieval townsfolk, giving you a sense of what could really be like living in those times.

## MOVIES

**Black Death (2010).** Starred by Sean Bean and Eddie Redmayne and set during the time of the first outbreak of bubonic plague in England, the film depicts a young monk is tasked with learning the truth about reports of people being brought back to life, a mission that pulls him toward a village ruler who has made a dark pact with

evil forces. A not very traditional band of adventurers is formed to accompany him and investigate. This movie is perfect to showcase the influence of cults and demons in settings like this and the interactions between the adventurers in the party are extremely fun.

**Dragonheart (1996).** The young, sickly King Einon is wounded in a battle. In order for him to survive, he is healed by Draco, a dragon, but becomes a tyrant. Some years later, Bowen, a dragonslayer, and Draco, the dragon that healed the king, must unite to survive and eventually save the entire kingdom from the rule of the evil King Einon. The movie had great production value and the setting is as medieval-authentic as it gets in a fantasy story: The king lives in a wood palace (the rock castle being an old Roman fortress he was restoring) and is the only combatant to regularly wear mail armor (while common soldiers and even knights wear padded jack or brigandine). Many supernatural elements are hinted at (the existence of Avalon and the Arthurian Myth) but only the dragon is actually shown. Unfortunately, the sequels failed to capture the medieval feel of the original, falling more in line with traditional fantasy.

**Dragonslayer (1981).** A well known dark fantasy movie, Dragonslayer sets the story in a fictional medieval kingdom, and follows a young wizard who experiences danger and opposition as he attempts to defeat a dragon. Dragonslayer was more mature than most other Disney films of the period and because of audience expectations of the Disney name generally being considered as solely children's entertainment at the time, the film's violence, adult themes and brief nudity were somewhat controversial - but time has proven that to be the right decision.

**First Knight (1995).** This Arthurian movie is often forgotten despite being full of stars (Sean Connery as Arthur and Richard



Gere as a plebeian Lancelot). The film follows the rogue Lancelot's romance with Lady Guinevere of Leonesse, who is to marry King Arthur of Camelot, while the land is threatened by the renegade knight Malagant. The film is noteworthy within Arthurian cinema exactly for its absence of magical elements, its drawing on the material of Chrétien de Troyes for plot elements, and the substantial age difference between Arthur and Guinevere.

**Knightfall (2017-2019).** Focusing on the legendary Knights Templar, this TV show recounts the success, fall, persecution, and suppression of that order, as orchestrated by King Philip IV of France in 1307. The series focuses on the fictional Templar leader Landry du Lauzon, a brave warrior discouraged by the Templars' failures in the Holy Land who is reinvigorated by news that the Holy Grail has resurfaced. The biggest success of the series (at least on its first season) is the mixing of historical fantasy and urban adventuring and its fun use of secret societies and laughably complex conspiracies and noble manipulators.

**Ladyhawke (1985).** A perfect and classic example of a medieval authentic setting with particularly well dosed fantasy and magic, the story is about a young thief who unwillingly gets involved with a warrior (played by the legendary Rutger Rauer) and his lady who are hunted by the Bishop of Aquila. As he comes to know about the couple's past and secret, he finds himself determined to help them overcome the bishop's oppressions, both in arms and in the form of a demonic curse.

**Season of the Witch (2011).** Nicholas Cage and Ron Perlman star as Teutonic Knights who return from the Crusades to find their homeland ruined by the Black Death. Two church elders accuse a girl of being a witch responsible for the destruction; they command the two knights to transport the girl to a monastery so the monks can lift her curse from the land. The greatest thing about this movie is that it makes you question up until the last

sequence whether the supernatural is real or not and if the accused is guilty or not.

**The King (2019).** Set in the same historical time period and place that *Lion & Dragon* is planned to be (15th Century England), the film focuses on the rise of Henry V as king after his father dies. We accompany the young king as he must navigate palace politics, the war his father left behind, and the emotional strings of his past life, culminating in an excellent depiction of the legendary Battle of Agincourt. Also deserving of mention is how the movie doesn't shy from showing pure crudeness of medieval battles, especially in the duel between Henry and Percy Hotspur - showing why big weapons are not always efficient in knightly combat.

**The Messenger (1999).** Spearheaded by a spectacular performance of Mila Jovovich, *The Messenger* portrays the story of St. Joan of Arc, the French war heroine and religious martyr of the Hundred Years War. The story begins with young Joan as she witnesses the atrocities of the English against her family, and she is portrayed as having visions that inspire her to lead the French in battle against the occupying English forces. Her success in routing the English allows Charles VII to take the throne. Eventually Joan is captured by the English, tried and executed for heresy.





