HYGROMANTEIA

SUPPLEMENTAL RULES FOR
MEDIEVAL-AUTHENTIC ROLEPLAYING GAMES

OSR

CREDITS

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.

<div align="center">

Recommended for Mature Players
Compatible with most OSR games
Compatible with LION & DRAGON and DARK ALBION
Compatible with THE INVISIBLE COLLEGE

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Please notice that this is done by a single amateur author and updated as frequently as possible, based on public interest. Also, this title will always remain a free / pwyw title, but if you consider it worth it and would like to support future updates and expansions, you can always go back to drivethrurpg.com and contribute. All contributions are reinvested in the community (used to buy other independent author's works and pay for exclusive art) and used to sponsor time off from my 9-5 job to write.

Happy gaming!

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The Joys of 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 Redymaine 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 Jojovich, 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.

The Rules We Use

Below you will find the bones of an OSR rules set to use with this supplement. There are descriptions for seven character classes, rules for skills, combat, and magic. Note that you can also use this supplement with any other OSR rules set of your preference.

These rules are based on the open game content of the **Lion & Dragon** game and the **Dark Albion** setting books, both published by Dice of Might. However, despite being very close to how they were originally presented in that books, the rules for these classes are *not* exactly the same – especially regarding magic. (**Lion & Dragon** has a very unique magic system that simulates real-life medieval beliefs about the supernatural and we strongly recommend that you refer to that book for those rules.)

Four basic human classes (Cleric, Fighter, Magic-User, and Thief) and three demi-human classes (Dwarf, Elf, and Halfling) are presented here with minimal fluff. The GM is encouraged to use these rules to develop setting-specific rules and descriptions on how these classes work, changing any rules to match their own vision of the setting they choose.

The demi-human classes presented below are here for the sake of completion – in most medieval-authentic games these classes would be substituted for specific ethnic human classes – Elves could represent an advanced culture with ancient ties to otherworldly fey creatures (such as mythic Irish or Welsh peoples), Dwarves could represent martial cultures with a tendency to resistance in combat (such as mythic Scottish, Nordic, or Germanic peoples) and Halflings could represent peaceful settlers from several different peoples. To make the change, consider the culture you're trying to emulate and change details such as background skills and any other class benefits you'd like.

GENERATING 0-LEVEL STATISTICS

With very rare exceptions, every character begins as a level 0 character:

Ability Scores: Use your favorite ability score generation method from any OSR or d20 game. We recommend either rolling for each stat (STR, DEX, CON, INT, WIS, CHA) using 3d6 in order, or distributing 72 ability points (minimum 6, maximum 16).

Modifiers are then as follows:

Ability Score	Modifier	Ability Score	Modifier
3 or less	-3	13-15	+1
4-5	-2	16-17	+2
6-8	-1	18	+3
9-12	0		

Starting Hit-points: 0-level characters begin the game with 1d6 hit points, modified by CON.

Languages: Characters begin speaking the Common language for the setting (in **Dark Albion** that would be Anglish) and their racial language, if they are demi-humans. Characters speak one extra language for every +1 to their INT modifier.

Combat Bonus: At level 0, PCs do not begin with any base combat bonus to hit opponents. Their melee attacks are only modified by STR; while ranged missile attacks are only modified by DEX.

Saving Throws: 0-level characters start with a Base Save DC of 16, minus the value of their CHA modifier (to reflect luck). Thus, a character with a +1 CHA modifier has a base Save DC15, while an unlucky character with a −2 CHA modifier starts with a Base Save DC 18. This is the number characters must equal or surpass in order

to succeed in a saving throw. It is rolled with a D20 and usually modified by an ability score modifier.

—STR modifies saves against movement restriction (nets, shackles, glue, etc.); DEX modifies saves for area effects and reflexes; CON modifies saves versus aging, poison, disease and instant-death; INT modifies saves where quick-thinking is important as well versus any forms of illusion and mental confusion; WIS modifies saves versus magic of any kind not listed elsewhere or temptation; and CHA modifies saves versus mind-controlling effects and psychic powers.

SKILLS

Roll a D20 plus relevant attribute plus any relevant skill bonuses, plus any miscellaneous bonus at the GM's discretion (for things like social class, past career, etc).

—Skill DC is 0 for automatic tasks (don't bother rolling), 5 for very easy or well-trained tasks, 10 for simple common tasks with relatively unlimited time to be completed, 15 for more difficult or less-known procedures or a lesser task to be done within a time limit; or 20 for extremely difficult challenges that only the most lucky and well-trained individuals would have a small chance of completing.

Character Classes

Each class has a starting hit point value (granted in addition to 0-level HP, plus additional hit points thereafter); a starting combat bonus (bonus to hit, or BtH), and starting saving throw bonuses. After that, at each level including level 1, characters roll on the benefits table. They can roll twice randomly, or choose one single result non-randomly.

Bonuses to skills, attacks with specific weapons, or to spell checks, etc., can all be applied to the same skill/weapon/spell more than once if rolled multiple times, unless explicitly prohibited in the description.

BASE CLASS: CLERIC

AKA Crusader, Healer, or Priest

—**Starting HP:** 1d6 (modified by CON); +1 per level thereafter (not modified)

—**Combat Bonus:** +1

—**Saving Throws:** +2 vs. magic

—**Special:** Start with one level 1 cleric spell

—**Turn Undead:** Clerics can try to turn undead, by concentrating a full round and rolling a D20 + WIS + Level; versus a DC of 12+ the Hit Die of the most powerful undead present in the area. If they roll over the DC they turn 2d6 hit dice of undead (minimum 1 monster), within a 60' area, who will flee at full speed from the cleric for 10 minutes. If they roll a natural 20, they turn 1d6 extra hit dice. If they succeed by more than 10 they will instead destroy 2d6 HD of undead (+1d6 extra on a natural 20). Some very powerful undead may have bonuses to resist being turned, and some truly iconic undead may be immune to turning.

Cleric Benefits Table (1d10)	
1	+1d6 hit points, modified by CON or add +1 to a single ability (maximum 18)
2	+1d6 hit points, modified by CON
3	Reduce Saving Throw DC by 1
4-5	+1 available spell (player choice)
6	+1 available spell (random roll)
7	+1 bonus to Demonology or Theology skill; or +1 language
8-9	+1 combat bonus with one type of weapon
10	+2 saving throws vs. magic or +1 to another type of saving throw or add +1 to a single ability (maximum 18)

BASE CLASS: FIGHTER

AKA Combatant, Man-at-Arms, or Warrior

—**Requirements:** STR 9+

—**Hit-Points:** 1d8 (modified by CON), at 1st level. +2 per level thereafter (not modified)

—**Combat Bonus:** +2

—**Saving Throw:** N/A

—**Special:** When fighting multiple opponents of 1 level/HD, Fighters can attack a number of opponents equal to their level (to the maximum of the number of opponents available within 10' of him) each round. If one or more opponents in the area are of higher level/HD, the fighter must choose to either use his special ability and not attack the higher-level opponents, or attack normally without the special ability.

—**Special:** Fighters add half their level (rounded up) to all melee and ranged damage.

Fighter Benefits Table (1d12)	
1	+1d8 hit points, modified by CON or add +1 to a single ability (maximum 18)
2	+1d8 hit points, modified by CON
3	Reduce Saving Throw DC by 1
4-5	+1 combat bonus (all)
6	+1 combat bonus with one type of weapon
7	+1 bonus to Horsemanship or Military skill.
8	+1 to parrying with a shield or with a specific weapon when fighting defensively (partial or total defense)
9-10	+1 Initiative
11	+2 to one type of saving throw (choose from poison, area-effects, magic, etc.)
12	+1 extra attack with one type of weapon (must be used for melee or missile attacks only) or add +1 to a single ability (maximum 18)

BASE CLASS: MAGIC-USER

AKA Magister, Sorcerer, or Wizard

—**Starting HP:** 1d4 (modified by CON); +1 per level thereafter (not modified)

—**Combat Bonus:** +0

—**Saving Throws:** +2 vs. magic

—**Special:** Magic-users begin with *read magic* and *detect magic*, plus one other available level 1 magic-user spell.

Magic-user Benefits Table (1d10)	
1	+1d4 hit points, modified by CON or add +1 to a single ability (maximum 18)
2	Reduce Saving Throw DC by 1
3-4	+1 available spell (player choice)
5-6	+1 available spell (random roll)
7-8	+2 bonus to a knowledge/lore skill (History, Law, Medicine, Occultism, Theology, etc.); or +1 language
9	+2 to one type of saving throw
10	+2 to Magic Checks with one favored spell or add +1 to a single ability (maximum 18)

MAXIMUM SPELL LEVEL

A spellcaster (Cleric, Magic-User, or Elf) can select spells of a maximum level equal to one-half their character level (rounding up). That is, a level 1 spellcaster can learn level 1 spells, a level 3 spellcaster can learn level 2 spells, a level 5 spellcaster can learn level 3 spells and so on.

