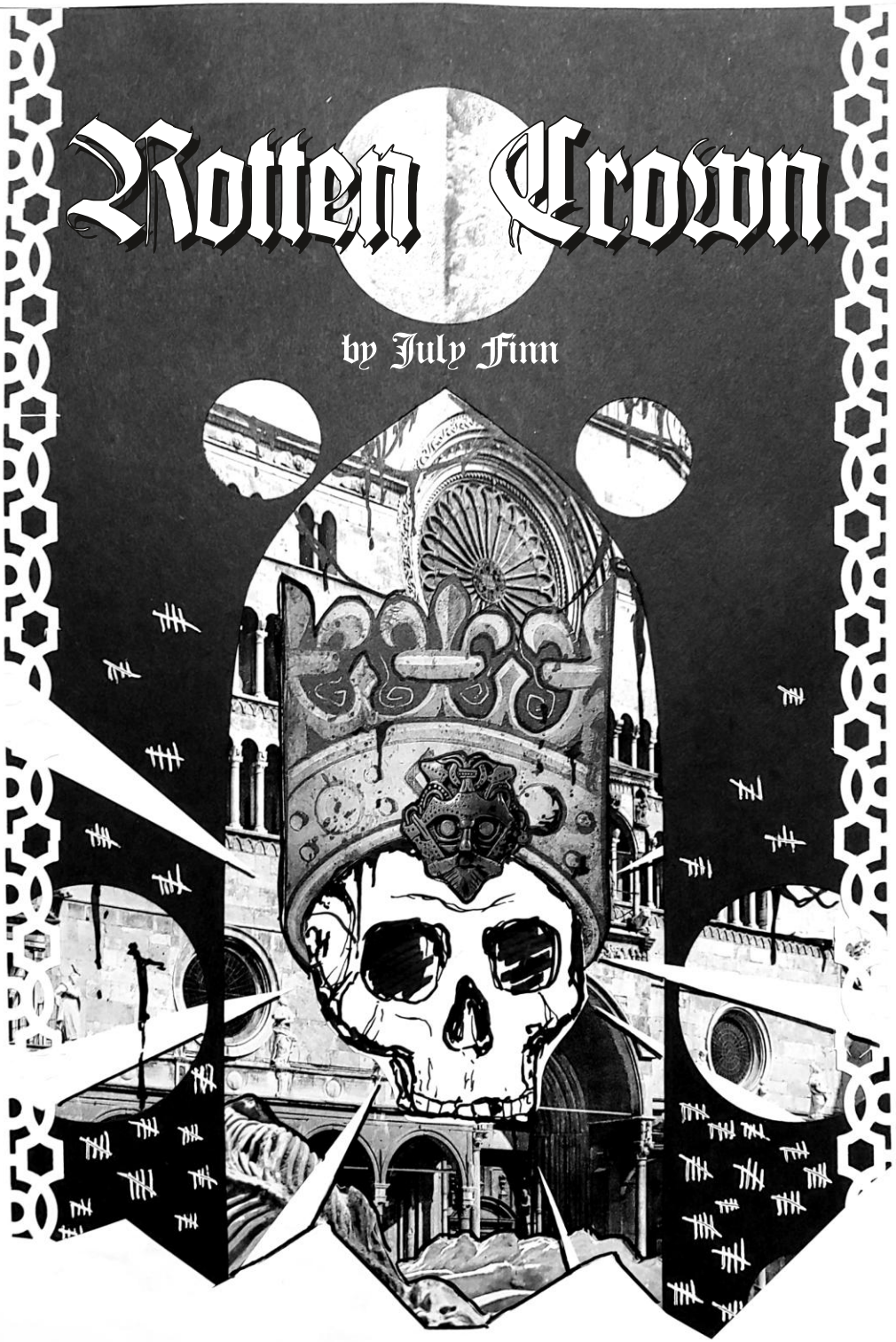
Rotten Crown

by July Finn



Version 0.22

Rotten Crown

Fantasy Roleplaying System

Created by
July Finn

For more info visit www.WorldsinAmber.net

Playtest Copy - Not for Sale

MANY THANKS TO MY PLAYTESTERS, SUPPORTERS, AND TEST READERS:

Felicia, Gwen, Sean, Frank Leonard, Maya, Bryce Mainville, Elinor

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Introduction

Rotten Crown is a game about discovery, danger, and death. A massive necropolis awaits, but remember that the dead and the living are not always enemies...

Like most roleplaying games, Rotten Crown is best suited for a group of three to six players plus a game master or GM. The players each control a single character while the GM provides settings and additional characters for them to interact with while adjudicating rules.

The game is meant to be easy to learn and friendly to new players, while also providing some new mechanics and exciting gameplay for experienced roleplayers.

Compared to classic roleplaying games Rotten Crown has a strong focus on exploration, teamwork, and personal discovery. The game isn't designed to evoke power fantasies or mindless violence, but it's also meant to preserve some of the fun of those classic games. If you want to swing a sword around and fight bad guys, you'll still have plenty of chances to do that!

The Setting

Your adventures take place in the once great Necropolis of Gog. This ancient burial ground has fallen into decline, but its caretakers still fight to protect and honor the dead.

The heart of the Necropolis is the tiny lake village of Departure. Here you'l find stonecutters, priests, candlemakers, grave diggers, and more struggling to maintain the city of graves.

Your group is charged to perform vital jobs within the sprawling catacombs beneath the village and the tombs surrounding it. Here you may encounter any number of strange creatures, both dead and living. Some are friendly, while others are truly perilous.

Playing games in Rotten Crown

For players, you can start off by selecting or creating a party archetype under the section titled "The Party". This will get you started with a group identity and goal.

Next, you can decide what unique type of character you'd like to play under "Character Creation".

It's never a bad idea to familiarize yourself with the mechanics of the game in between sessions, so remember to check out "The Rules", though your GM should be able to explain everything you need to know.

For Game Masters

Rotten Crown is designed to be easy to run right out of the book. You can always feel free to change or expand your own game beyond what's presented here, but you should have no trouble running an exciting game with minimal preparation.

Make sure you're familiar with the basic rules and setting, and think about what type of story you'd like to help your players tell. There are plenty of scary things in the book to throw at them, so check out "The Bestiary" for some inspiration.

Remember that as the GM you have a responsibility to make sure everyone feels safe at the table, including yourself! Have a conversation with your players before you start a game to find out what sorts of things might make people uncomfortable, then make sure everyone respencts those boundaries. It's never too late to speak up if something crosses a line, and everyone should know that!.

Rotten Crown is a game with themes related to horror and loss, so these conversations are particularly important to have.

The Rules

Characters

There are two types of character in Rotten Crown: player characters (PCs for short) and non-player characters (NPCs). Player characters are each controlled by a single player with a dedicated character sheet available at the back of this book.

Non-player characters are all controlled by the Game Master, who also provides the setting and story for the players. The GM can decide how much detail they wish to give each NPC depending on how heavily they feature in the game.

Attributes and Skills

Each character has three attributes (Body, Mind, and Spirit) and nine Skills (Fighting, Agility, Vigor, Detection, Charisma, Logic, Magic, Willpower, and Instinct). These numbers describe how good or bad that character is at certain tasks, like fighting, spotting traps, or casting spells. Each skill is based on one of the three attributes, and each skill and attribute has a numerical bonus. This bonus is important when the character attempts difficult things.

Throughout this book the bonus for a skill is written as +x(+y) where x is the bonus of the skill on its own and y is the bonus including the attribute on which it is based. If a rule refers to the bonus of a skill that bonus includes the attribute unless otherwise specified.

Making a Check

When a character tries something hard, like scaling a slippery cliff or hitting a monster with a sword, the player rolls two six-sided dice. Add this result together with the relevant skill (if there is one) as well as the bonus from the attribute that skill is based on. If the

Attributes	Skills
Body Raw physical health and athleticism	**Agility** Leaping, balancing, sleight of hand
	Fighting Dueling, wrestling, shooting, keeping formation
	Vigor Resisting poison and disease, recovering from injury
Mind Mental capacity, sharpness of wit, and social grace	**Charisma** Entertaining, lying, convincing, storytelling
	Detection Noticing detail or danger, scrutinizing behavior
	Logic Puzzle solving, mathematics, record keeping
Spirit Strength of soul and connection to the metaphysical realm	**Instinct** Sense of direction, gut feelings, healthy fear
	Magic Casting spells, sensing magical energy
	Willpower Resisting magic, overcoming pain and fatigue

total is ten or higher, the character succeeds.

Example: Hollow Eyes is trying to hit a skeleton with his flail. He rolls 2d6 and gets a three and a four. He adds the +2 bonus from his Body attribute and the +1 bonus from his Fighting attribute for a total of ten, which is just enough to hit!

Advantage and Disadvantage – When a character attempts something in a situation where they have an advantage, such as trying to hide in a thick wood on a moonless night, the GM may rule that they have Advantage. In addition to any other bonuses or penalties the roll, add +2 to the check before determining the result.

Likewise, if the situation is particularly hard for any reason the GM may rule that the check is made with Disadvantage. There is a penalty of -2 to the roll before determining the result.