# Multiclass Characters in Lion & Dragon

**Lion & Dragon has a very simple and fast system for leveling up characters, where upon level up the Player can choose one single Benefit from the list on the class table or roll randomly for two benefits and keep both.**

While efficient, this system leaves to the GM grant opportunities for characters from certain classes – a Fighter, for example, doesn't have the option to learn a new language. While this is *not* a problem – nothing stops the GM from granting such an opportunity to the Player of a Fighter – some GMs prefer to have rules for advancement clearly laid out for them. This is the option we used in our campaigns so far.

At GM's discretion, a character living, training, and learning from a companion or tutor from a different class might gain a Benefit from that class upon leveling up. This is the same as choosing a single non-random Benefit (thus the character gains only that single Benefit for that level) and not all Benefits can be chosen.

To preserve the distinctive feel of each class, some Benefits remain exclusive to that class. Other Benefits (like languages or mundane knowledge or training) can reasonably be learned. GMs can limit the choices even more if they consider that a tutor must have the specific Benefit the character wants to learn to be able to pick it. Otherwise, these are the general rules for choosing a Benefit from outside your class:

**Hit Dice, Saving Throw DC reductions, and Saving Throw Bonuses** can only be chosen from the character's original class. **Miraculous Powers** (from the Cleric class) or **Magical Skills** (from the Magister class) can never be chosen. Class-defining traits (Thief class Backstab, Fighter damage bonus, etc.) can never be chosen.

**From the Cleric class**, a character could choose the Benefits 7 or 8-9.

**From the Fighter class**, a character could choose the Benefits 6, 7, 8, or 9-10.

**From the Magister class**, a character could choose the Benefits 6-8 or 10 (for summoning only).

**From the Thief class**, a character could choose the Benefits 5, 6, 7, or 8.

**From the Cymri class**, a character could choose the Benefits 7-8 or 9 (lore or language only).

**From the Scot Man class**, a character could choose the Benefits 5, 6, or 7.

Check Lion & Dragon, pages 14-19, for each class Benefits table.

*Example.* Being a definitely lousy swordsman, Christopher (a Magister) decides to take swordsmanship lessons from Owen (a Fighter). Upon gaining his next level, Christopher chooses the "+1 combat with one type of weapon" Benefit (#6 on the Fighter Benefits table, L&D, p. 15), applying it to longswords to reflect the training he had with his companion.

## CHRISTOPHER CROWLEY

Knightly Nobility Magister, 5th level

Str 9, Dex 10, Con 11, Int 17, Wis 13, Cha 12

**HD** 1d6+2d4+4 (12 hp), **AC** 10 (no armor),

**BtH** +0 melee or ranged, +1 with longsword, Dmg 1d8, **SV** 16 (+1 vs. magic, +2 vs. poison)

**Magister Lore.** Alchemy, Court Politics, Languages; **Magical Skills.** Astrology, Cures, Battle Magic; **Background Skills.** Military +1

**Equipment.** Knightly clothing, dagger, longsword, Magister staff

## Peasants & Knights: Pre-Generated Characters

The characters presented in this section serve the double purpose of providing GMs and Players with inspiration, quick NPCs with full stats, or reserves for those moments when the dice decide that your carefully built would-be hero will meet their maker before you wished they did.

All characters in this section are randomly built using the rules on *Lion & Dragon*, pages 3-13, except for ability scores, which were generated with an online generator. Ethnicity and Alignment were also generated randomly, using the table below.

Even when their background stories hint at previous realizations and higher level, the character stats are presented at level 0. This is done so that GM and Players can modify and customize them however they see fit. Background rolls (social class, background skills, and prior story events) combinations were developed into introductory stories that hint a class preferences, but they can be trained into any class they qualify for.

### Random Ethnicity and Alignment

#### Roll 1d12 for Ethnicity and 1d6 for Alignment

Ethnicity: 1-3: Cymri; 4-9: English; 10-11: Scots Men; 12: Exotic<sup>1</sup>

Alignment: 1-2: Lawful; 3-5: Neutral; 6: Chaotic

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<sup>1</sup> "Exotic" means a character from lands far away, as a follower of the Crescent Moon, a person from Khem, or another unusual visitor to the lands of Albion. In other OSR games, this could mean even a non-human character such as (roll 1d6) Elf (1), Halfling (2-4) or Dwarf (5-6).

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### ARN

Lawful Peasant (English) Level 0. Str 16, Dex 14, Con 8, Int 13, Wis 11, Cha 9. HD 1d6-1 (3 hp). AC 13 (padded jack) or 11 (unarmored). BtH +2 melee or +1 ranged. Dmg 1d8+2 (battle axe). Save 16. Skills: Fishing +1, Sailing +1, Swimming +1. Languages: English, Northman (literate). Equipment: Dagger, hand axe, battle axe, spear, padded jack. Money: 7sh 18p. Event 6-5: Lost at Sea.