BASE CLASS: THIEF

AKA Agent, Rogue, or Spy

—**Requirements:** DEX 9+

—**Hit-Points:** +1d4 hit points, modified by CON, at 1st level. +1 hit point per level thereafter (not modified).

—**Combat Bonus:** +1

—**Saving Throws:** Reduce base Saving Throw DC by 1.

—**Special:** Thievery. Begin with a +1 bonus to all of the following "thief skills": Climb, Find and Remove Traps, Open Locks, Pick Pockets, Perception, and Stealth

—**Special:** Backstab. Thieves get a +4 bonus to hit in surprise attacks, rather than +2. On a successful hit, they do double damage.

Thief Benefits Table (1d12)	
1	+1d4 hit points, modified by CON or add +1 to a single ability (maximum 18)
2	Reduce Saving Throw DC by 1
3	+2 bonus to skill in Appraising, Forging, or Disguise
4	+2 bonus to skill in Urban Lore, Survival, or Court Lore; or +1 language
5	+2 bonus in Artifact Lore (knowledge of unusual objects, historical or magical)
6-7	+1 bonus to any 2 basic thief skills
8	+1 combat bonus in one type of weapon (e.g., long sword)
9	+2 saving throws bonus versus one type of saves (poison, area effects, magic, etc.)
10	+1 bonus to hit when doing a surprise attack
11	+2 to Backstab damage (applied to total, not multiplied)
12	+1 to multiplier of Backstab damage (i.e. "double damage" becomes "triple damage", "triple damage" becomes quadruple damage, etc.) with a maximum of quintuple damage; or add +1 to a single ability (maximum 18)

DEMI-HUMAN CLASS: DWARF

—**Requirements:** CON 9+

—**Hit-Points:** +1d10, modified by CON, at 1st level. +1 per level after (not modified).

—**Combat Bonus:** +1

—**Saving Throws:** +2 vs. poison

—**Special:** Dwarven Knowledge. Dwarves start with +2 to their Engineering, Mansory, or Metalworking skill (choose one).

—**Special:** Dwarven Attack. Dwarves have a berserker attack; they can subtract 2 points of AC for the next round to either get a +1 bonus to hit or to damage.

DEMI-HUMAN CLASS: ELF

—**Requirements:** INT 9+

—**Hit-Points:** +1d6, modified by CON, at 1st level. +1 per level after (not modified).

—**Combat Bonus:** +1

—**Saving Throw:** Reduce base Saving Throw DC by 1.

—**Special:** Keen Senses. Elves have a +2 to Perception checks (noticing hidden doors, ambushes, etc.) due to their keen senses.

—**Special:** Thievery. Elves begin with a +0 bonus to all of the following "thief skills": Climb, Find and Remove Traps, Perception, and Stealth.

Dwarf Benefits Table (1d10)	
1	+1d10 hit points, modified by CON or add +1 to a single ability (maximum 18)
2-3	+1d10 hit points, modified by CON
4	Reduce Saving Throw DC by 1
5	+1 bonus to Engineering, Metalworking, or Stoneworking skill
6	+1 combat bonus with one type of weapon (e.g., battle-axe)
7	+1 bonus to-hit when charging
8	+2 save bonus against disease or poison; or +1 to any other type of save (area-effects, magic, etc.)
9	+1 bonus to berserker attack (i.e., can subtract another -1 from AC to add to hit or to damage)
10	+1 bonus to damage with one type of weapon (e.g., battle-axe) or add +1 to a single ability (maximum 18)

Elf Benefits Table (1d12)	
1	+1d6 hit points, modified by CON or add +1 to a single ability (maximum 18)
2	+1d6 hit points, modified by CON
3-4	Reduce Saving Throw DC by 1
5	+1 available spell (Player's choice)
6	+1 available spell (random roll)
7-8	+1 combat bonus with one specific weapon type (e.g., long sword)
9	+2 bonus to any thief skill (see above); or +2 to a knowledge/lore skill (History, Law, Medicine, Occultism, Theology, etc.); or +1 additional language
10	+2 bonus to any thief skill (see above); or +1 available spell (random roll)
11	+1 to Magic Checks with one favored spell
12	Choose any one of results 1-10 above or add +1 to a single ability (maximum 18)

DEMI-HUMAN CLASS: HALFLING

—**Requirements:** DEX 9+, CON 9+

—**Hit-Points:** +1d6, modified by CON, at 1st level. +1 per level after (not modified).

—**Combat Bonus:** +1 melee

—**Saving Throw:** Reduce base Saving Throw DC by 1.

—**Special:** Thievery. Halflings begin with a +0 bonus to all of the following "thief skills": Climb, Find and Remove Traps, Perception, and Stealth.

—**Special:** +2 AC vs. attacks from creatures larger than man sized.

—**Special:** +1 Bonus to Hit with missile weapons

Halfling Benefits Table (1d10)	
1	+1d6 hit points, modified by CON or add +1 to a single ability (maximum 18)
2-3	Reduce Saving Throw DC by 1
4-5	+1 bonus to any 2 basic thief skills
6	+2 bonus to skill in Cooking, Farming, Service, or Urban Lore or any +1 language
7	+1 combat bonus with one type of weapon (e.g., dagger)
8	+1 bonus to hit when doing a surprise attack
9	+1 Initiative
10	+2 to damage (applied to total, not multiplied) when doing a surprise attack or add +1 to a single ability (maximum 18)

MULTICLASS CHARACTERS

Human characters (that is, Clerics, Fighters, Magic-Users, and Thieves) can sometimes become "multiclass" characters – obtaining abilities from a different class.

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.

Spells (from the Cleric class or Magi-User classes) 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, or 8.

From the Magic-User class, a character could choose the Benefits 7-8.

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

CASTING SPELLS: ROLL TO CAST

Characters have a limited number of known spells, but don't need to use spell slots to cast them. A character can cast any spell at any time, at will, by making a spellcasting check, also known as a Magic Check.

A Magic Check is 1d20 + ability score modifier (INT for arcane spells or WIS for divine spells) + character level.

At GM's discretion, a character may use a different ability score to cast spells (such as CHA for characters who learn their spells naturally or through a supernatural entity).

The DC to cast any spell is 12 for 0-level spells, +2 for each spell level (DC 14 for 1st-level spells, DC 16 for 2nd-level spells, and so on, up to DC 30 for 9th-level spells).

If the Magic Check is successful, the spell works as intended this time.

If the spellcaster fails the Magic Check, it means the concentration needed wasn't achieved (the character lost time focusing). There are no additional penalties beyond losing the turn (the character can keep trying on the next turn or even try a different spell).

If the spellcaster fails by 5 or more, then the spell is temporarily lost – they can't try to cast that specific spell again until they have prayed, studied their spellbook, spent some time in meditation, etc. (The specifics of how to recover a spell are left to GM discretion and should be worked with the player).

If the spellcaster fails by 10 or more or if a natural 1 is rolled, then the spell was a miscast with disastrous results – the wrong targets are affected, the reverse effect is obtained, or something similar at GM's discretion. One of the most common results of such failure is *mana burn*, a specific magical damage (the spellcaster takes 1d4 points of damage, plus 1 point per spell level, that can't be reduced in any way).

USING SKILLS

All skills (including actions based on bonuses granted by class background or race) are checked by rolling a d20 and adding an ability score bonus and the skill bonus, if applicable. The base difficulty check number that must be equaled or surpassed for success varies according to the difficulty of the task. The following can be used for guidelines when no specific difficulty challenge (DC) is indicated:

For **simple activities** with relatively **unlimited time** the **DC is 10**.

For **challenging tasks** that or **tasks with a time limit**, the **DC is 15**.

For **exceptionally difficult challenges**, the **DC is 20**.

Some skill checks might depend on opposed rolls, when two characters are at odds with each other, for example Sneaking vs. Perception. In such cases, both characters roll and add their bonuses, with the higher result succeeding.

Note that at the GM's discretion, most background skill checks can be attempted by characters who have no actual skill bonus in the skill; if it would make sense that such "untrained" efforts could be attempted. Characters making unopposed skill checks can choose to "take 10" (simply assuming they rolled a 10) instead of rolling the die, IF they have at least a +1 bonus from training in the relevant skill; characters attempting a check "untrained" must always roll the die.