A check can only ever have one instance of advantage or disadvantage. If a check would have both it has neither instead.

If a check is too easy to be realistic even with disadvantage, the GM can rule that the task is impossible. Alternatively, if any chance of failure seems unrealistic the GM does not need to require a check.

Contested Checks – When two or more characters are attempting to do things in opposition to one another the GM may call for a contested roll. Instead

of trying for a result of 10, the characters each make a check and compare the results. Whichever character's result is higher is the victor. In the case of a tie, the character with the higher total bonus wins. If there is a still a tie all of the characters involved fail in a spectacular manner.

Rolling Doubles – When doubles are rolled on a check, something special happens. If the check was successful, it is successful in an extraordinarily effective way. If the check was failed, something bad happens in addition to not succeeding. The exact effect is determined by the GM except when making attacks, which have specific rules.

Lore

Lore is a valuable resource characters gain throughout the course of play that can be spent for insight into a situation. Your character can have up to three points of lore of each type at one time. When you spend a point of lore, the GM will tell you the most relevant piece of information they can related to that type of knowledge and the current situation.

The gm can award lore when a character asks NPCs questions, studies part of their surroundings, searches for knowledge in an old book, or otherwise investigates the world around them.

Types of Lore

Conflict
Tactics, martial arts, weaponry and armor, etc.

History
Knowledge of the past both ancient and modern, both local and global

Medicine
Healing herbs, first aid, surgery, identifying diseases, etc.

Myth
Prophecies, folklore, ancient heroes, epic sagas, gods and devils, etc.

Nature
Identifying plants and fungi, tracking animals, predicting weather, etc.

Science
Physics, astronomy, alchemy, metallurgy, etc.

Fate

Your player character starts the game with three fate points. You have the option of spending a fate point when you fail a check. You automatically succeed on the check instead as though you rolled doubles, and you can permanently increase either the attribute you are checking by one, or the skill you are checking by two.

No attribute or skill bonus can ever go above three (for a combined total of six). If a skill would ever be increased above three it becomes three instead, and you choose another player character with +0 in that skill to gain a +1 bonus to it. This represents your very skilled

character sharing their wisdom with a companion. Fate points can never be restored, so spend them wisely.

Initiative

When a fight breaks out, all characters involved (both player and non-player characters) make an Agility check, known as the Initiative Check. Any characters who fail the check will skip their turn during the first round.

If any characters were surprised or otherwise caught unready at the start of the fight, they make their initiative check with disadvantage.

Combat is divided into rounds and turns. During each round, characters will get turns to move and take actions such as attacking one another.

At the start of each round, the player characters take their turns in whatever order they decide. When they have finished, the non-player characters take their turns in any order that the GM decides.

Actions During Combat

On your character's turn they can take one of the following actions and run up to 25ft. Your character moves and takes their action in any order.

Attack – The character attempts to damage an enemy with a weapon or their bare hands.

Roll a Fighting check to see if the attack hits its target. If the check is successful, roll damage based on the weapon the character is using.

If you roll doubles on the Fighting check and succeed, deal double damage! This is called a critical hit.

If you roll doubles and fail, the character drops their weapon and must spend an action later if they wish to pick it up. This is called a critical miss.

If a character is within five feet of a hostile enemy they cannot use ranged weapons unless otherwise specified. Conversely, characters must be within five feet of a hostile enemy to attack them with a melee weapon.

Cast a Spell – The character uses one of the spells they know. The effect of this action varies depending on the spell.

Once a spell is cast the character must rest before casting it again.

Sprint – The character runs an extra 20ft.

Lore – The character recalls useful knowledge. Spend a point of lore to learn something important about the situation.

Defend – The character defends themself from incoming attack; attacks made against this character have disadvantage until the start of their next turn.

Interact – The character uses a key to open a door, drinks a magic potion, pulls a heavy lever to raise a gate, drags a friend to safety, etc.

Make Something Up – describe what you'd like the character to do that isn't covered by the options here to the GM. If they say yes, you can try it!

Health, Hurt, and Death

Player characters start the game with ten health points (HP). Non player characters' hit points may vary. When a

character takes damage they lose hit points equal to the amount of damage.

If a player character has five or less health points remaining they become Hurt. A Hurt character has disadvantage on all checks that use their Body bonus. When a character has healed and has more than five health points they are no longer Hurt.

When a character has zero health points remaining that character becomes unconscious. Their maximum health points are permanently reduced by 1 and they cannot move or take actions. If the character does not receive medical attention in the next hour they die. If the character is the target of a successful attack they die. If the character is restored to 1 or more health points they are no longer unconscious.

If the character's hit point maximum is reduced to five or less in this manner they are killed outright.

Resting

When your character rests for at least six hours they regain some of their strength. Roll 1d3 and add the character's vigor bonus, then restore that many health points. A character cannot have more than their maximum health points.

If the character rests without the benefit of a bed, bedroll, or something similar they only restore health points equal to their vigor bonus.

Once used, some abilities cannot be used until a character rests. These are restored at the end of a rest.

Starvation and Dehydration

At the end of each day a character's vigor bonus is reduced by 1 for each meal less than three they consumed, and reduced by 1d3 if they did not consume fresh water or similar.

If this would result in a negative number when determining how many health points are restored from a rest, the character takes damage instead of healing due to starvation.

A character's Vigor bonus cannot become lower than -3.

Carrying Capacity

Each character can carry up to ten items on their person in addition to the items held in their hands. These items must be stored in containers such as rucksacks, bags, pouches, pockets, sheaths, etc.

Clothing, accessories, and armor that are worn do not count toward a character's carrying capacity.

Weapons and shields are assumed to come with appropriate accessories for carrying them such as sheaths, belt loops, etc.

Some items are small enough that they do not count toward this limit unless they are carried in larger quantities. These are referred to as 'small items' in this book and are denoted with *italics*.

Example small items: *notes*, *herbs*, *jewelry*, etc.

When smaller items are carried in large quantities, they generally only count as one item for the purpose of carrying capacity. If a character obtains a particularly large amount of an item the GM may determine that they occupy more of the character's inventory.

Particularly heavy or bulky items must be carried in both hands or even by multiple characters. These are handled on a case by case basis by the GM.

The Party

Before creating characters, take the time to create a unified identity for your group.

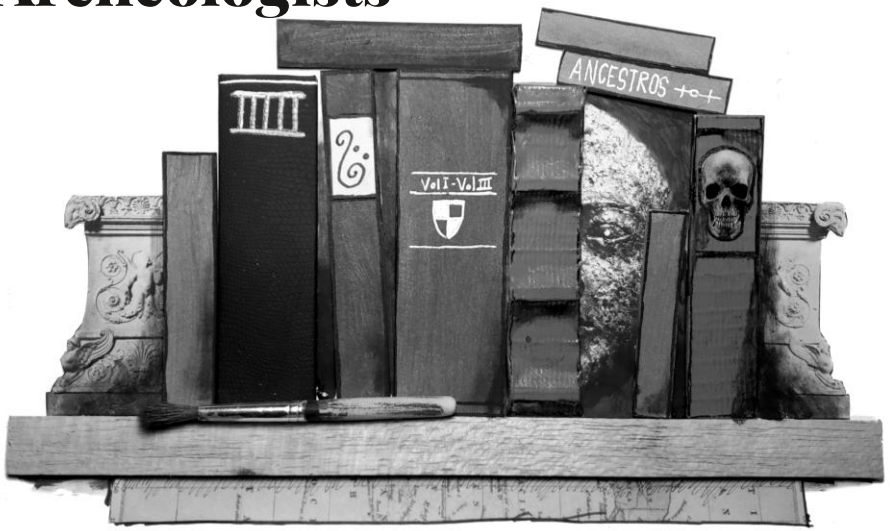
One for All

Choosing or creating a party archetype avoids situations where your interesting and mysterious characters have no incentive to talk or work with one another.

If you've played a lot of roleplaying games you've probably run into a situation where you realize that your character doesn't have a reason to hang around with these other murderous strangers. They may even have strong reasons to avoid them entirely.

This chapter offers example party archetypes to keep in mind before thinking too hard about yourself as an individual in the world. You can choose from the list of archetypes, pick one at random, or create one together that feels exciting to you all.

Archeologists



The universities in the cities to the south host argumentative and competitive history departments. On occasion their disputes are sufficiently dire that they charter an expedition into the catacombs to settle them. You find yourselves hired to just such a purpose. Your task is finding evidence of a tenured and wealthy scholar's wisdom.

These groups are usually a mix of local residents of the necropolis and experts from the universities such as unlucky students too poor to find credit elsewhere. On rare occasions they even include the scholar themself, seeking to prove their own genius.

In addition to the dangers normally present in the tombs, Archeologist groups may be threatened by others seeking to prove opposite theories, or even bury evidence with those who sought it out.

Possessions

Appoint a party member as record-keeper. That person is given a waterproof journal and writing utensils to record any artifacts and discoveries you come across.