*Arn (whose real name was David) was born in the North, in a fishing village north of Newcastle. He had a quiet childhood until the day when his father was too sick to work, so the boy wen to the sea by himself. As luck would have it, David was caught in a storm and lost at sea. He should have died, but instead somehow he found his way to the Northlands, where he spent the rest of his formative years. He learned how to fight and speak like a Northman and became Arn ("eagle ruler"), but eventually returned to Albion with a missionary from the Church just to find his village had no place for the son of a fisherman turned warrior. He then left the region to fight in the wars of the Roses and find his place in the world. To this day Arn still coughs and shivers from his time lost at sea.*





## BEATRICE

Neutral City-born (English) Level 0. Str 13, Dex 11, Con 16, Int 13, Wis 8, Cha 10. HD 1d6+2 (6 hp). AC 15 (chain hauberk and shield) or 10 (unarmored). BtH +1 melee or +0 ranged. Dmg 1d6+1 (spear). Save 16. Skills: Urban Lore +1, Woolworker +1. Languages: English, Frankish (literate). Equipment: Dagger, staff, spear, mace, chain hauberk, shield. Money: 8sh 25p. Event 3-5: Courtier (+1 to reaction rolls when dealing with nobility).

*Beatrice was born in a family under the service of a noble family of the central region of Albion. She grew up in court, the handmaiden and confident of Lady Catherine (see below), eldest daughter of the House. The two girls shared much of their childhood and early adult life, including a torrid and secret romance that, when discovered, cost her lover her place in the family. Driven by guilt, she left with Catherine, swearing to share her mistress fate and defend her to death.*

## CATHERINE

Neutral Lordly Nobility (English) Level 0. Str 14, Dex 11, Con 8, Int 14, Wis 8, Cha 16. HD 1d6-1 (3 hp). AC 17 (hauberk & plate and shield) or 10 (unarmored). BtH +1 melee or +0 ranged. Dmg 1d8+1 (longsword). Save 14. Skills: Court Lore +1. Languages: English, Frankish (literate). Equipment: Dagger, longsword, lance, riding horse, hauberk & plate, shield, heavy crossbow, quiver with 24 bolts. Money: 98sh 66p. Event 3-2: Banished.

*Catherine was born in a powerful family, but with money and status come dangerous enemies. As expected from someone in her position, by the age of 16 she was betrothed to an appropriate suitor. Before the marriage, a spy from an enemy house discovered Catherine had a lover – her handmaiden Beatrice (see above) – and the subsequent scandal was enough to have her banished. To her surprise, Beatrice followed her and they became an unusual, maybe unique, pair on the roads of Albion.*

## BERNARD

Lawful Peasant (English) Level 0. Str 12, Dex 11, Con 10, Int 13, Wis 16, Cha 9. HD 1d6 (4 hp). AC 12 (padded jack) or 10 (unarmored). BtH +0 melee or ranged. Dmg 1d6 (staff). Save 16. Skills: Farmer +1. Languages: English, Arkadian (literate). Equipment: Dagger, staff, padded jack, donkey. Money: 20p. Event 5-8: Scandalous Affair.

*Bernard was but the simple son of a peasant farmer living on the lands near the great cathedral of Canterbury when he felt the call. It was a strange thing, as if the whole world changed but remained the same. He wandered off the farm and found a priest under attack by highwaymen. The priest was mortally wounded but somehow, Bernard's touch channeled the power of the Unconquered Sun and healed the man. He was brought to Canterbury, where he was quickly recognized as one of the Chosen and started his training to join the order of the Unconquered Sun as a cleric, and his strong faith quickly made him go up the ranks. He was a young and powerful cleric, just ordained, when disaster struck – allotted to investigate a monastery in the north, the farm boy Bernard fell in love... With a nun. They gave in to temptation and were discovered by her superiors. Bernard, now disgraced and in a crisis of faith, was sentenced to penitence until his powers were restored by the Sun – if ever. Her lover, now pregnant, was sentenced to go live in an undisclosed monastery far to the North, where she would have the child (who would be given away) and spend the next 18 years in penitence – one year for each of their years of age then they fell in love. Now Bernard is a poor penitent pilgrim, traveling Albion and helping others however he can, until the day he finds redemption or discovers the whereabouts of his lover and his son or daughter.*

## MARTIN

Chaotic City-born (English) Level 0. Str 15, Dex 8, Con 8, Int 18, Wis 9, Cha 8. HD 1d6-1 (3 hp). AC 13/14 vs. ranged (brigandine) or 9 (unarmored). BtH +1 melee or -1 ranged. Dmg by weapon. Save 17. Skills: Butcher +1, Survival +2, Urban Lore +1. Languages: English, Arcadian, Frankish, Iberian (literate). Equipment: Dagger, spear, brigandine, short bow, quiver with 24 arrows. Money: 21sh 10p. Event 6-10: Wildling.