If multiple characters are attempting to perform a single task, the skill check is only rolled by the character with the highest skill bonus; for each other character who has at least a +1 bonus (be it from the relevant skill or from an ability score or miscellaneous bonus) and is aiding the main character, the character checking the skill gets an additional +1 bonus. The GM decides just how many characters can theoretically "help" in any given situation, it's possible that 'too many cooks spoil the broth'.

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 to obtain Benefits not listed in their 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** 16, **Wis** 9, **Cha** 13

HD 1d6+2d4+4 (12 hp), **Init** +0, **AC** 10 (unarmored), **BtH** +0 melee or ranged, +1 with longsword, Dmg 1d8, **SV** 15 (+1 vs. magic, +2 vs. poison)

Magister Lores. Alchemy +1, Court Politics +1, Languages +1

Magical Skills. Astrology, Cures (diseases, infection), Battle Magic (unseen, break/make seal)

Background Skills. Military +1

Equipment. Knightly clothing, dagger, longsword, Magister staff

Prestige Classes in Lion & Dragon

A "prestige class" represents special training within a set of abilities, an order, or organization. It can also represent some kind of essential change made to the character by the environment or new powers obtained through supernatural means.

To enter a prestige class the character needs to have specific training with a member of that class, or unlock it by reading a specific text or manual, receiving instruction from a demon or spirit, or undergoing some kind of change. Whatever the method decided by the GM, once the prestige class is available, upon level up the Player can choose a Benefit from the character's original class' Benefits Table or from the prestige class' Benefits Table. If rolling randomly for the improvement, the Player can roll once on the original class table and once on the prestige class table, but not twice on the prestige class table.

PRESTIGE CLASS EXAMPLE: DRAGONSLAYER

They come from all walks of life, from all cultures and societies. They may be poor or wealthy, strong or wise, good or evil, skilled with blade or spell. But all dragonslayers share a singular courage and strength of heart - a necessary commodity in their line of work.

In Dark Albion. In the world of Dark Albion, dragons have not been seen for almost 200 years, and even then, those last ones slain in those times were quite small. Thus, would-be dragonslayers are rare and usually contend with drakes and other minor opponents.

Many clerics (and religion-oriented fighters) follow in his footsteps, and there is a semi-formal order of clerics and knights who train as dragonslayers. Members of this informal order gather once every four years in Windsor (west of London), at the *George & Dragon* inn.

Saint George was the first and most famous dragonslayer, having defeated the greatest wyrm the world has ever seen.

To become a dragonslayer, the candidate must find and be trained by a member of the order, or read the sacred texts that retell the story of the order's founder, St. George.

Roll 1d10	Class Benefits Table
1	+1d4 hit points, modified by CON
2-3	+1 Dragon Lore (knowledge about powers and weaknesses of dragons and clues about their habits, also applies to attempts to notice and track them)
4-5	+1 damage with melee weapons against dragons and similar creatures (drakes, wyverns, etc.)
6	+1 to combat bonus with one type of weapon
7	+1 bonus to-hit when charging on horseback
8-9	+2 to saving throws against area effects OR +1 to any other saving throw category (magic, poisons, etc.)
10	-1 point of damage per die of damage from a dragon's breath weapon

Georgius

FAMOUS DRAGON SLAYERS

BOWEN

Level 9 Fighter. Str 13, Dex 13, Con 13, Int 11, Wis 10, Cha 13. HD 1d6+1+1d10+1 plus 5d8+5 plus 14 (44 hp). Init +1. AC 16/17 vs. ranged (brigandine and shield) or 12 (unarmored). BtH +5 melee or ranged, +6 with longsword (3 attacks/turn), +8 parrying with shield. Damage 1d8+6 (longsword), +2 damage vs. dragons. Save 13 (+2 vs. area effects). Skills: Horsemanship +1, Military +1. Languages: Anglish (literate).

Bowen was a Knight of the Old Code who, believing he was betrayed by a dragon who he trusted to save the life of his prince, became a dragonslayer. In his prime Bowen killed "many dragons". His story is told in the 1996 movie Dragonheart.

GALEN OF CRAGGANMORE

Neutral Peasant Level 5 Magister. Str 11, Dex 10, Con 12, Int 16, Wis 9, Cha 13. HD 1d6+1d4 plus 4d4 plus 4 (18 hp hp). Init +0. AC 14 (padded jack and dragonscale shield) or 10 (unarmored). BtH +0 melee or ranged, +3 with *Sicarius Dracorum*, +4 parrying with shield. Damage 1d6+1 (*Sicarius Dracorum*). Save 15 (+1 vs. magic, +2 vs. area effects). Magister Lores: Alchemy, Languages. Magical Skills: Battle Magic (blasting wand, bread of Gideon). Skills: Dragon Lore +1, Farming +1. Languages: Anglish, Arcadian, Frankish (literate).

Galen is the sole student of the famous wizard Ulrich of Cragganmore. The story of their battle against the venerable dragon Vermithrax Perjorative is told in the 1981 movie Dragonslayer.

MARGARET OF ANTIOCH

Lawful Level 8 Cleric. Str 9, Dex 12, Con 13, Int 10, Wis 15, Cha 13. HD 1d6+1+1d8+1 plus 2d6+2 plus 7 (23 hp). Init +0. AC 12 (unarmored). BtH +1 melee or ranged, +2 with staff. Damage 1d6 (staff). Save 11 (+2 vs. magic). Miraculous Powers: Blessing, Divine Inspiration, Holy Light +2, Holy Weapon, Laying Hands, Sanctuary, Turn Undead, Visions +2. Skills: Herding +1. Languages: Arcadian (literate).

Margaret was a native of Antioch and the daughter of a pagan priest who rejected paganism and consecrated her life to the Sun. She was disowned by her father and lived in the country keeping sheep with her foster mother (in what is now the Land of the Turks). A powerful Arcadian governor asked to marry her, but with the demand that she renounce the Sun. Upon her refusal, she was cruelly tortured, during which various miraculous incidents occurred. One of these involved being swallowed by a dragon, from which she escaped alive when the solar disk she carried irritated the dragon's innards.

Margaret of Antioch's story is based upon real-life St. Margaret the Virgin.

NEW MAGIC ITEMS

Dragonscale Shield. This shield reinforced with dragon scales grants a +2 bonus to AC and a +2 bonus on saving throws vs. dragon's breath, and on a successful save the character takes no damage. Even on a failed save, the shield still reduces the damage of dragon breath by 1 point per die of damage (minimum 1).

Sicarius Dracorum, the "Dragonslayer". This heavy spear was enchanted by Galen with the help of Ulrich's amulet. It counts as a magical weapon that grants a +1 bonus to attack and damage and deals double damage against dragons and related creatures. Additionally, in the hands of a Magister, the spear can be activated once per day as a blasting wand (L&D, p. 37-38) that causes 2d6+2 points of damage. The Magister can activate the blasting effect after successfully hitting with an attack, adding the blasting damage to the spear's damage.

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 roller. 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: Anglish; 10-11: Scots Men; 12: Exotic [1]

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

[1] "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).

ARN

Lawful Peasant (Anglish) 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: Anglish, 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 went 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 (Anglish) 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: Anglish, 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 (Anglish) 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: Anglish, 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 (Anglish) 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: Anglish, 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.

BARBARA CROWLEY

Neutral Knightly Nobility (Anglish), Level 0. Str 10, Dex 14, Con 9, Int 14, Wis 10, Cha 15. HD 1d6 (4 hp). Init +1. AC 15/16 vs. ranged (brigandine). BtH +0 melee, +1 ranged. Dmg 1d8 (longsword). Save 15. Skills: Military +1. Languages: Anglish and Frankish (literate). Equipment: Dagger, brigandine, longsword, shield, riding horse, heavy crossbow and quiver with 24 bolts. Money: 24sh. Event 1-5: Courtier (+1 to reaction rolls when dealing with nobility).

Barbara is the twin sister of Christopher and, in many ways, is more talented than her brother. Her greatest weakness is her lack of focus, which prevents her from concentrating in any one endeavor for long enough to become really skilled. She's a bit of a tomboy and enjoys riding and hunting, but is also very vain and proud of her good looks. She abhors the idea of getting married, but has many suitors, who she constantly manipulates to get her way; her current favorite is the young Owen, a not very bright night of the Hautreeve family. Barbara and Christopher remain best friends and confidants to this day, and she is probably the only person to suspect of his attraction to Elizabeth.

CHRISTOPHER CROWLEY

Lawful Knightly Nobility Level 0 Magister. Str 9, Dex 10, Con 11, Int 16, Wis 9, Cha 13. HD 1d6 (4 hp). Init +0. AC 15/16 vs. ranged (brigandine and shield) or 10 (unarmored). BtH +0 melee or ranged. Damage 1d8 (longsword). Save 15. Skills: Military +1. Languages: Anglish, Arcadian, Frankish (literate). Equipment: Dagger, brigandine, longsword, shield, riding horse. Money: 50sh. Event 3-0: Stolen by Reivers.