In addition, roll once on the following table for each party member:

D6	Possessions
1	An Antique book of heraldry and coats of arms
2	A small hammer and brush set with oiled leather case
3	A *cameo* of a long dead duke to match to his death mask
4	A basket with a fine weave for sifting the mud and water of underground rivers
5	8 large parchment pieces and *charcoal* for taking rubbings
6	A sledgehammer for destroying "inaccurate" carvings

Couriers

Vital supplies and communication must be hand-delivered for the necropolis to survive. Every living citizen of Gog and more than a few of the dead need letters and parcels delivered.

The dangerous conditions innate to the valley make courier work risky. Weapons are a necessity, as is knowledge of the hazards of the necropolis.

The village of Departure receives mail with the various mourners and pilgrims, but mail within the valley would be too dangerous and confusing for outsiders to deliver. While some things can be sent along with others performing their duties, most things must be delivered by proud, dedicated couriers.

The official parcel service of the Necropolis is run by Renna the Postmaster from her home in Departure. Renna lost her leg delivering a letter several years ago, but managed to deliver the letter before collapsing.

Possessions

Each member of your party is given a waterproof mail bag and a *brass totem* of Saint Fraine. In addition, roll five times on the following table for the party:

D6	Parcels
1	1 *Letter*
2	2d6 *Letters* with the same recipient
3	Vital Supplies: Roll twice on the Basic Items table
4	Oral Message - the sender is not literate
5	Bulky Package - Requires two people to carry
6	Roll Again - Your next result is marked URGENT!

Exorcists

There are far worse things than the dead hiding in the necropolis. A slow battle is constantly being waged against demons, fey magic, and arcane constructs that pollute the holy ground of Gog.

Some of these threats come to the necropolis on their own, drawn by its ancient magics and endless hiding places.

Others are buried with their corrupted masters, and the seals meant to keep them contained until doomsday corrode away.

Still more are sent purposefully to agitate or destroy the souls of the dead. Cults of annihilation who preach that the dead are the enemies of the living fight to undermine the mission of the necropolis.

Specialized teams of hunters must brave the hazards of the Low Places just to reach these threats to the peace of Gog. Many are lost deep underground to dangers only guessed at.

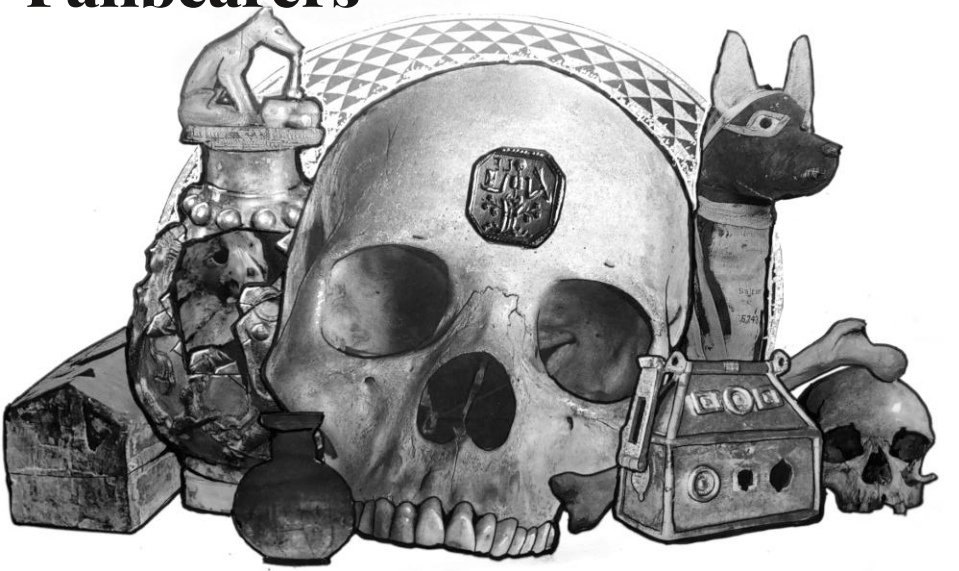
To stay alive, you must go forewarned and forearmed.

Possessions

Each member of your party is given a *necklace* strung with an iron holy symbol. In addition, roll once on the following table for each party member:

D6	Possessions
1	3 vials of blessed mercury
2	A *small lead rattle* filled with your baby teeth
3	A censor and a *pack of incense herbs* grown in the grave dirt of a great priest
4	A well-worn book of the names of ancient knights who waged war on the faeries
5	*3 perfectly preserved ring fingers* with the same finger prints and tiny knuckle scar
6	50 silver nails and a hammer

Pallbearers



Porters of the dead, it is your task to carry revered remains to their appointed places deep within the catacombs.

This task requires you to risk your life for the dead. You may believe in the sanctity of your work, or you may do it for the promise of corroded coins.

Some of your band may be simple bodyguards, while others are there to unpick the more subtle dangers below. You'll have to work together to stay alive.

You serve an essential function within the necropolis. The more skilled pallbearers are asked to undertake more dangerous missions to yet deeper vaults. Harder journeys come with larger rewards. It is said some journey as far down as the Still Sea.

Possessions

Each member of your party starts with *two shining silver coins*, embossed with a death's head. In addition, roll once for the party from the following table:

D6	Remains
1	A saint's skull that must be reunited with its body
2	Each party member bears an iron urn of warm ashes
3	A small oak coffin wrapped in chains
4	An elaborately carved coffin of bone white wood
5	The pickled eyes of a seer. The pupils still move slowly
6	A mummified animal wrapped in sacred cloths and three canopic jars

Character Creation

Creating characters in Rotten Crown is straightforward. Simply follow the steps in this chapter in order. Make sure to pick a Party Archetype with the other players (see The Party) before diving into your own character.

I. Choose an Archetype

Pick a character archetype from those listed later in this chapter. These will provide you with a foundation for how your character interacts with the world, as well as advice regarding the rest of character creation.

Don't worry too much about the rules for each archetype - pick something you are excited to play. The description of each archetype also spells out any additional steps for using it to create a character.

II. Spend Attribute Points

Your character's three attributes (Body, Mind, and Spirit) all start at 0. You have three points with which to increase these values by +1. You may spend these points all on one attribute, or split them up across the attributes.

III. Choose Starting Skills

Choose three of the nine skills you want your character to be proficient in. Your character starts the game with a +2 bonus to each of these three skills (in addition to any attribute bonus from the previous step).

IV. Get Starting Equipment

Your character starts with a few items in addition to those granted by their archetypes. Gain three Basic Items of your choice and one weapon or shield

(See Equipment). Remember that ranged weapons require ammunition to use.

V. Gain Starting Lore

Pick a point of lore for your character to begin the game with. You may choose from any of the six types:

D6	Lore
1	Conflict
2	History
3	Medicine
4	Myth
5	Nature
6	Science

VI. Choose Languages

Your character begins the game already fluent in Portolan. In addition, your character knows one of the following languages of your choice:

D6	Language
1	Bahri
2	Braeshe
3	Deltic
4	Gull
5	Gollish
6	Lobrogue

That's it! your character is now ready to begin their adventure.

Languages of the World

The tongues a character speaks define more than who they can communicate with; they're key parts of a character's history. Think about how the languages you know differ from those of your parents, and what that means for your story. Which languages do you speak with a non-native accent? How old were you when you learned?

Not all of the languages here are available for your character to start the game with; nevertheless, they exist within this world, and there may be chances to learn them later on.

Bahri

Inspirations: Arabic, Ottoman Turkish

Bahri is the official language of the Bahriye Empire. It is widely spoken as a trade language across the Argent Sea and far beyond.

Braeshe

Inspiration: Scots, English

An ancient language spoken on an island far from Gog. This slow, song-like language is nearly identical to its form from over 1000 years ago.

Corpsetongue

Inspirations: --

The language whispered at the bottom of the Sea of the Dead. Those who return to unlife whisper its harsh rhythms in their tombs, remembering only distantly their native speech. It takes practice to speak it without shivering from phantom cold, and no one living with a soul worth saving speaks it comfortably.

Deltic

Inspirations: Egyptian, Greek

The language of the once great empire of Coptium, it shares a few words with Corpsetongue. Now it is spoken almost exclusively by the elderly in the twin cities on the river Ker.

Gull

Inspirations: Creole, Taino, Spanish

A hodgepodge mix of different languages and slang spoken by the great pirate clans. Common nautical terms combine with a host of tongues to form a dialect all its own.

Sailors caught speaking Gull on Portolan ships risk flogging or worse.

Gollish

Inspirations: Middle French

Spoken in the independent kingdom of Brisa and some of the nearby states as a trade language, Gollish contains influences from throughout the Argent sea and beyond. Native speakers are very proud of their poetry.

Infernal

Inspirations: --

The language of demons is said to be written in the stars, leading to various superstitions among ship's navigators. Speaking Infernal aloud is said to be an unforgivable sin in certain faiths, and its ugly, inhuman sound leaves little wonder why.

Lobrogue

Inspirations: Irish Gaelic

Similar in some ways to Braeshe, Lobrogue shares some significant words with the fey language, though these are rarely used in front of outsiders.