*Martin was the firstborn of a relatively wealthy family of York. On the night of his first birthday, he was taken by a witch – the price for his family's fortune, she told him. Raised in the wilds, the boy showed a brilliance that saved his life more than once. He was educated in the Old Ways of the ancient faith of the land and eventually returned to civilization to learn more about it and about how to bring it down to restore the Old Faith.*

## REES

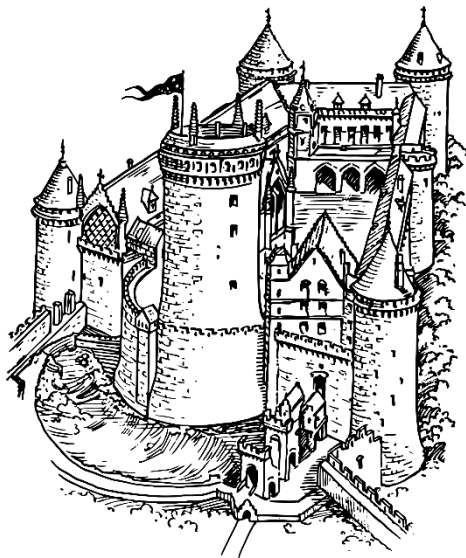
Neutral City-born (Cymri) Level 0. Str 13, Dex 12, Con 10, Int 9, Wis 8, Cha 17. HD 1d6 (4 hp). AC 14/15 vs. ranged (brigandine) or 10 (unarmored). BtH +1 melee or +0 ranged. Dmg 1d6+1 (spear). Save 13. Skills: Horsemanship +1, Scribe +1, Urban Lore +1. Languages: English, Cymric (literate). Equipment: Dagger, spear, fine clothing (15sh), brigandine, fine lute (3sh). Money: 40p. Event 1-4: Cavalry Trained.

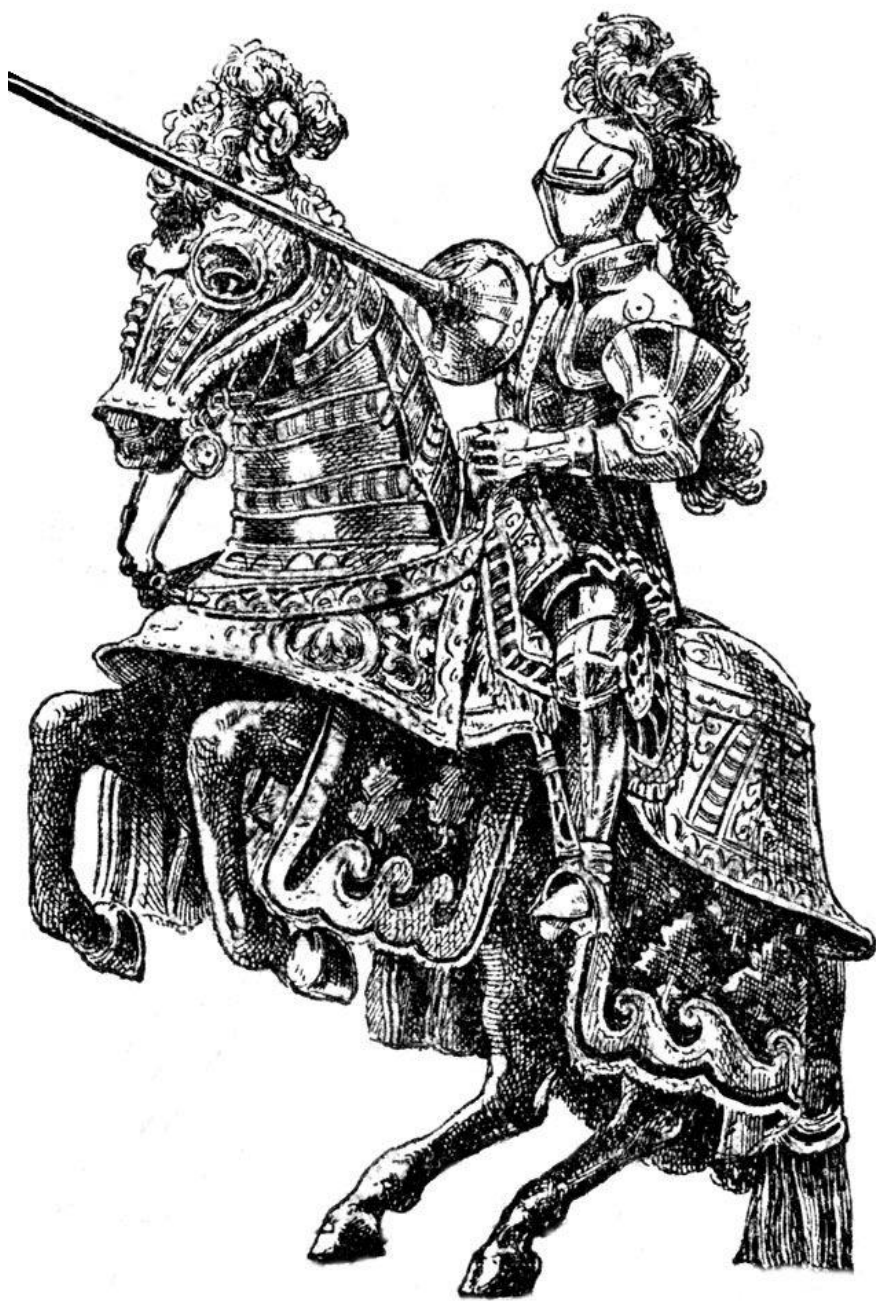
*Rees was brought up a simple stableboy working in Wales. He displays a dangerous combination of extreme good looks and lack of restraint – as a poet will one day say, Rees can resist everything, except temptation. Unfortunately, this means he failed to avoid the temptation of a young lady who was charmed by his deep green eyes and fearing her eight older brothers wouldn't be forgiving, he left his hometown and started to wander, serving all over Albion as a lightly armored mounted combatant, horse trainer, entertainer, lover, and all-around friendly vagabond.*