When he was very young, Christopher and his twin sister Barbara were abducted by a rebellious band of Scotsmen. On the first night he managed to set her free (and she was later found by a family retinue, unharmed), but he was recaptured and held hostage for over a year. During this period he met and befriended a young Duncan (whom he taught how to read), who was responsible for keeping the young Anglish noble in line. He was eventually rescued, but not before undergoing extreme distress he refuses to talk about up to this day. Upon his return Christopher was lucky enough to be put under the tutelage of the famed Barbarigo of Valletta, a famed Magister from the continent. He was also cared for by a young Elizabeth Saintjohn, for whom he developed romantic feelings that persist to this day - despite her clerical vows.

ELIZABETH SAINTJOHN

Lawful (Anglish) Level 0. Str 12, Dex 10, Con 8, Int 11, Wis 15, Cha 15. HD 1d6-1 (3 hp). Init +0. AC 10 (unarmored). BtH +0 melee or ranged. Damage 1d4 (dagger). Save 15. Skills: Farming +1. Languages: Anglish (literate). Equipment: Dagger. Money: 70p. Event 4-6: Lost Heirloom.

Elizabeth grew up as a servant of the Crowley family before her faith bloome and she was chosen by the Unconquered Sun and taken away to be trained as a cleric. During her first month as an acolyte, she was taken advantage of and deceived by a traitorous priest, who manipulated her into unknowingly stealing a relic of the church for him. When she found out what she had done, it renewed her faith and she secretly vowed to retrieve the item. As a young girl she used to be a babysitter for the young Crowley twins and has had feelings for Christopher since they were children, but refuses to follow them due to her clerical vows. Because she considers herself a sinner due to these feelings, she occasionally indulges in self-flagellation to avoid temptation. The practice is considered tacky and too close to chaos worship by the mainstream clergy, but is received well in some fanatic subsects of the church.

DAWN OF THE RED SEAL

Formerly *Lady Grace*

Neutral Lordly Nobility (Anglish) Level 0. Str 11, Dex 16, Con 8, Int 13, Wis 9, Cha 14. HD 1d6-1 (3 hp). Init +2. AC 14 (padded jack). BtH +0 melee or +2 ranged. Damage 1d8 (longsword or longbow). Save 15. Skills: Court Lore +1. Languages: Anglish, Frankish (literate). Equipment: Dagger, padded jack, longsword, riding horse, long bow and quiver with 24 arrows. Money: 2L 25sh 88p (includes all money gathered after selling what was left of her inheritance, including a chainmail hauberk and a shield). Event 1-6: Disinherited.

Many rumors surround the light-haired Dawn of the Red Seal, from "being the child of a devil and a serving wench" to "being the fairy queen in disguise". She is actually a noble-born woman thrown into an adventuring life after her family lost everything. Dawn's family (parents, an older brother and an older sister) were ascended nobility who bought their title with gold gained from seafaring commerce two generations ago, and they were close and happy - something unusual for people in their position. When Dawn was 15, her sister got married to a noble magister. After that, the family's luck seemed to vanish: their Ships sank or were lost, warehouses burned, and crops failed; Dawn's father came down with a sickness no healer could treat; her mother wasted away in sadness; her older brother was captured by raiders from Eire; and her older sister seemed to not care at all, as if she was ensorcelled. Dawn found out her brother-in-law was drugging and using demonic curses and spells to assume control of the family's fortune, and started to fight back. She was discovered and was forced to run, but not before stealing his books about poison and even one of his spellbooks (that she can't really use or even read). Through her friendship with Barbara Crowley, she joined the Crowley family under a false name as a servant to hide from her enemies.

DUNCAN

Neutral (Scot Man) Level 0. Str 14, Dex 10, Con 18, Int 9, Wis 8, Cha 8. HD 1d6+4 (7 hp). Init -1. AC 12 (padded jack). BtH +1 melee or +0 ranged, +2 with Honor. Damage 1d10+1 (Honor). Save 15. Skills: Farming +1. Languages: Anglish (literate). Equipment: Dagger, padded jack, two-handed sword with inscription Tu Dae Fadda ("honor thy father", counts as a named weapon, L&D p. 69). Money: 50p. Event 5-8: Scandalous Affair.

When he was very young, Duncan became friends with a hostage taken by his clan - young Christopher Crowley, who taught him how to read. Later, in his early teens, he fell in love with Debra, the daughter of the leader from an enemy clan who was betrothed to his clan's future leader, Angus (his cousin). That marriage was supposed to bring peace between the clans, and when they were discovered, Duncan's cousin challenged him to a duel. He preferred to run instead of risking killing a kinsman, and Debra followed him. They were ambushed by Angus and other warriors and tried to escape, but Debra was wounded in the fight and bled out. Going into a rage, Duncan killed many of his kinsmen that day, and ran away to the south. He sought out the young Anglish nobleman who had been his hostage and they rekindled their strange friendship, and now Duncan serves House Crowley as a bodyguard and hired sword.

MARTIN

Chaotic City-born (Anglish) 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: Anglish, 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 (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: Anglish, 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 (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, large trained dog. Money: 32p. Event 2-0: Stolen by Reivers

Tom hails from Edinburg, where his family made a fortune trading with Scots and Anglish – 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.

100 Randomly Generated Ability Score Arrays

Tired of rolling 3d6 six times in order to generate a new character? We've got you covered, fam. Just roll 1d100! All these ability arrays have the same total number of "points" invested in them (standard 25-point ability buy) and were randomly generated with an online roller.

#	STR	DEX	CON	INT	WIS	CHA	#	STR	DEX	CON	INT	WIS	CHA
1	8	13	12	12	15	12	51	14	8	14	12	13	12
2	10	8	9	12	15	16	52	9	11	14	17	10	8
3	11	15	17	8	8	9	53	8	12	8	16	11	15
4	8	8	17	13	12	11	54	14	11	16	12	9	9
5	8	15	13	12	14	10	55	10	12	14	8	16	11
6	10	16	13	8	15	8	56	14	13	12	13	8	13
7	15	15	10	8	12	11	57	12	8	9	16	16	8
8	9	12	10	18	8	10	58	16	10	13	15	8	8
9	10	12	8	15	11	15	59	13	11	16	13	8	10
10	14	8	9	18	8	10	60	8	8	12	16	11	15
11	11	13	14	15	11	8	61	15	8	10	17	8	10
12	11	12	17	8	8	13	62	13	17	10	12	9	8
13	10	10	13	11	8	17	63	15	10	9	10	14	14
14	12	10	12	8	13	16	64	15	10	13	15	9	9
15	10	15	14	10	14	9	65	10	16	8	17	8	8
16	12	16	13	13	8	9	66	14	10	18	9	8	8
17	11	11	9	13	17	8	67	10	9	15	13	12	13
18	11	9	15	15	9	12	68	17	11	13	11	8	9
19	17	8	12	13	10	9	69	8	14	9	15	12	14
20	16	13	10	14	9	9	70	12	11	13	16	11	8
21	16	8	14	10	11	12	71	10	13	15	13	11	10
22	12	12	12	13	12	12	72	11	8	13	14	15	11
23	11	10	14	17	8	9	73	12	10	14	11	16	8

#	STR	DEX	CON	INT	WIS	CHA	#	STR	DEX	CON	INT	WIS	CHA
24	14	11	13	12	11	12	74	18	8	8	14	11	8
25	13	11	11	13	15	9	75	9	10	10	17	12	11
26	11	18	12	8	9	9	76	9	13	13	13	9	15
27	8	18	13	8	12	8	77	9	15	11	12	11	14
28	9	11	16	9	10	15	78	11	16	8	13	9	14
29	11	9	12	15	9	15	79	11	15	11	9	13	13
30	18	8	9	8	8	15	80	17	8	11	14	9	10
31	13	15	15	8	8	12	81	11	17	13	9	10	9
32	15	8	8	18	9	8	82	15	14	8	14	12	9
33	14	10	12	17	8	8	83	12	13	14	12	11	11
34	13	12	16	14	8	8	84	16	8	14	15	8	9
35	15	10	9	14	8	15	85	9	11	15	17	8	8
36	10	14	11	12	16	8	86	14	9	12	8	12	16
37	16	12	11	13	8	11	87	12	11	12	9	17	8
38	15	9	18	8	8	8	88	17	9	10	10	10	13
39	8	15	8	15	11	14	89	16	14	11	8	13	9
40	12	10	8	11	15	15	90	16	17	8	8	8	10
41	12	8	18	8	10	11	91	8	9	14	18	10	8
42	11	12	16	14	8	10	92	9	18	14	9	8	9
43	15	12	10	16	9	8	93	10	10	17	9	10	13
44	16	14	8	12	12	9	94	12	15	14	11	10	10
45	8	15	12	12	12	13	95	14	15	10	9	11	13
46	13	8	16	14	8	12	96	15	11	15	11	9	10
47	13	10	8	9	12	17	97	11	11	11	12	10	16
48	15	8	8	11	16	12	98	12	11	10	13	16	9
49	9	16	16	11	9	8	99	8	17	8	9	16	9
50	8	15	16	14	9	8	100	14	11	10	9	8	17

Optional Combat Rules for OSR Games

These rules were modified from those originally presented in Lion & Dragon, but they can be used in any OSR game.