Portolan

Inspirations: Latin, Italian

The language of the booming Portolan Empire, it is the most common language in the necropolis and the Silver Kingdoms to the south.

Primordial

Inspirations:--

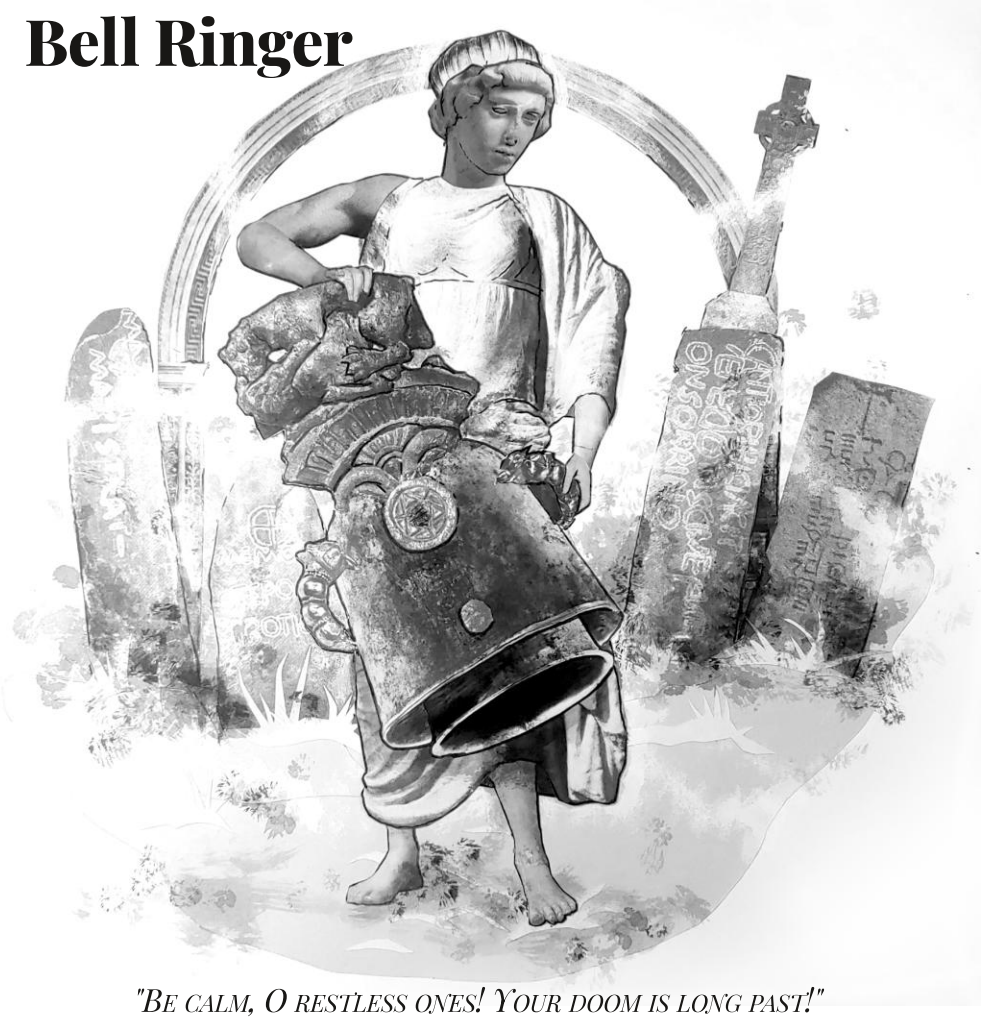
Said to be the language with which the gods sung the stars into existence, Primordial is spoken by the elements themselves when given consciousness by magic. No alphabet exists to fully translate it into writing, but Bahriye scholars have sometimes learned to speak it phonetically.

Fey

Inspirations:--

Known to the fair folk as Whisper, this language shares no structure or history with the root human tongues. Intensely tonal, its meanings vary immensely based on pronunciation and even mood. It is almost impossible to learn deliberately, though many have tried. Those who speak Fey do so very privately with one another.

Bell Ringer



"Be calm, O restless ones! Your doom is long past!"

There are one hundred and one stone bells of the Necropolis of Gog. Most have been lost beneath the earth, but twenty Bell Ringers still walk the catacombs.

These bells are large, but light in the hands of the worthy. When struck their tone is clear and sorrowful. The sound brings peace to the sorry undead who shuffle in the dark.

Bell Ringers are proven keepers of the necropolis. They embody a devotion to the care of the dead that Gog's citizens aspire to. Each Bell ringer can recite hundreds of prayers for soothing and honoring the dead. They have as much respect for the undead who wander the catacombs as for their own ancestors.

The Bell Ringers patrol the necropolis bringing peace and silence in the wake of their sorrowful peals.

Abilities

Toll – As an action, the bell ringer strikes their calming bell. This creates a loud, low tone audible for 100 feet. All undead within that distance must make a Willpower check. Those that fail become docile for one hour unless attacked or otherwise incited. This action can be performed a number of times per day equal to the bell ringer's Spirit bonus (minimum 1).

Grave Whisperer – The bell ringer may spend a Myth Lore to speak Corpsetongue for one minute.

Faregiver – If the bell ringer places a coin in the mouth of a corpse it cannot rise unless the coin is removed.

Chastise – Once per day the bell ringer may recite a prayer of chastisement as an action. A chosen enemy within 30 feet takes damage equal to the bell ringer's Willpower bonus (minimum 1). Undead creatures take double this amount of damage instead.

Possessions

The bell ringer owns a set of heavy traveler's clothes, a ruck sack, a bedroll, *ten ceremonial silver coins*, and a stone calming bell which can be used as a two-handed weapon.

In addition, roll once on the following table:

D6	Possessions
1	A packet of ten unleavened loaves of holy bread
2	A *scroll* depicting the cosmology of the necropolis, caught between the Highest One and the Lowest One
3	A *letter* commending noble actions from an undead lord
4	The death mask of an ancestor or close family member
5	The bell ringer's *mummified finger in a small lead box*
6	A silk hood richly embroidered with a death's head

Creating a Bell Ringer

A bigh Spirit Bonus makes the Toll ability more useful, which can pair nicely with a high Willpower bonus to make the Chastise ability devastating.

High Body and Fighting bonuses will help to effectively use the bell as a weapon against all types of foes.

Greenhost

"I am bountiful."

A greenhost is the ultimate champion of life. Through careful and painful ritual they invite the seeds and spores of countless organisms to take root in their own human flesh.

A greenhost is a walking garden, and their knowledge of plantlore is unparalleled. They work constantly to sow and harvest useful medicine, food, and more from their bodies and their surroundings.

The tradition of the greenhost is a rare one, sometimes practiced by tribes far to the rocky north where arable soil is rare. It has spread within the necropolis where long journeys away from the sun are a necessity.

A greenhost serves not only as a carrier of food and medicine, but of knowledge and power for their people. Although their appearance can be disturbing, they are seen as arks in human form, and to harm one is a great sin.

Abilities

Flesh of Oak – The greenhost's body is too covered in growth to wear armor or most clothing, but their form provides natural protection. Treat the greenhost as always wearing medium armor that does not impose a penalty on Agility.

Whisperer – The greenhost speaks Fey in addition to any other languages they know.

Harvest – The greenhost may spend a Nature lore to harvest something from the garden they share a body with. Roll once on the following table:

D6	Harvest
1	Poison – Affects one weapon or piece of ammunition. The next time that item deals damage it deals an extra 1d3 damage.
2	Medicinal Herbs – heal 1d6 HP or remove one illness when applied
3	Phosphorescent Fungi – Can be ground to produce dim light for eight hours
4	1d3 meals worth of ingredients
5	2d3 meals worth of ingredients
6	Gain Nature lore and roll again

Death Blossom – When a greenhost dies their garden undergoes a magical surge of explosive growth, almost completely consuming their remaining human flesh. Roll 6d6 on the Harvest table.

Possessions

The greenhost owns a bed roll, a *small knife*, and a *linen seed pouch*.

In addition, roll once on the following table:

D6	Possessions
1	A handaxe carved with elaborate knotwork
2	A hide drum painted with forest scenes
3	Three blessed silver tablets for purifying water
4	A *figure* of a mentor carved from wood
5	*Ten human teeth* painted in different colors
6	A set of spice tins with labels only their owner can read

Creating a Greenhost

The Flesh of Oak ability can make the greenhost a valuable fighter and a protected caregiver. Having a high Fighting bonus will allow them to dish out punishment as well as take it.

Martyr

"BRAVERY IS KNOWING THE COST BUT DOING IT ANYWAY."

Rejoice, for you are a lamb of the divine! It is your fate to be sacrificed for the good of others.

Martyrs are those who have been marked by the fates to suffer nobly for their fellows. Once discovered by the priesthood, they are treated with a fearful revenence. Many martyrs are reclusive, avoiding the many supplicants who seek out their gifts. All of the good they do comes at a price, and it is their fate to pour out their life for others.

People from all walks of life may be discovered to be Martyrs, but they tend to be young. Once their divine gifts manifest their health begins to fail, and they will never fully recover.