## TOM

Neutral City-born (Scots Man) Level 0. Str 14, Dex 8, Con 14, Int 12, Wis 13, Cha 12. HD 1d6+2 (6 hp). AC 13/14 vs. ranged (brigandine) or 9 (unarmored). BtH +1 melee or -1 ranged. Dmg by weapon. Save 16. Skills: Eire Lore +1, Merchant +1, Urban Lore +1. Languages: Scot (literate). Equipment: Dagger, warhammer, spear, brigandine, short bow, quiver with 24 arrows. Money: 10sh 92p. Event 2-0: Stolen by Reivers

*Tom hails from Edinburg, where his family made a fortune trading with Scots and English – a dangerous but profitable endeavor. During a business trip to Wales they were attacked by Eirish heathens and Tom was taken, spending many years in Eire. He eventually returned, but whatever he saw and lived across the sea changed him forever, igniting in the young man a wish for traveling and adventuring.*





# Knights Templar for Lion & Dragon

**The Poor Fellow-Soldiers of Christ and of the Temple of Solomon, also known as the Order of Solomon's Temple, the Knights Templar or simply the Templars, were a Catholic military order founded in 1119 and recognized by the Pope in 1139. The order was active until 1312 when it was perpetually suppressed by a conjoined action of the Pope and the King of France.**

The Templars became a favored charity throughout Christendom, and grew rapidly in membership and power. They were prominent in Christian finance. Templar knights, in their distinctive white mantles with a red cross, were amongst the most skilled fighting units of the Crusades. Non-combatant members of the order, who made up as much as 90% of their members, managed a large economic infrastructure throughout Christendom, developing innovative financial techniques that were an early form of banking, building its own network of nearly 1,000 commanderies and fortifications across Europe and the Holy Land, and arguably forming the world's first multinational corporation.

The Templars were closely tied to the Crusades; when the Holy Land was lost, support for the order faded. Rumors about the Templars' secret initiation ceremony created distrust, and King Philip IV of France – deeply in debt to the order – took advantage of this distrust to destroy them and erase his debt. In 1307, he had many of the order's members in France arrested, tortured into giving false confessions, and burned at the stake. Pope Clement V disbanded the order in 1312 under pressure from King Philip. The abrupt reduction in power of a significant group in European society gave rise to speculation, legend, and legacy through the ages.

## INITIATION AND RULES

As with mostly knightly orders, only people of Knightly Nobility or higher social class (L&D, p. 1; 3-4) were accepted. People of lower status could be part of the order only as soldiers, squires, cooks, and other menial tasks – including the management of finances. The knight-to-be also had to answer questions about the faith and prove the absence of diseases like syphilis and epilepsy. After the rules were read and the candidate alerted to the sacrifice he was making by entering the order, he would make a vow of obedience and receive the order's mantle.

Templars were knights and also monks, and followed several rules intended to save their souls more than train them for battle. A knight that failed to follow the rules could lose the right to bear arms, be physically punished, or even expelled.

Some of the order's rules included:

- Wear only white, black, or brown. The knights (and only them) should wear the white tabard with the red cross over the left shoulder.
- Keep the hair short and the beard trimmed.
- Never sleep with in the dark, to avoid the influence of evil in the darkness.
- Never gloat, boast or show excessive pride.
- Eat in silence and only eat meat at most three times a week (exceptions were made during times of war).
- Never wear pointy shoes.
- Vow of poverty (everything a Templar had or came to obtain belonged to the order).
- Only surrender if outnumbered three-to-one (also, if captured, no ransom would ever be paid – death is preferable).
- Right to receive armor, weapons, and three horses from the order.

## TEMPLAR KNIGHT TRAINING

A character who is accepted into the order can receive special training. Upon leveling up, Templars of any class can choose one of these Benefits or choose a Benefit from their class table *or* roll twice on their class table and keep both results:

- +1 combat bonus with one type of weapon.
- +1 Horsemanship skill
- +1 Military skill
- +1 Theology skill
- +1 new Lore or +1 to an existing Lore (as Magister, L&D p. 16-17). Thanks to their centuries-old connection to mystic matters, Templars have access to all possible Lores.