ARMOR AND WEAPON EFFECTS

Splintering Shields. When hit, a character can sacrifice a held shield to take half damage from the attack. The shield is destroyed.

Versatile Weapons. Medium one-handed weapons like longswords and warhammers wielded two-handed gain a +1 bonus to damage.

Thrown Weapons. Str bonuses (or penalties) are added to the damage of thrown weapons like hand axes, darts, and daggers.

DEFENSIVE COMBAT (ACTIVE DEFENSES)

While in most d20-based games it is assumed that all characters are trying to defend themselves from attacks (as reflected by Armor Class), this option allows characters to declare at the start of their round that they are "fighting defensively", actively parrying with their weapon, dodging attacks, and/or blocking with their shield.

When engaged in **defensive combat**, characters will suffer a −4 penalty to attack rolls during that round, and cannot move more than their base movement per round (normal unencumbered base movement is 30' for most races, classes, and games).

Characters engaging in defense, if successfully attacked in melee, may can take *one* of these defensive reactions:

- **Parry with a weapon**, by making a parrying roll of 1d20, plus their attack bonus with the type of weapon they are using. (Clerics and Fighters add their level to this roll.)
- **Dodge**, by making a Saving Throw modified by Dexterity or Intelligence (whichever is higher). In OSR games with multiple save categories, this should be a saving throw vs. dragon breath. In any case, this save has a penalty of -2 if the character is wearing medium armor (chainmail or similar) or -4 for heavy armor (plate or similar).
- **Block with a shield**, by making a blocking roll of 1d20, plus their basic attack bonus, plus a +2 bonus (if the shield being used has a magical bonus, that is also added). (Clerics and Fighters add their level to this roll.)

For the defensive action to be successful, the character's defensive action roll must equal or surpass the value of the attack roll. Characters can attempt multiple defensive rolls per round, but have a cumulative −2 penalty to parrying rolls for each attack after the first that they attempt to parry in the round (this penalty can be reset by spending one of your own attacks specifically to parry, dodge, or block an incoming atack).

Characters cannot attempt to parry, dodge, or block surprise attacks. They can attempt to parry "free attacks" (aka "attacks of opportunity") if they were already engaged in defensive combat at the time of the attack, and are aware of the incoming attack.

Characters cannot attempt to parry ranged attacks, but they can dodge or block them, but at a -8 penalty (-4 for Fighters and Clerics). Additionally, certain attacks may *not* be parried, dodged, or blocked, at GM's discretion (for example, it may be impossible to parry an ogre's club due to its size, but it may be possible to dodge or block it; it may be impossible to parry or dodge a dragon's tail attack, and so on).

Other option is to allow **total defense**. Characters engaged in total defense will not be able to attack that round and cannot move more than 5' that round (nor can

they use any magical object or perform any magic that requires anything other than a free action to activate), but they gain a +4 bonus to AC and all parry, dodge, and block rolls, and can attempt to parry all attacks against them in the round, but suffer a cumulative -1 penalty to every parrying roll in the round after the first.

HIT LOCATION

If it ever becomes important to determine the exact location of a hit, roll 1d10. 1 = head (includes eyes and neck); 2-3: arms or hands; 4-7: torso; 8 = vitals (includes groin); 9-10: legs or feet.

A called shot to a specific part of the body can be made at -4 on the attack roll for arms, legs, or torso and -8 for head, hands, feet, or vitals.

Optional. Roll an extra die of damage for called shots against vitals or head, or add a special effect (examples: A bludgeoning hit to the head can force a Con or Wis Save to avoid being stunned, a hit to the leg can force a Str or Dex Save to avoid falling down, a hit to an arm or hand can force a Dex or Con Save to avoid dropping what is being held, a hit to a vital point can force a Con Save to avoid taking extra damage from shock or bleeding).

COMBAT MANEUVERS

Disarm: This is an attack against the opponent's weapon to wrest it from his hands. It is rolled against an AC = 10 + opponent's BtH and Dexterity modifier. If it is successful, and the opponent also fails a Strength saving throw, the weapon flies 2d4 feet away. The opponent gets a +4 bonus to the save, if he is of a larger size, a +2 bonus for using a weapon with both hands, and a +2 bonus if wielding a small weapon in his hand, such as a dagger.

Subdual Attack: Characters who want to subdue their opponents rather than kill them, will try to deal non-lethal damage in using the flat of the sword's blade rather than the edge, striking non-vital parts of the body, etc. This incurs a -4 penalty to hit, but the attacks deal 25% of real damage, and 75% of non-lethal, temporary damage. Thus, when reaching zero hit-points the opponent is not dead, but nonetheless exhausted, and incapacitated. Some weapons (training weapons, clubs) can deal automatic subdual damage if the attacker wants.

Two Weapons Fighting: Characters using a weapon in each hand gain a +1 bonus to hit with the primary weapon, if the secondary weapon is but used to hinder the opponent's defense (rather than attack with this secondary weapon).

Or instead, characters who attack with a weapon in each hand, may gain one additional attack each round (*haste* spells, etc., do not apply to that second attack). However, this incurs a penalty to hit: If using two small weapons (e.g. two daggers), both attacks are at -2; if using a short and a long weapon (e.g. hand-axe and battle-axe), the attack with the primary hand is at -2 and the attack with the off-hand is at -4; and if using two long weapons (e.g. two long-swords), the attack with the primary hand is at -4 and the attack with the off-hand is at -8.
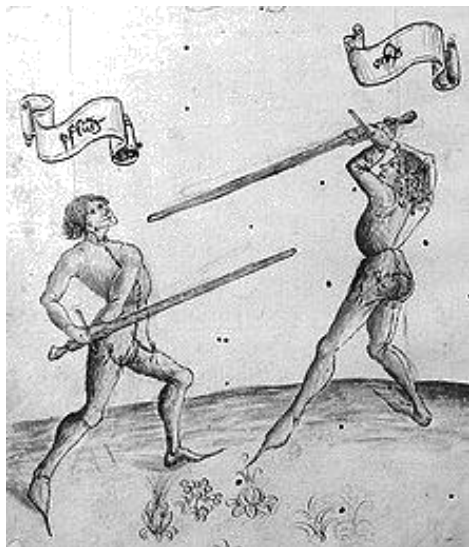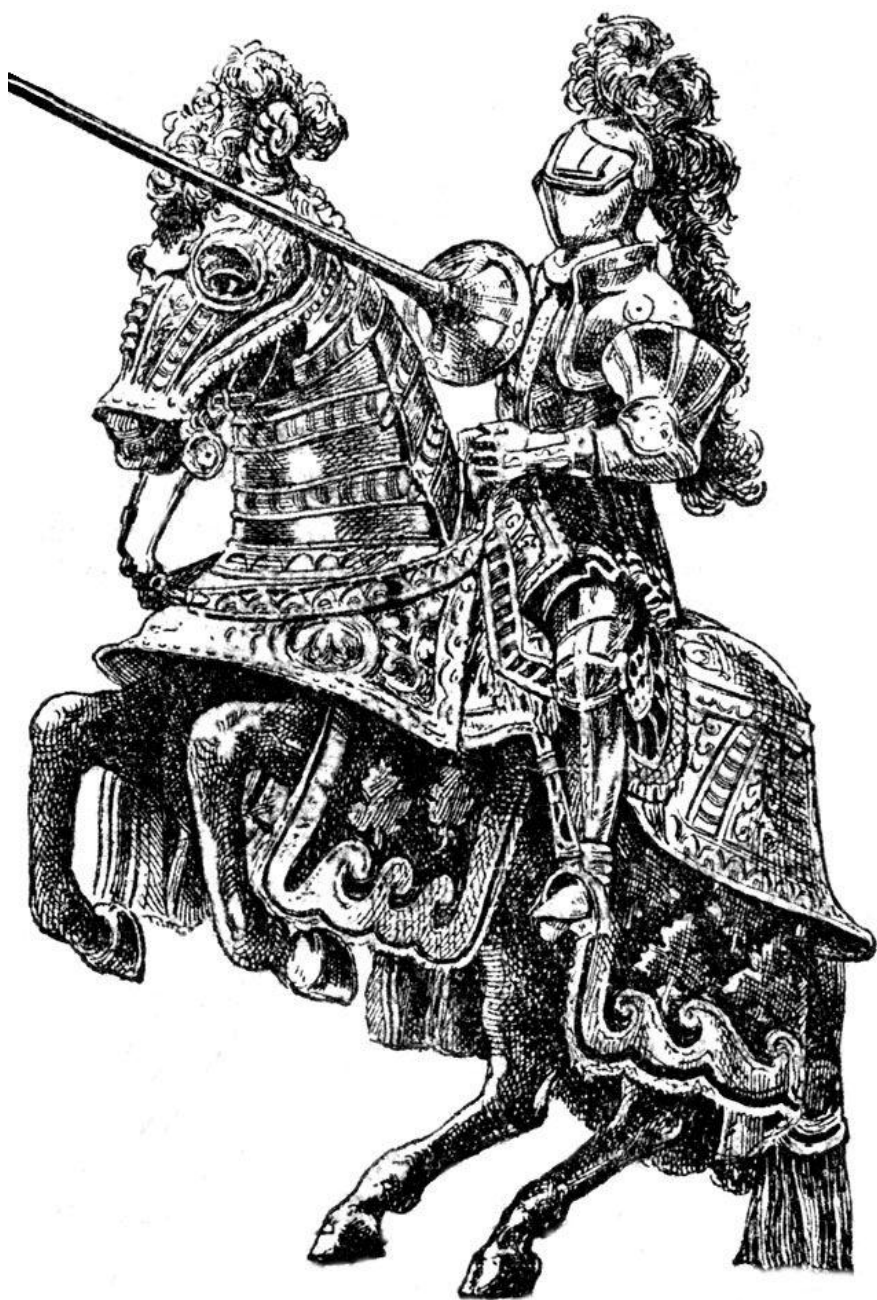
Knights Templar for L&D and OSR Games