Martyrs are prized by the undead nobility as powerful tools for sustaining themselves. It is a common teaching that the greatest sacrifice they can make is to sustain the existence of the great lords with their own lives.

Abilities

Proven – The martyr starts with 9 maximum hit points instead of 10.

Miracle – The martyr can permanently reduce their hit point maximum by 1 to perform a miracle. If this reduces their hit point maximum to 5 or less they immediately die. Choose one of the following effects:

•Resurrection - Touch the body of a creature that died in the last hour to restore it to life with 1HP. That creature can now speak Corpsetongue.

•Restoration - Touch a creature to restore them to their maximum HP and remove all illness from them.

•Retribution - The martyr's body burns with a divine light, dealing 2d6 damage to each enemy that can see them.

Fated Doom – If damage would reduce the martyr's HP to 0, roll a d6. On a result of 5 or 6 their HP becomes 1 instead.

Blessing – The martyr may spend a Myth Lore while touching a creature to either restore 1d6 of its HP or cure it of any one illness. The martyr may not use this ability on themself.

Possessions

The martyr owns a simple but clean set of traveler's clothes, a ruck sack, a bed roll, and a holy symbol cast in lead.

In addition, roll once on the following table:

D6	Possessions
1	A knotted rope for self-flagellation
2	A shaving kit with a fresh razor
3	A small white cat that follows the martyr everywhere, but never comes near.
4	A prayer book with a lead cover
5	An alms bowl
6	A *hair pin* engraved with a grief poem

Creating a Martyr

The martyr's attributes do not matter. They are fated to die for others. They must try their best until then to do some good.

Pugilist

"MY WILL IS STRONGER THAN YOUR STEEL."

Those who choose to walk the short, bloody path of the pugilist are rare. Rarer still are those who survive long enough to truly embody it.

You have made an oath to conquer your fears and become a being of true willpower. You will face any danger that comes your way with neither sword nor shield, but with your hardened fists themselves.

Pugilists are often thought of as monks or ascetics, or else cultist berzerkers, but they follow no single faith or creed. There is no guild or society of their kind, but only a tradition of the solitary choice to walk this dark path.

Some choose this life to atone for dark sins, while others see it as the ultimate test to know themselves. Whatever the reason the feats of pugilists commonly become great tales of heroism.

The strength of a pugilist can make them highly prized as a companion, but their lack of interest in money makes them poor mercenaries.

Abilities

Hard Puncher – The pugilist's unarmed attacks deal D4 damage.

Frenzy – The pugilist ignores the effect of being Hurt. When the pugilist is Hurt, you may replace the result of any die you roll with their Willpower bonus (including Spirit) once during their turn in combat.

Painful Lesson – If the pugilist restores HP lost in combat during a rest they gain a Conflict lore.

Mad Fool – The pugilist loses all other abilities when wearing armor or wielding a weapon. They require no bed or similar comforts to rest.

Headstrong – You may spend a Conflict lore when the pugilist or an ally within arm's reach takes damage to reduce that damage by half (rounded up).

Possessions

The pugilist owns a bloody set of traveler's clothes and a cracked wooden food bowl.

The Pugilist only receives items from their party and character archetypes during character creation.

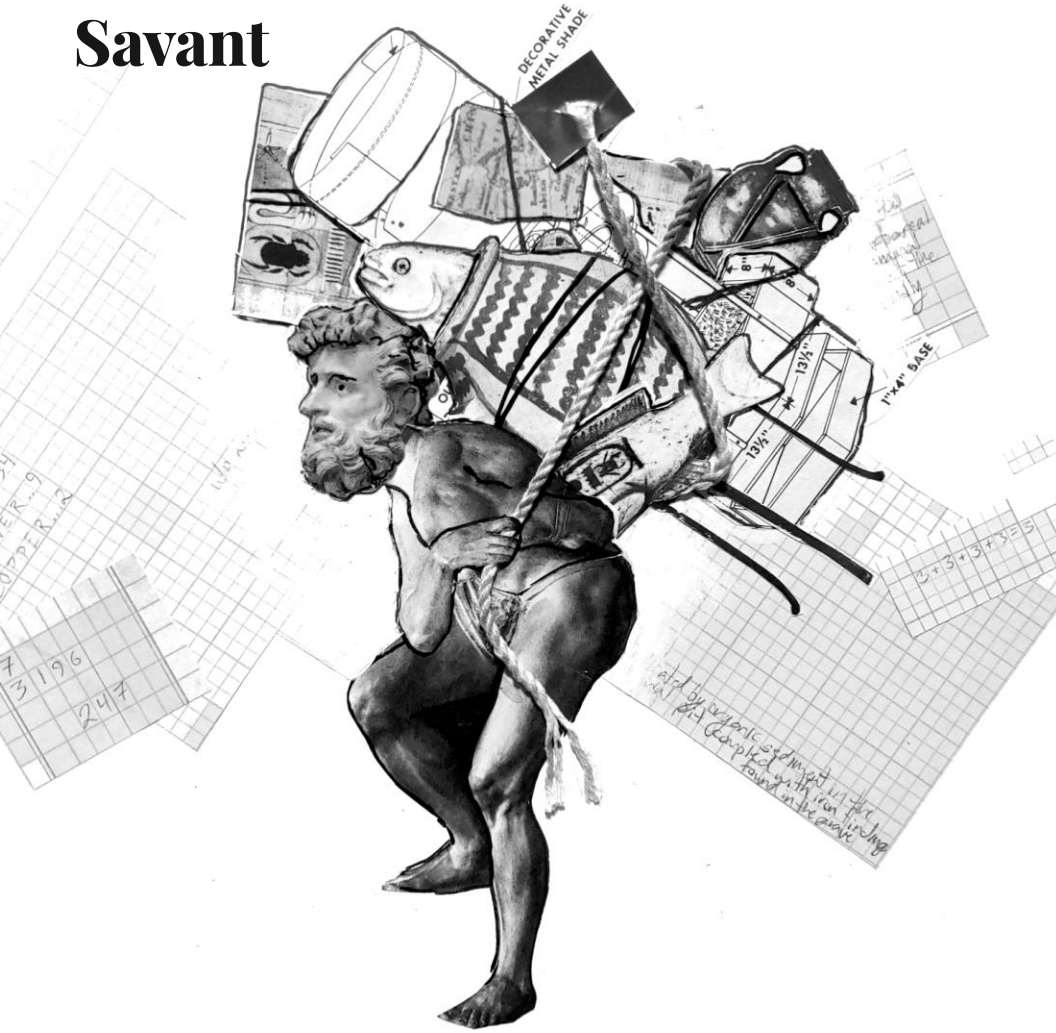
In addition, roll once on the following table:

D6	Possessions
1	Nothing
2	Nothing
3	Nothing
4	Nothing
5	Nothing
6	Nothing

Creating a Pugilist

A high Body bonus will help the pugilist survive fights, while a high Willpower bonus will help them take advantage of the Frenzy ability.

Savant



"Taxonomies, treatises, and tidbits of truth."

There are certain people who collect knowledge as easily as breathing. These folk are the savants.

Some savants are well-to-do scholars, while others are the common folk of the world compelled to seek wisdom in their meager free time.

Whatever their origin, they are collectors and often dealers of rare knowledge. Without a savant to guide them, many travelers perish in the dangerous mazes beneath the earth.

The subjects of a savant's fascination are varied, and the usefulness of what they know can vary as well. They are the type to carry an oiled cloak under their arm in the morning, even when the sky is clear.

Abilities

Deep Knowledge – As part of a rest the savant may gain a lore of any type.

Tutor – The savant may spend two lore of one type to give another creature who can understand them one lore of the same type.

Rifler – As an action the savant may spend a Science lore to open any non-magical lock.

Chirurgeon – As an action the savant may spend a Medicine lore to restore 1d3 HP to a creature they are touching, including themself.

Pack Rat – The savant has a carrying capacity of fifteen items instead of the usual ten.

Possessions

The savant owns a worn but well mended set of traveler's clothes, a canvas ruck sack, a bedroll, three *quills*, two *inkpots*, a large notebook, three *small journals*, and a water-damaged textbook.

In addition, roll once on the following table:

D6	Possessions
1	A handsaw, *eight nails*, and a *dog collar*
2	A modest mineral collection, a *tiny rock hammer, charcoal*, and a *tin of mica powder*
3	A *magnifying glass*, a spyglass, a hand mirror, a star chart, a *silk cleaning cloth*, and a pair of *broken spectactles*
4	A thirty foot coil of rope made from witch hair, a 200 year almanac of eclipse dates, a small fishing net, and a large marble collection
5	One hundred ninety-seven different copper coins and an *indestructible silver toothpick*
6	Fifteen one ounce lead bottles of powerful acid, a *compass*, and a pet spider the size of a man's palm

Creating a Savant

Your focus is on finding and utilizing Lore, which can be helped by a high Mind bonus.

Prioritizing skills like Detection and Charisma can help you seek out valuable information.