If playing on other OSR rules-set, upon leveling up the character can choose one of the benefits above instead of their class normal benefit for that level.



## TEMPLAR ADVENTURES

**The Holy Grail.** The legend says that after being betrayed and outlawed, Templars, under cover of darkness, sunk a wooden box with golden coins and the Holy Grail in a lake. The exact location varies according to whoever tells the tale, but if proven true, the Holy Cup of the Messiah has the potential to change any medieval-authentic scenario. In this scenario, original remnants of the order might act from the shadows to protect the secret of the Grail, acting to help or hinder any would-be investigators on the artifact's trail. The GM should also consider what the Grail really is – the literal cup from which the Messiah drank? A person (some legends say the Grail is actually the lineage of the descendants of Christ)? A secret power or spell?

**The Secret Temple.** Another legend paints the heroic Templars as the only knightly order of its time truly faithful to the teaching of its religion. In this scenario the Templars were disbanded but remained as a secret society acting from the shadows against any perceived threats to Christendom. In more mundane settings they act to prevent political unrest and protect the faithful, while in settings with supernatural powers they can be literal hunters of demons and supernatural creatures.

**True Monsters.** It is largely accepted that the Templars fell due to the expansion of their military power and the financial crisis affecting France in the 14th Century, with the stories about their black magic rituals being a cover to justify actions against the order. But what if that wasn't the case? In this scenario there really is a number of corrupted Templars acting as a secret chaos cult inside the order, slowly spreading corruption. Are the characters fight against or join them? And can they prevent the destruction of the order?

# Knights Hospitaller for Lion & Dragon

**The Order of Knights of the Hospital of Saint John of Jerusalem, commonly known as the Knights Hospitaller or the Order of Saint John, was a medieval and early modern Catholic military order. It was headquartered in the Kingdom of Jerusalem until 1291, and later on the island of Rhodes, in Malta, and at Saint Petersburg. They lasted until the beginning of the 19th Century and even today several organizations continue the Hospitaller tradition.**

The Hospitallers arose in the early 12th century, as a group of individuals associated with a hospital in Jerusalem, dedicated to John the Baptist and founded around 1099 by Gerard Thom to provide care for sick, poor or injured pilgrims coming to the Holy Land.

After the conquest of Jerusalem in 1099 during the First Crusade, the organization became a military religious order under its own papal charter, charged with the care and defense of the Holy Land. Following the conquest of the Holy Land by Islamic forces, the knights operated from Rhodes, over which they were sovereign, and later from Malta, where they administered a vassal state under the Spanish viceroy of Sicily. The Hospitallers were even active in the Americas during the 17th Century.

The knights became divided during the Protestant Reformation, when rich commanderies of the order in northern Germany and the Netherlands became Protestant and separated from the Roman Catholic, although ecumenical relations between the two branches were mostly amicable. After the 16th Century the order was progressively suppressed until it effectively ceased to exist in its original form at the dawn of the 19th Century.

## INITIATION AND RULES

The Hospitallers were always a mixed order (unlike the Templars, who tended more towards military matters). Their rules didn't specify needed military behavior or the carrying of weapons, only the care of the sick and injured, prayer, and wearing the black mantle with the white cross.

Just like the Templars (and the Teutonic Order, for that matter), only people of Knightly Nobility or higher social class (L&D, p. 1; 3-4) could become knights. People of lower status could be part of the order as soldiers and servants, but the Hospitallers tended to promote non-nobles to higher positions (and even sometimes knight them) more than the Templars and the Teutons. Punishment for rebellious knights also was somewhat lighter than with the Templars.

Some of the order's rules included:

- Be faithful to God, the Church, and the order commander.
- Never surrender to the enemy.
- Always fight the infidels.
- Never lie and always keep promises.
- Defend the weak and care for them.
- Support the sick and those faithful to Christ.

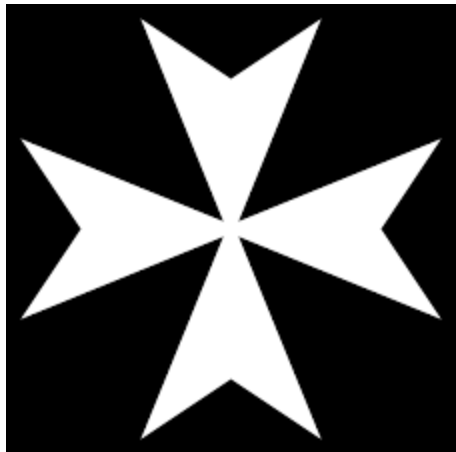


## KNIGHT HOSPITALLER TRAINING

A character who is accepted into the order can receive special training. Upon leveling up, Hospitallers of any class can choose one of these Benefits or choose a Benefit from their class table or roll twice on their class table and keep both results:

- +1 combat bonus with one type of weapon.
- +1 Horsemanship skill
- +1 Theology skill
- +1 new Lore or +1 to an existing Lore (as Magister, L&D p. 16-17). Hospitallers only have access to the Lore of Apothecary, Court Politics, Law, Medicine, and Languages.