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).
- 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 once on their class table and once here (d8) and keep both results:

- 1-2: +1 combat bonus with one type of weapon.
- 3: +1 Horsemanship skill
- 4-5: +1 Military skill
- 6: +1 Theology skill
- 7-8: +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.

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 L&D and OSR Games

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 he 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 once on their class table and once here (d8) and keep both results:

- 1-2: +1 combat bonus with one type of weapon.
- 3-4: +1 Horsemanship skill
- 5: +1 Theology skill
- 6-7: Lore: Medicine (as Magister, L&D p. 16-17)
- 8: +1 new Lore or +1 to an existing Lore (see above). Hospitallers only have access to the Lores 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 L&D and OSR Games

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 once on their class table and once here (d8) and keep both results:

- 1-2: +1 combat bonus with one type of weapon.
- 3: +1 parrying with shield
- 4-6: +1 Intimidation skill
- 7-8:+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 to the list of 7-8 Benefits:

- +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
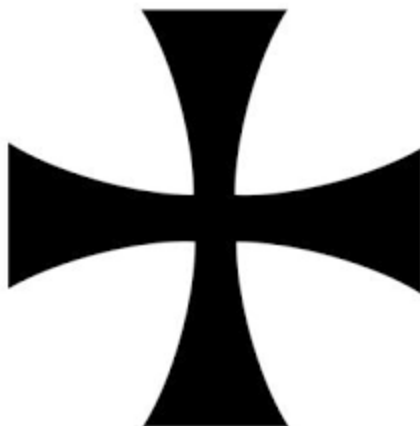
The Order of Lazarus for L&D and OSR Games

The Order of Saint Lazarus of Jerusalem, also known as the Leper Brothers of Jerusalem, was a Catholic military order founded by crusaders around 1119 at a leper hospital in Jerusalem, Kingdom of Jerusalem, whose care became its original purpose, named after their patron saint, Lazarus.

The order was recognized by King Fulk of Jerusalem in 1142 and canonically recognized as a hospitaller and military order of chivalry under the rule of Saint Augustine in by Pope Alexander IV in 1255. Although they were centered on caring for those afflicted with leprosy, the order also started to have military brethren, whose role was primarily the defense of the leper hospitals. These military men were most likely former Templars and Hospitallers who had contracted leprosy because we know that both the Templar and Hospitaller Rules required members with leprosy to join the Order of St. Lazarus. They notably fought in the Battle of La Forbie in 1244 and in the Defense of Acre in 1291.

After the fall of the Kingdom of Jerusalem they were split in two main branches in Italy and in Château Royal de Boigny-sur-Bionne in France. In 1489, Pope Innocent VIII attempted to merge the order and its land holdings with the Knights Hospitaller. This was resisted by the larger part of the jurisdictions of the Order of Saint Lazarus including those in France, Southern Italy, Hungary, Switzerland, and England. The Knights Hospitaller only managed to appropriate the Lazarus holdings in Germany.

In 1572, the Order of Saint Lazarus in Italy was merged with the Order of Saint Maurice under the Royal House of Savoy to form the Order of Saints Maurice and Lazarus, which still exists until today, widely recognized as a dynastic successor of the Italian branch.

INITIATION AND RULES

The same as the Hospitallers.

LEPER BROTHER TRAINING

A character who is accepted into the order can receive special training. Upon leveling up, Leper Knights of any class can choose one of these Benefits or choose a Benefit from their class table *or* roll once on their class table and once here (d8) and keep both results:

- 1-2: +1 combat bonus with one type of weapon.
- 3: +1 Horsemanship skill
- 4: +1 Theology skill
- 5-6: +1 new Lore or +1 to an existing Lore (as Magister, L&D p. 16-17). Leper Knights only have access to the Lores of Apothecary, Medicine, and Languages
- 7-8: +2 saving throws vs. diseases or +1 to another type of save

SPECIAL RULES

Joining the Order of Saint Lazarus is a possible development for characters infected with leprosy. If playing a Leper Brother in a Lion & Dragon game, the Player must decide if the character is infected or not (the default assumption is that the character is healthy). Due to their activities, every month there is a 6% chance (modified by CON modifier) the character will be exposed and contract leprosy. Due to their relatively advanced methods of treatment and care, a PC Leper Knight afflicted with the disease gains a +3 bonus on Saving Throws to resist the disease and loses only 1 point of ability score for each failure. See Lion & Dragon, p. 87 for details on leprosy.
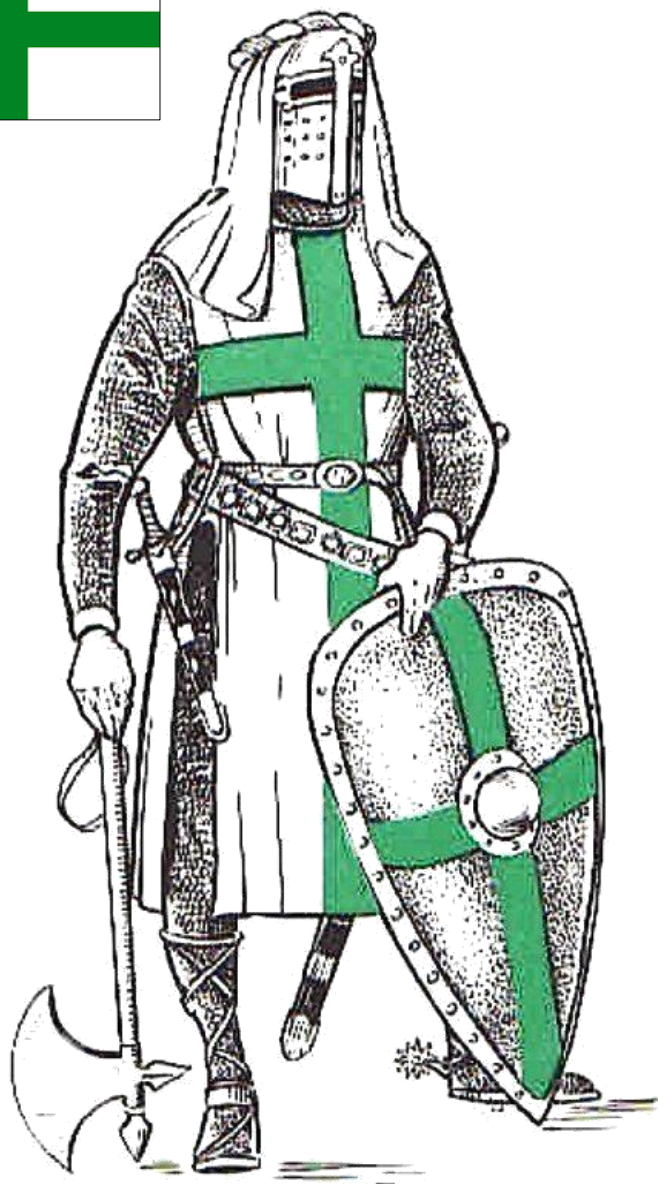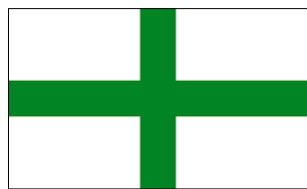
KNIGHT OF ST. LAZARUS
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Knightfall Characters for Lion & Dragon

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 (for Season 1) 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). Init +1. AC 18 (chain hauberk and shield). BtH +5 melee or ranged, +6 with longsword (2 attacks), +9 parrying with shield. 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). Init -1. 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: Anglish, Arcadian, Frankish (literate).