Equipment

Your group will need provisions, gear, and weapons to survive a journey in the dark. This chapter contains the rules for all of these things, as well as rare treasures that may be found by some brave and lucky souls.

Characters start with some supplies as specified later in this chapter, but they may also find or purchase things later on. The availability of items is always up to the GM. The GM may have the players wait to select starting items until they know what their first task will be.

Basic Items

The items on the following table can be acquired easily from traders. When creating a character, choose any three of these items to start with or roll three at random.

See the Carrying Capacity section of the rules to see how much characters can carry. Remember that small items are denoted in *italics*.

Items listed with a quantity only count as one item when determining carrying capacity. Remember that items not held in characters' hands must be in containers to be carried.

D66	Basic Items
11	Simple hand tool (hammers, shovels, saws, etc.)
12	Container (pack, pouch, chest, cask, jug, bottle etc.)
13	Rope
14	Provisions (three days)
15	Set of Clothing
16	Bedroll
21	Flint and Steel
22	2x Candles (four hrs each)
23	5x Torches (one hr each)
24	*Soap*
25	Fishing Rod or Net
26	*Chalk*
31	Crowbar
32	Collapsible 10ft Pole
33	Cooking Pot
34	20x Arrows or Bolts
35	Oil (one pint)
36	Tent

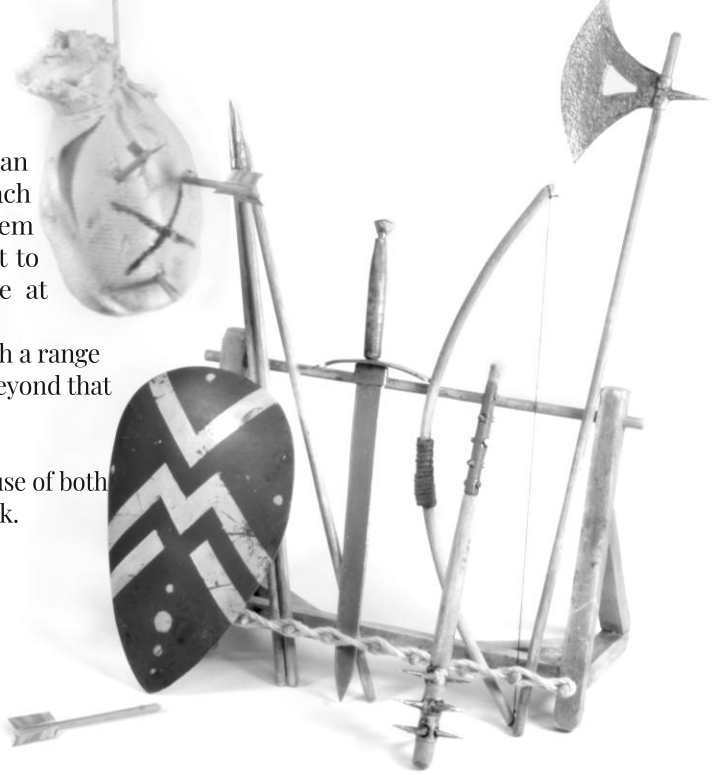
D66	Basic Items
41	Saddle or Lead
42	Holy Book
43	Firewood
44	Hourglass
45	*Compass*
46	*Measuring Ribbon*
51	Canary with cage
52	Map
53	Water Testing Pellets
54	Calendar
55	10x Sheets of Paper
56	*Quill and Inkstone*
61	Hand Mirror
62	Grappling Hook
63	*Needle and thread*
64	*Small Knife*
65	Shears
66	Salt (one pound)

Weapons

Harder to find than normal equipment, each player may pick one item from the following list to start with or roll one at random.

Weapons listed with a range cannot attack targets beyond that distance.

Weapons with the 2-Handed rule require use of both hands to make an attack.



D6	Weapons	Damage	Rules
1	Hand Weapon	1D6	Melee
2	2-Handed Weapon	2D3	Melee, 2-Handed
3	Spear	1D6	Melee, Thrown (30 ft range)
4	Polearm	1D6	Melee, 2-Handed, May attack targets up to 10 feet away
5	Bow	1D6	100 ft range
6	Crossbow	2D3	100 ft range, Spend an action to reload
-	Unarmed	1D2	Melee
-	Improvised	1D3	Melee

Shields and Armor

The catacombs are dangerous, and any protection one can find is welcome. Shields and armor can help fend off attacks, but they come with drawbacks.

Shields – Players may select a shield to replace any weapon their character would recieve during character creation. When using a shield in combat it provides +1 armor worth of protection but occupies the hand it is wielded in.

Shields do not impose a penalty on agility checks like armor does.

Armor – Players only receive armor during character creation if their archetype provides it. They may certainly find or purchase armor later on, however.

Armor reduces the amount of damage a character take from attacks, but it also makes characters less agile. Light, Medium, and Heavy armor reduce the damage taken from any attack by one, two, and three points respectively. They impose a penalty on agility checks by the same amount.

These categories can describe a broad range of gear from padded fabric armor to full steel plate. Adding a slightly fancier helmet here or taking away a vambrace there does not affect the rules associated with a set of armor.

A character cannot rest in medium or heavy armor. To put on or remove these types of armor requires roughly ten minutes of time.

A character can rest comfortably in light armor, and it only requires roughly a minute to put on or remove.

Bestiary

Many things reside in the world and beneath it.

Some are hostile to all those they come across, while others abhor violence. Still others can be appeased or reasoned with.

Using this Chapter

Each entry in this chapter contains the following information about the creature it describes:

Name - What the creature is called.

Description - An overview of things the players or other characters may know about it.

Vitals - Its attributes, skills, hit points, and movement. Unlisted skills are +0(+X) where X is the relevent attribute.

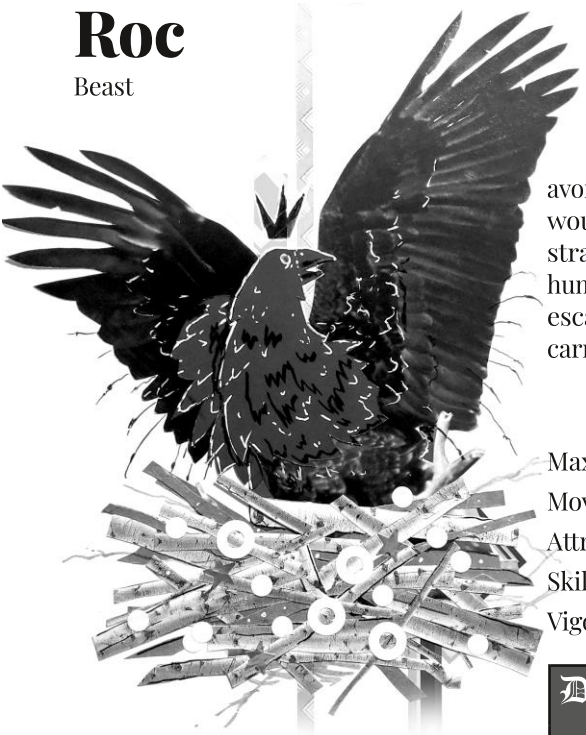
Actions - Attacks and other actions the creature can perform.

Abilities - Special abilities that the creature has in addition to the actions it can take.

The GM can roll on the Actions table during combat with any of these creatures, but they can also choose an action from the table or any of the actions available to normal characters. Actions can be modified or invented on the spot to suit the situaion.

Roc

Beast



"Wings like stormclouds and a beak like a ship's prow"

The Roc is a bird of unthinkable size. They are seen so rarely in the current age that some believe them to be extinct. They fly at such a great height that they can be mistaken for much smaller birds.

Rocs roost on cliffsides on the tallest, most remote mountains. Because their eggs take years to mature, rocs take great care building their nests and decorate them with exotic ornaments they encounter in their vast daily travels. Armor, weapons, jewels, shells, and other items of great beauty or value can be found in roc hoards for those able to seek them out.

Rocs are fearsome predators, but avoid unneccessary confrontation. They would much rather quietly whisk away stray livestock than attempt to fight humans. Still, there are stories of heroes escaping from roc nests after being carried away to feed their young.

Vitals

Max HP - 30

Movement - Fly 100, Run 20

Attr. - Body +4, Mind +0, Spirit +2

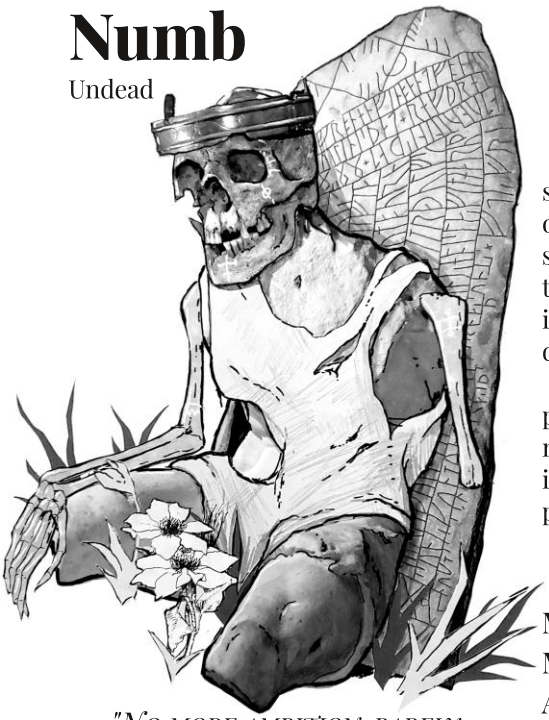
Skills - Fighting +2(+6),

Vigor +2(+6), Detection +1(+1)

D20	Actions
1-12	Talons - Attacks for 2D4 damage
13-16	Cry - The Roc lets loose a lonely cry of rage. All creatures within 60 feet must pass a vigor check. If they fail, they take 1d6 damage and are deafened for one hour.
17-20	Clutch - The Roc swoops towards a target talons-first. The target must pass an Agility check or be captured. If the Roc takes 4 or more damage from an attack it will drop anything it is carrying.