If playing on other OSR rules-set, upon leveling up the character can choose one of the benefits above instead of their class normal benefit for that level.



# Teutonic Knights for Lion & Dragon

**The Order of Brothers of the German House of Saint Mary in Jerusalem, commonly known as the Teutonic Order, is a Catholic religious order founded as a military order c. 1192 in Acre, Kingdom of Jerusalem.**

The Teutonic Order was formed to aid Christians on their pilgrimages to the Holy Land and to establish hospitals. Its members have commonly been known as the Teutonic Knights, having a small voluntary and mercenary military membership, serving as a crusading military order for the protection of Christians in the Holy Land and the Baltics during the Middle Ages.

During its initial years, the order was very similar to the Hospitallers. After gaining a papal charter recognizing the order in 1199, they starting wearing the same white mantle of the templars, with a black cross instead of a red one.

Unlike the Templars, the Teutons survive to this day as a purely religious organization since 1810. The Teutonic Order still confers limited honorary knighthoods.

## LEGENDS AND CONTROVERSY

Due to their actions in the 13th Century, during their occupation of Prussia (granted to them by the Pope, as long as they would fight against the heathens there), the Teutonic Knights gained a reputation as cruel and monstrous fanatics. There is enough historical evidence of crimes against humanity committed by the Teutons, but no evidence that they acted with more violence than any other knightly order, but their fearsome reputation remains. It's up to the GMs to decide whether these knights were truly evil and corrupted or not for their campaign.

## INITIATION AND RULES

In the beginning of the order, like the Hospitallers; later, the same as the Templars.

## TEUTONIC KNIGHT TRAINING

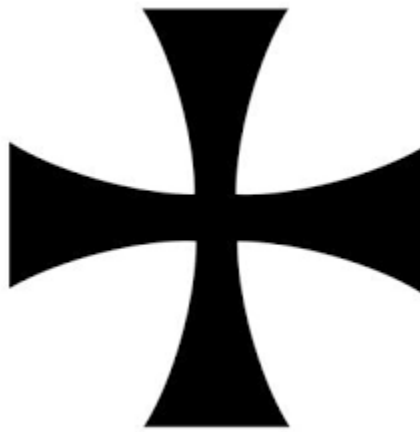
A character who is accepted into the order can receive special training. Upon leveling up, Teutonic Knights of any class can choose one of these Benefits or choose a Benefit from their class table *or* roll twice on their class table and keep both results:

- +1 combat bonus with one type of weapon.
- +1 Intimidation skill
- +1 new Lore or +1 to an existing Lore (as Magister, L&D p. 16-17). Teutons only have access to the Lores of Law and Languages.

If the GM decides the Teutonic Order was indeed corrupt, he may add this benefit to the list:

- +1 Summoning checks.

If playing on other OSR rules-set, upon leveling up the character can choose one of the benefits above instead of their class normal benefit for that level.



# Knightfall Characters for Lion & Dragon

**Knightfall is a historical fiction drama television series that recounts the success, fall, persecution, and suppression of the Knights Templar, as orchestrated by King Philip IV of France. The series focuses on the fictional Templar leader Landry du Lauzon, a brave warrior discouraged by the Templars' failures in the Holy Land who is reinvigorated by news that the Holy Grail has resurfaced.**

Below you will find the stats of the main characters of the series with Lion & Dragon stats. All characters have rolled on the Benefits table for their classes, gaining both rolled boons for each level. These stats can also be used for any other OSR game with minimal conversion.



## LANDRY DU LUZON

Lawful 5th-level Fighter. Str 14, Dex 13, Con 11, Int 10, Wis 12, Cha 13. HD 1d6+1d10+2d8+8 (26 hp). AC 18 (chain hauberk and shield). BtH +5 melee or ranged, +6 with longsword (2 attacks/round). Dmg 1d8+4. Save 14. Benefits: +2d8 hp, -1 Save DC, +2 combat bonus (all), +1 combat bonus (longsword), +1 initiative, +2 parrying with shield, +1 attack with longsword. Skills: Military +1. Languages: Frankish (literate).

## BROTHER DRAPER

Lawful 4th-level Magister. Str 12, Dex 10, Con 11, Int 16, Wis 14, Cha 8. HD 1d6+2d4+3 (11 hp). AC 14 (chain hauberk). BtH +0 melee or ranged. Dmg 1d8. Save 16 (+1 vs. magic, +2 vs. poison). Benefits: +1d4 hp, -1 Save DC, +5 magister lores, +2 to one type of save. Magister Lores: Apothecary +2, Medicine +2, Languages +2. Skills: Draper +1. Languages: English, Arcadian, Frankish (literate).