BROTHER GAWAIN

Lawful 4th-level Fighter. Str 17, Dex 8, Con 14, Int 11, Wis 9, Cha 10. HD 1d6+1+1d10+1+6 (17 hp). Init -2. AC 16 (chain hauberk and shield). BtH +4 melee or +1 ranged, +7 with longsword (2 attacks), +7 parrying with shield. Dmg 1d8+4. Save 14 (+2 vs. combat maneuvers). Benefits: -2 Save DC, +3 combat bonus (longsword), +1 parrying with shield, +1 attack with longsword, +2 save bonus vs. combat maneuvers. 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). Init +0. AC 10 (unarmored). BtH +0 melee or ranged. Dmg by weapon. Save 15. Skills: Farming +1. Languages: Frankish (illiterate).

BROTHER TANCREDE

Lawful 4th-level Fighter. Str 13, Dex 13, Con 14, Int 11, Wis 12, Cha 10. HD 1d6+1+1d10+1+2d8+2+6 (33 hp). Init +1. AC 18 (chain hauberk and shield). BtH +4 melee or ranged, +5 longsword (2 attacks), +8 parrying with a shield. Dmg 1d8+3. Save 16. Benefits: +2d8 hp, +1 combat bonus (all), +1 combat bonus (longsword), +1 initiative, +2 parrying with shield, +1 attack with longsword. Skills: Military +1. Languages: Frankish (literate).

ADELINA

Neutral City-born 1st-level Thief. Str 10, Dex 15, Con 9, Int 13, Wis 11, Cha 14. HD 1d6+1d4 (6 hp). Init +1. AC 11 (unarmored). BtH +1 melee, +2 ranged. Dmg by weapon. Save 13. 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: Anglish, 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). Init -1. AC 18 (hauberk and plate). 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). Init +0. 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, Anglish, 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). Init +0. 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). Init +0. 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, Anglish, 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). Init +0. 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: Anglish, Arcadian, Frankish (literate).

Quick Encounters and Deadly Monsters

This section is dedicated to encounter and adventure ideas and new creatures that can be used as adventure seeds, random encounters, or smaller parts of a bigger adventure.

01. THE ACOLYTE IN LOVE

The acolyte Cambert is madly in love with Larissa, a serving maid at the local inn. If a PC could convince her of his valor and kind heart, he'd be grateful.

(In a more gritty and definitely less romantic version, the young acolyte simply escaped the monastery to "try once what will be forever forbidden". He is a virgin and asks for the character's help in convincing a serving wench from the local alehouse to bed him.)

GMs run this as a pure roleplaying exercise, or they can allow heroes to use their Charisma in an extended check to win the day. Either way, each test represents an evening (1d4 hours) of drinking and partying at the Welcoming Inn, the only place where the heroes can freely talk to the young maid.

The challenge threshold (the number of effort points the character has to accumulate) is 10 and for every successful check, the PC makes progress towards the objective rolling effort dice based on Charisma:

CHA	Effort	CHA	Effort
3 or less	1	13-15	1d10
4-5	1d4	16-17	2d6
6-8	1d6	18	2d8
9-12	1d8		

Time Limit. The heroes have one week before Larissa falls in love with a passing bard and elopes with him, making any further tests impossible.

Danger. A critical failure (failure by 10 or more, or a natural 1) in any of the attempts will make the young girl dislike the hero; no other attempts from this hero will be successful without some kind of magic aid.

Success. A small trinket or shabby loot from a grateful Cambert (and, in 3d4 months, wedding invitations); about one year after the marriage, a child will be born from this union that will receive the name of the PC who helped.

Developments. Despite his shortcomings, the acolyte *is* reasonably competent and will become a cleric. He can become a contact, ally, or (if his ecclesiastic career advances enough) even a blackmail victim (and subsequent enemy) for the PCs!

02. THE CURSED OGRE OF STATEN MOOR

When traveling through or near Staten Moor (or any region covered in hills and with old ruins), near the sunset the PCs see a figure in the distance, tall and broad, bluish skin covered in tattoos. This is Connach, an ogre (L&D, p. 111), 9' tall (2.70m), with wild eyes and red hair and beard. He doesn't speak Anglish (the Common tongue), and when met he will loudly say: *"Latha math! Ciamar a tha thu?"*

Any character can make a DC 15 Int or Wis check to realize the ogre's tone of voice and body language is not threatening and that it doesn't look like he's going to attack. A Magister with the Languages Lore can immediately make a DC 10 check to understand exactly what was said: "Good morning! How are you?"

Connach doesn't attack but defends himself (and runs away at the first opportunity) if attacked. If a positive reaction roll is rolled, Connach will offer a jar of honey to the characters.

Conversation is almost impossible, but a magical aura (that can be recognized as a curse) can be noticed with the appropriate checks and spells.

Connach's real name is Drustan, and he was a prince from the lands of Eire cursed with a spell of transformation and forgetfulness by no other than the legendary witch Morrigan herself. The spell couldn't change Drustan's helpful and lawful nature, just changed his appearance and erased his memories. The spell also made him stop aging, and Connach has been roaming the lands for almost a thousand years now. Thus, to the world Connach is a strange creature - a peaceful ogre who doesn't eat the flesh of men.

The curse is keeping Connach alive. If somehow the PCs find out a way to undo the curse, they would revert Connach into Drustan, who would immediately die from old age, just after revealing his story (and planting the seeds of many future adventures).

CONNACH THE CURSED OGRE

Init: +0	AC: 15
HD: 4d8 (14 hp)	MV: 30'
SV: 14	ML: 8
Alignment: L	
Attacks: 1 large club (+5, d. 1d10)	

03. THE COLD DRAKE

While traveling in Northumberland (or any area near the ocean) the PCs hear news about a dragon attack! Travelers say a "withe dragon" has attacked the cattle in Alnwick (a village of some 200-300 people) and is spreading devastation as it moves north.

News become more common as they travel, until they find a group of survivors running away from the creature's attack. They describe a reptilian monster, sharp teeth and long tail, no wings.

If the PCs follow the obvious plot or not, it's up to them; the monster will find them on the road or on the next village anyway, where they will witness one of its attacks. The monster has destroyed a farm and is nearing for the kill of a fair maiden.

And the creature is a giant albino saltwater crocodile, being described as a "dragon" by peasants who never saw one. Note that a giant crocodile is NOT weaker than most dragons! Fighting the creature head on is close to suicide for most groups, so a scene like this should have different resolutions.

The crocodile is on a feeding frenzy, but if left to eat livestock, it won't attack people and may leave after it's satisfied (a PC with experience in the wild can come to this conclusion with an average difficulty INT or WIS check). Keeping the people away from the monster and "guiding" it towards live stock can be done with careful planning and roleplaying on the part of the heroes.

Fighting the monster is definitely hard, but possible with fast horses and ranged weapons or polearms. The PCs should be careful to not come into its reach, for a single bite can be enough to end a character's career.

GIANT ALBINO CROCODILE

Init: +0	AC: 19
HD: 12d8 (65 hp)	MV: 30' land / 30' swim
SV: 10	ML: 9
Alignment: N	
Attacks: 1 bite (+11, d. 3d8)	
Special: If hit by the bite, make a STR Save each turn to avoid being trapped on the monster's jaws, receiving automatic bite damage every turn until free.	

04. THE BLACK KNIGHT

A mysterious Black Knight rides into town during an important tournament or festivity. The visitor quickly makes his presence felt, challenging an important local knight to mortal combat and soundly defeating him.

From this point on the Black Knight will come back daily, each time challenging one warrior to single combat and riding away after defeating his opponent and challenging another to a fight on the next day.

As the Black Knight picks off his opponents one by one, it becomes clear he cannot be beaten; is it just his superior skill, or is there something more sinister behind his invincibility? If the Where does he come from? What does he want? And what will the PCs do when one of them is the next challenger?