Numb

Undead



"No more ambition, barely animated enough to move, yet still easy to anger"

The shuffling undead wandering dreamlike in the dark without purpose are known as 'numbs' to the people of Gog.

Like wild animals, the numbs are treated with appropriate caution and respect, but little fear. They are almost never violent without reason, and their much decayed bodies pose little threat.

Some have old flesh still clinging to their bones, while others are mere skeletons. Their bodies may even be missing limbs or heads, though they don't seem to notice.

Numbs sometimes speak corpsetongue quietly to themselves, but rarely have anything interesting to say to those that can understand them.

The numb are treated as sleepwalkers by the Bell Ringers and other workers of the necropolis. Some slow thought or hazy memory has stirred them from their slumber for a time, but if left alone they will usually return quietly to their graves and go still.

Although numbs are usually peaceful, sometimes disturbances in the necropolis can enrage them. If a numb is acting violent or strangely there's probably something else causing trouble.

Vitals

Max HP - 4

Movement - Run 20

Attr. - Body +0, Mind +0, Spirit +0

Skills - None

Abilities

D20	Actions
1-18	Struggle - Attacks for D4 damage
19-20	Howl - Another angry Numb appears

Stillness of Death - When a numb lies still Detection checks made to spot it have a difficulty of 14 instead of 10.

Restless - When a numb is killed roll a D6 each hour. On a result of 6 they rise again at full HP

Dead Lord

Undead

"There's more to life than living. Let me show you."

Although the Necropolis of Gog is overseen by its council of elders, its true governors are the Dead Lords.

These beings maintain their faculties beyond death, bringing their ancient wisdom and mystical prowess to bear in quietly ruling the necropolis.

It's not known how many lords exist, and the entrances to their grand palaces are hidden well within the catacombs. They employee many creatures both living and dead as servants, however. To serve one of the lords in any way is considered a great honor, even more so if the servant's role is a permanent one.

Dead lords maintain their existence with a tax. Each citizen of Gog is required to either tithe one year of their lifespan to the lords at age 16 or leave. Few have ever refused, and the benefits of having strong rulers seem clear. Oddly, the citizens of Gog seem to rarely live into old age...

Those who immigrate to the necropolis are required to pay the tithe after living there for one year.

Physically the lords resemble anything from bleached skeletons to vibrant youthful humans, but they are all ancient and thoroughly dead.

Vitals

Max HP - 0

Movement - 25

Attr. - Body +2, Mind +3, Spirit +1

Skills - Fighting +2(+3), Detection +1(+4),Logic +3(+6), Charisma +1(+4), Magic +6(+7), Willpower +2(+3), Instinct +3(+4)

D20	Actions
1-5	Struggle - Attacks for D6 Damage
6-10	Ragemaster - The lord calls forth 2d4 angry Numbs to defend itself
11-19	Mage of Dust - The lord casts a spell of the GM's choice from the Magic section
20	Dead Eye - The lord gazes into the soul of a living creature they can see. That creature's HP becomes 0

Abilities

Undying - The lord does not become Hurt, lose consciousness, or die from losing hitpoints.

Mercenary

Human

"Stay away from that one. That ring means he served ten years."

Simple human fighters come in many colors, but almost all are motivated by coin. This makes them alternately reliable and dangerous.

The necropolis fights to be a more peaceful place, but from time to time the violence of the cities to the south comes calling. There are many treasures and secrets in the tombs - more than enough to kill for.

Vitals

Max HP - 10
Movement - Run 25
Attr. - Body +3, Mind +1, Spirit +1
Skills - Fighting +2(+5), Agility +1 (+2), Detection +1(+2), Willpower +2(+3)
Armor - 2 (med. armor)

D20	Actions
1-10	Attack - The Mercenary has a random weapon from the Basic Weapons table (see Equipment)
11-15	Dodge - The Mercenary takes the Dodge action
16-20	Whirlwind - The Mercenary attacks all enemies within reach of their weapon with -2 to hit

Abilities

Lethal - The mercenary ignores 1 point of armor with any weapon.

Gargoyle

Construct

"Hold guardian, I bear in my hand the green branch."

Tens of thousands of statues exist within the necropolis, but a special few of them are something more. These stone beasts, chimera, and grotesques are silent guardians of the secrets and treasures held below.

Creating a gargoyle is a long and expensive process. The chisel and hamer are each inscribed with the true name of a powerful spirit, and the block of stone must have the same names carefully carved into it before chipping the rest away to create its final shape. The result is a spell that can last many centuries, preserving the powerful command to guard something.

Gargoyles require no food, rest, or sleep, and have no true intelligence. They wait unblinking in the dark to defend their charges against trespassers, and nothing else.

It is said that there are certain methods of placating gargoyles, used by the elders of the necropolis to pass peacefully through the portals they guard.

Vitals

Max HP - 15

Movement - 25

Attr. - Body +2, Mind +0, Spirit +0

Skills - Fighting +2(+4),

D20	Actions
1-10	Claws- Attacks for 2d3 damage
16-20	Lithophage - The Gargoyle loudly consumes loose stones, regaining 5HP

Agility +1(+0)

Armor - 3 (stone body)

Abilities

Mindless - Gargoyles cannot fail willpower checks, including opposed checks.

Magic

There is a quilt of power blanketing the world. A thousand thousand forces pull at one another, and can be harnessed for a short while to perform miracles.

Players may learn magical secrets on their journey that enable them to perform magic.

Magic can come from many sources and take many forms, but learning a spell should be a special moment in the character's life.

Casting Spells

When a player learns a spell, they gain the ability to cast it as per its description. Once cast, a spell cannot be cast again until the following dawn.

Spells may require the player to perform a Magic check. As with all checks, the target number for this check is 10 unless otherwise noted.

Spark

Requires a Magic check to cast successfully. If failed, the spell cannot be attempted again for one hour.

Creates a small flame hovering above the caster's palm. This flame lasts one hour but can be dismissed at any time. It is hot enough to start a fire and bright enough to shed light like a candle.

Ward

Requires a Magic check to cast successfully. If failed, the spell cannot be attempted again for one hour.

This spell instantly cancels the effect of another spell.

Bounty

Causes a tiny fruit tree to spring forth from any patch of earth. The caster must perform a Magic check:

Success - The tree bears 1d6 fruits

Failure - The tree bears 1 fruit

Each fruit that the tree bears is a meal's worth of food.

Hound's Tooth

Requires a Magic check to cast successfully.

The caster's carried possessions and clothing disappear and they are transformed into a large hound. This has the following effects:

1: They can no longer carry more than one object at once and cannot use tools or weapons. They cannot speak any languages.

2: Their Body bonus becomes +3 if it was not higher already.

3: Their Detection bonus when using their senses of smell or hearing becomes (+5).

This effect lasts twelve hours or until dismissed by the caster.

Anchor

Requires a Magic check to cast successfully. If failed, the spell cannot be attempted again for one hour.

An object held in one hand by the caster is anchored in place, even in midair. This effect lasts for one hour. The object can only be moved with 1000 pounds of force or a Body check with a target number of 15.

Twin

Copies the appearance of either the caster or a willing target that the caster is touching, and applies it to the other. Clothing and held items are not copied.

The Caster must perform a Magic check:

Success - The caster and the target are completely identical.

Failure - The caster and the target each retain their original voices and eye colors.

This effect lasts twelve hours.

Duplicate

Requires a Magic check to cast successfully. If failed, the spell cannot be attempted again for one hour.

A perfect copy of an object held in one of the caster's hands appears in the other. If the original is magical the copy is not.

The caster may destroy the copy at will and at any distance. While the copy exists this spell cannot be cast again.

Hone

Requires a Magic check to cast successfully. If failed, a small cut appears somewhere on the caster's body dealing them 1 damage.

The caster speaks the true name of an ancient hero while holding a weapon or piece of ammunition. The next time that the item deals damage to a target it deals an extra 1d4 damage.

This effect lasts one hour.

Sunstone

Requires a Magic check to cast successfully. If failed, the spell creates a bright flash instead that blinds the caster for one minute.