## BROTHER GAWAIN

Lawful 2nd-level Fighter. Str 17, Dex 8, Con 14, Int 11, Wis 9, Cha 10. HD 1d6+1+1d10+1+2 (13 hp). AC 16 (chain hauberk and shield). BtH +4 melee or +1 ranged, +6 with longsword (2 attacks/round). Dmg 1d8+3. Save 16. Benefits: +2 combat bonus (longsword), +1 parrying with shield, +1 attack with longsword. Skills: Military +1. Languages: Frankish (literate). Special: Gawain suffers from the effects of a critical hit taken during the Siege of Acre equal to result 14 on the critical hit table (L&D, p. 80): He walks with a permanent limp and is only able to run at half-speed.

## PARSIFAL THE FARMBOY

Neutral Peasant Level 0. Str 11, Dex 9, Con 17, Int 9, Wis 10, Cha 13. HD 1d6+2 (6 hp). AC 10 (unarmored). BtH +0 melee or ranged. Dmg by weapon. Save 15. Skills: Farming +1. Languages: Frankish (illiterate).

Eventually Parsifal receives enough experience and becomes:

## BROTHER PARSIFAL

Neutral Peasant 1st-level Fighter. Str 11, Dex 9, Con 17, Int 9, Wis 10, Cha 13. HD 1d6+2+1d10+2 (13 hp). AC 16 (chain hauberk). BtH +2 melee or ranged, +3 longsword. Dmg 1d8+1. Save 15. Benefits: +1 combat bonus (longsword), +1 initiative. Skills: Farming +1. Languages: Frankish (illiterate).

## ADELINA

Neutral City-born 1st-level Thief. Str 10, Dex 15, Con 9, Int 13, Wis 11, Cha 14. HD 1d6+1d4 (6 hp). AC 11 (unarmored). BtH +1 melee, +2 ranged. Dmg by weapon. Save 14. Benefits: -1 Save DC, +2 disguise. Skills: Disguise +2, Merchant +1, Urban Lore +1. Special: Backstab (+4 attack, x2 damage), Thief Skills +1 (pick pockets, open locks, find and remove traps, sneak, listen, climb). Languages: English, Hebrew (literate).

## PHILLIP IV OF FRANCE

Lawful Lordly Nobility 1st-level Fighter. Str 11, Dex 12, Con 10, Int 13, Wis 13, Cha 14. HD 1d6+1d10 (9 hp). BtH +2 melee or ranged, +3 with longsword. Dmg 1d8+1. Save 15 (+2 vs. poison). Benefits: +1 combat bonus (longsword), +1 initiative. Skills: Court Lore +1. Languages: Arcadian, Frankish (literate).

## QUEEN JOAN OF FRANCE AND NAVARRE

Neutral Lordly Nobility 2nd-level Courtier. Str 8, Dex 12, Con 9, Int 13, Wis 10, Cha 17. HD 1d6+1d6+1 (8 hp). AC 10 (unarmored). BtH -1 melee, +0 ranged. Save 12. Benefits: -1 Save DC, +2 Court Lore, +2 Service, one extra language. Skills: Bureaucracy +2, Court Lore +5, Service +4. Special: +1 to reaction rolls when dealing with nobility. Languages: Frankish, English, Iberian (literate).

## PRINCESS ISABELLA

Neutral Lordly Nobility Level 0. Str 8, Dex 12, Con 9, Int 13, Wis 10, Cha 17. HD 1d6 (4 hp). AC 10 (unarmored). BtH -1 melee, +0 ranged. Save 13. Languages: Frankish, Iberian (literate).

## WILLIAM DE NOGARET

Neutral City-born 4th-level Courtier. Str 9, Dex 12, Con 11, Int 15, Wis 11, Cha 14. HD 1d6+2d6+3 (13 hp). AC 10 (unarmored). BtH +0 melee or ranged. Dmg 1d4. Save 15. Benefits: +1d6 hp, +2 saves vs. poison, one extra language, +2 Court Lore, +2 Forge Documents, +4 Law, +2 Urban Lore. Skills: Bureaucracy +2, Court Lore +4, Forge Documents +2, Law +4, Service +2, Urban Lore +3. Special: +1 to reaction rolls when dealing with nobility. Languages: Frankish, English, Arcadian (literate).

## POPE BONIFACE VII

Lawful Lordly Nobility 5th-level Priest. Str 8, Dex 9, Con 12, Int 14, Wis 14, Cha 15. HD 1d6+2d6+4 (14 hp). AC 10 (unarmored). BtH -1 melee, +0 ranged. Save 14 (+2 vs. magic, +1 vs. poison). Benefits: +1d6 hp, -1 Save DC, +1 saves vs. poison, one extra language, +3 Court Lore, +2 Performance, +4 Theology. Skills: Court Lore +4, Performance (religious ceremonies) +4, Theology +6. Languages: English, Arcadian, Frankish (literate).

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