WHO IS THE BLACK KNIGHT?

The Black Knight is a Man. The simple, non-supernatural answer, is that the challenger is simply an extremely skilled fighter. For this option, the GM should focus more on his background and motivations. Ideas:

- The Black Knight lost his position as vassal to a powerful lord and is challenging that lord's retinues. He hopes to regain his status by defeating them.
- The Black Knight is on a quest to gain the affection or to save a maiden he loves – but he needs to defeat 100 plus 1 knights to do so (she might even have been cursed and, if defeated, he might ask the PCs for help with his problem).

The Black Knight is a Supernatural Creature. The nature of this supernatural creature forces it to issue these challenges during a specific time of the year. If the Black Knight is a supernatural creature, his defeats and motivations become much more arcane in nature. Ideas:

- The Black Knight is an undead. He is not affected by most undead vulnerabilities (Turn Undead, holy water) during the period of the year he issues the challenges. He was a powerful and loyal knight betrayed by his love and his liege – and will only find rest with vengeance or an apology. He primarily challenges descendants of those who betrayed him,
- The Black Knight is of faerie origin and once per year he crosses a portal to spread chaos and kill mortals. He is bound by honor to give great treasures to whoever defeats him but even if slain, his soul will simply return to the fairy world and be barred from enter the mortal realms for seven years – after that time he'll hunt whoever defeated him or his descendants.

Whatever the case, the PCs should have some time to investigate and research the nature of their opponent. This could lead to an advantage that can help the PCs defeat the Black Knight. Some ideas for his weakness:

- The Black Knight can only be harmed by someone of pure heart (this could lead to his motivation being "finding a knight pure of heart" to give him a great quest).
- Only harmed by blessed magical weapons. This option should only be used if magical weapons are rare in the setting.
- Only by the threat of true love.

WHAT IF THE PCS ARE NOT THEMSELVES "CHIVALROUS"?

This being a RPG it's a real possibility that the PCs will simply try to gang up on the Black Knight. In this case, reinforce the idea (even before the antagonist appears) that the challenge to single combat is legal – especially if any of the PCs is of knightly nobility or higher, coward actions as attacking a single individual challenger with a group should be discouraged.

This can be a little heavy-handed, but the Black Knight might very well be invincible without the appropriate investigation. Even if mortal, his level and abilities should be beyond the skill of the PCs at this point of the campaign.

Monster Sheet Models

NAME

Init:	AC:	SV:	ML:
HD:	MV:	AL:	
Attacks:			

NAME

Init:	AC:
HD:	MV:
SV:	ML:

Alignment:

Attacks:

AVERAGE LEVEL PER AGE CATEGORY AND CHARACTER TYPE			
Life Period	**Common people**	**Medieval-authentic heroes**	**Pulp Fantasy Characters**
Children (0-13)	0	0	1
Young (14-19)	1	1	5
Adult (20-34)	2	3	9
Mature (35-49)	3	5	12
Middle-age (50-64)	4	7	15
Old (65-79)	5	9	18
Venerable (80+)	6	12	20

Level	XP	Level	XP	Level	XP	Level	XP
1st	0	6th	9	11th	30	16th	64
2nd	1	7th	12	12th	36	17th	72
3rd	2	8th	16	13th	42	18th	81
4th	4	9th	20	14th	49	19th	90
5th	6	10th	25	15th	56	20th	100

Geschrieben im
1556 Jar am
26 Januarj
paulus herter
mair zu gessaig

Old School Effort

In combat, a creature's hit points represent how hard it is to defeat it – you hack at it, making a series of successful checks (attacks) until the challenge (hit points) is reduced to 0 and you have your victory. Seems simple and everyone understands it.

Now, the concept is so good that it's strange it's not applied to non-combat challenges too. The Effort rule allows you to apply the same concept of combat to other types of challenges that seem they should be resolved with more than a simple pass-or-fail check, and where measurement of speed and progression needs to be detailed.

CHALLENGES AND EFFORT

A Challenge is measured in difficulty (DC, the number you must roll on the d20, plus modifiers, to succeed on one check) and Effort (dice rolled to measure progress).

Calculate de DC as usual for the game of your preference, and calculate Effort needed as you would calculate a creature's hit points – so, you can have 1 HD challenges, 3 HD challenges, 10 HD challenges, and so on. You can also simply set a threshold for the challenge (10, 20, 30 points, etc.)

TIME FRAME

How much time each check takes?

Time Frame of Moments: Combat and Action. Checks that represent just a few key seconds of heroic effort and tension. *Examples:* Kick down a door, dash across the battlefield, light a wagon on fire, read an ancient spell, activate a magic item.

Time Frame of Hours: Non-Combat Activity. Each check in this time frame uses 1 to 4 hours, according to the pace preferred by the GM for this scene. *Examples:* Repair a dented suit of armor, tell a tale of heroics, craft a set of arrows, decipher a mysterious scroll, recharge a magic item, haggle with shopkeepers, and prowl for rumors in local taverns, train an army, research the weakness of a monster.

Timeframe of Days: Travel and Rest. In the longest time frame, each check uses 1 to 4 days, weeks, or months per turn, according to the pace preferred by the GM for this scene.

ROLL EFFORT

When you succeed on a check, you roll Effort dice (based on the most appropriate ability, decided by the GM – see table below). The result works as "damage" against your challenge, marking your progress.

EXAMPLES OF EFFORT USE

Challenge: Climb that Wall. While you are on the run you come across a dead end. To escape, you have to climb and go over the wall be the GM determines the wall requires 10 effort to climb, because in 1d4 turns the guards will catch up to you. It's dark and raining, so the GM sets a DC 12 and determines climbing is a STR check done in the time frame of moments. Roll 1d20+STR each turn to climb. After each successful check you'll roll your STR Effort dice to mark your progress. When you reach 10 or more, you've climbed the wall and can continue your escape.

Challenge: A Dark Book of Secrets. You have retrieved an ancient tome of dark knowledge from a forgotten tomb that you believe holds many arcane secrets. The book requires translation. The GM determines the book requires 30 effort to be translated, sets a DC 15 due to the arcane nature of the tome, done in the time frame of days with an INT check (meaning you'll probably translate it between your adventures). After each successful check you'll roll only INT Effort dice to mark your progress. However, on a following adventure you find a journal from another adventurer that has notes about the book –

with this tool, the GM grants a +3 bonus on all subsequent checks and Effort!

Challenge: Chase the Suspicious Plague Doctor. You and your companions come across a suspicious man wearing a plague doctor outfit kneeling over a dead body. He acts suspiciously, and when he notices you, he runs. Being protectors of the city, you decide to run after him and capture him for interrogation. All of you make a CON check (DC 10) each turn, penalized by armor. Those who are successful, roll DEX Effort dice (the GM determines CON for the checks to represent physical condition and DEX for the Effort to determine how well the characters maneuver in the urban maze). Every time you meet or beat the running man's Effort, you halt his escape and you have one turn of conflict or negotiation. You capture him (or he escapes) if a side gains and keeps a 10-point advantage over the over for one turn.

Ability Score	Effort Dice	Ability Score	Effort Dice
3 or less	1	13-15	1d8
4-5	1d3	16-17	1d10
6-8	1d4	18	2d6
9-12	1d6		

OTHER USES OF EFFORT

Effort is also an option to represent an "amount of something" that can be used in various circumstances as determined by the GM, for things that would reasonably correlate to an ability score, but for which the normal modifier doesn't work very well. Some examples:

Strength Effort. Number of feet (or yards) of ditch excavated in one hour of work. Multiplier for determining maximum distance an object could be thrown away. Number of minutes characters could hang by their hands before falling.

Dexterity Effort. Number of yards a character could walk a slippery ledge before falling (or having to make a saving throw). Maximum number of nearby falling objects a character could catch.

Constitution Effort. Number of hours of strenuous work before exhaustion. Number of pints of ale a character can quaff before making Saving Throws to avoid drunkenness.

Intelligence Effort. Maximum number of languages (including their own) characters may know. Maximum number of important clues a character could learn while reading a book in a hurry.

Wisdom Effort. Number of a specific plant a character could find in one hour of search in the forest. Maximum number of important things characters could notice in their environment at a glance.

Charisma Effort. Maximum number of persons a priest would have converted or convinced with a sermon. Maximum number of henchmen a character can have at any time. Maximum number of contacts a character can have (contacts do not adventure with the character like henchmen do, but are reliable and trustworthy NPCs who will help him when he needs it). Number of dice rolled to determine how many pennies (copper pieces) a minstrel earned for her performance (this can be increased to shillings/silver or even pounds/gold, depending on the wealth level of the audience).