A small stone the caster is holding becomes a sunstone. This stone emits a faint light mimicking the current sunlight (or lack thereof). The sunstone is too faint to be used as a light source, but it allows the bearer to know the time of day even when deep underground.

Sunstones fade after one year.

The Necropolis of Gog

North of the Argent Sea and the Silvered Kingdoms lies the Necropolis of Gog. This ancient resting place has been home to the dead of countless cultures and generations since before history was recorded.

Sitting in a crater valley five miles in diameter, Gog is surrounded by white-capped mountains. The living in this place are pledged to care for the dead in all ways.

Grave robbery and senseless violence against the dead are strictly forbidden here. Instead the deceased are fought for and respected by their caretakers.

Living Among the Dead

This chapter is an introduction to the setting of Rotten Crown, but you won't find every inch of the necropolis mapped out. The story and the world of your game can and should be different from every other.

The wider world beyond the valley is based loosely on the rennaissance era Mediterranean, with its wealthy city states and maneuvering imperial powers. As both a player or a GM feel free to use this as inspiration for your characters and stories, but don't let it restrict you. The valley of the dead is its own isolated corner of the world, and as such has its own customs and rules.

Using this Chapter

Each location in this chapter describes an area within the valley, either above or below the ground. It includes characters and mysteries to help GMs bring these places to life.

The mysteries listed in each entry can give players something to investigate when things slow down. You can roll on these tables, select a mystery you like, or create your own.

The Village of Departure

In the center of the Necropolis lies a small lake, and in the center of that lake stands the village of Departure. The living citizens of Gog reside here, all working at various trades related to the care of the dead.

Because they were built by graveyard masons, the buildings of Departure bear a strong resemblance to tombs. Its people are not dour or gray, however. This is a place filled with life and industry.

Key Features

The Restless Wyrm

A boarding house and inn for those who live in Departure but spend much of their time away working.

Embalmer's Manse

A world-renowned funeral home and preparer of the dead. Many wakes and ceremonies are held here in addition to preparing bodies.

The Sunset House

Pilgrims who journey to Gog at the end of their lives are cared for here before they pass away. The residents are from many far away places, and are often glad to have someone to talk to.

Characters

Mama Sunblind

Head of the village council and grandmaster embalmer, Mama is a quiet-spoken but powerful leader. Her tiny, ancient body is said to be supported by even older magic.

Gideon and Griselda

Gideon is a savant cataloging different burial and mourning practices from the world's cultures. Griselda catalogues the many families and individuals interred in the necropolis. They are identical twins.

Broken Nose Borges

Head smith for the village, Borges makes coffin nails, weapons, armor, pots and pans, and everything in between. No gravedigger in the necropolis would trust a shovel from any other forge.

D6	Mysteries
1	A shipment of lumber for caskets is overdue from upriver. Something is wrong at the logging camp.
2	Griselda's research on a family of sorcerers has reached a dead end. She needs information from their lost tomb.
3	The left hand of a newly delivered body went missing last night.
4	A numb enters the village each morning and leaves a flower by a shade tree.
5	A pilgrim needs protection to visit their mother's grave.
6	A fire has started in the Embalmer's Manse.

The Bloomfarm

Many pilgrims who hear tales of the great and mysterious necropolis of Gog are surprised to find a farm within the valley. The Bloomfarm is an essential part of the community, providing flowers, food, and sacrifices for the living and the dead.

Key Features

The Flower Field

A vibrant field filled with countless varieties of flowers, carefully tended by the master florist. These blooms are used to decorate graves both above and far below ground.

The Pens

Many pilgrims bring livestock as a sacrifice for the dead or a tribute to the workers of Gog. Here they are either kept awaiting slaughter or cared for as beasts of burden or milking animals.

More exotic animals can be found here than a normal farm, including alligators, camels, and lions.

Characters

Granny Weird

The eldest living resident of the Necropolis, no one is exacly certain how old the witch farmer of the Bloomfarm is, including her. Said to be a once powerful sorceress, Granny contents herself these days caring for her small herb garden.

Hel the Shepherd

The sheep flock of the Bloomfarm helps sustain its community with wool, mutton, and sacrifices. Each day Hel leads them out of their pen to roam the valley and crop its green grass. Like other shepherds she is more than capable of defending her flock.

Tremain

The master florist of the bloomfarm is a greenhost, physically intertwined with the many flowers he cares for. Tremain has given his body so utterly to the plants that some worry he will soon root in his field and disappear completely.

D6	Mysteries
1	Hel can't understand why the sheep won't eat the grass in one family's plot.
2	A goat must be escorted deep underground and sacrificed.
3	A box of one dozen lilies must be laid on one dozen graves in the catacombs.
4	Tremain needs an apprentice.
5	Granny Weird needs a mushroom from the Gray and Green for a medicine.
6	The milk has soured, and Granny says something has cursed the cattle.

Monument Quarry

The stonework of the necropolis is almost entirely native stone, quarried just beyond its borders. This quarry is home to some of the finest carvers and stonecutters of their age.

Hewing and moving these stones is difficult work, and involves more than a few arcane secrets.

Key Features

The House of Marble

A small building carved of gleaming white marble is home to the fine chisellers who create the statues and ornate carvings of Gog.

The Hollows

Deep caves carved into cliffsides mark where rare stones and minerals have been harvested. Many are abandoned, and creatures alive and dead lurk within.

The Breakpiles

Massive piles of discarded rock litter the area beside the quarry. These piles are treacherous both for their rockslides and their hidden residents.

Characters

Amir the Foreman

The strict but honorable leader of the stonecutters, Amir doesn't like strangers wandering around in the quarry because he hates seeing people get hurt.

Vincenzo

An auteur sculptor who creates lifelike marble statues of humans and other creatures. Vincenzo is certainly a master, but insists on taking his time.

D6	Mysteries
1	Vincenzo is carving a guardian gargoyle for a tomb, but needs a very specific sacrifice to empower it.
2	Two quarrymen are dead, and a third insists he saw a devil kill them.
3	Amir needs to exactly recreate an arch from the catacombs, but can't visit to measure it.
4	A marble plaque replacing a defaced one must be installed deep underground.
5	An inscription must be made in an ancient language no one living still knows.
6	The animals living in the breakpiles are all dead.

The Colony of Mourners

Next to the lake at the heart of the necropolis of Gog is a permanent tent city. These are the mourners who come to deliver or visit with the dead.

The workers of the necropolis treat these people with respect and kindness, but they are not allowed to sleep in the village of Departure. It is customary for the mourners who come here to bring offerings for the caretakers of food, incense, clothing, and other goods that the village cannot produce itself.

Key Features

The King's Camp

At the top of a softly sloping hill the most aristocratic mourners pitch their tents. This places them a good distance from the water, and many servants are seen struggling with pails day and night.

The Bazaar

Pilgrims visiting Gog always seem to forget something essential, and canny vendors are ready to provide it here at a steep upcharge.

In addition, the merchant lords here to mourn their dead always bring a few expensive trinkets along in hopes of making a sale.

The Penitent Stair

If the catacombs beneath the valley have a front door this is it. These broad stairs lead down to a well traveled and safer route through the upper chambers of the tombs below.

Characters

Angus Blue Eyes

A rare book merchant from far away lands, Angus speaks broken Portolan but will give a friend's discount to anyone he can talk to in Braeshe.

Graziella the Guide

A middle-aged woman who guides pilgrims down the Penitent Stair for a fee, she has lived in the necropolis for her entire life.

D6	Mysteries
1	A family of four "brothers" says they are seeking the tomb of an ancestor, but they don't look related to one another.
2	A prince of the Silvered Kingdoms has gone missing with his entourage down the Pentient Stair with no guide.
3	An old woman needs a guide to her wife's family tomb.
4	Someone in the tent city is stealing bones from graves.
5	Graves around the mourner's camp have been defaced, but none with Provisan names have been damaged.
6	Mourners from Coptium insist they be allowed to prepare and bury a body themselves.

The Calendar Tombs

Encircling the valley of Gog are steep hills, and into these hills are carved the calendar tombs.

These are some of the oldest structures in the necropolis, and seem to have been built by several cultures across several periods of history.

The name "The Calendar Tombs" comes from a feature of their construction: On certain days of the year each tomb's entrance lines up perfectly with the sun to shine light deep within it. There are competing theories as to the purpose of this alignment, but it likely had different importance to the different builders and occupants.

Key Features

The Giant's Tomb

A massive stone door sits in the cliffside on the north rim of the valley. A narrow slit admits light twice a year during the solstice. It is said that on these days giants sometimes come to the valley to die, moving the door with the last of their strength.

Yonni's Henge

A set of eight massive stones can be found at compass points around the valley. These precisely block light from entering eight respective tombs, though no one is sure why.

They are named after the gravedigger who first discovered (or rediscovered) this peculiar alignment.

Characters

Yvette the Chronicler

An inveterate historian with a thick Gollish accent, Yvette is fascinated by the calendar tombs. She has spent the past three years hiking around the rim of the valley studying them.

Inquisitor Emilio

Although his authority is technically invalid in the valley, Emilio and his retinue have visited Gog three times now. He insists that the Calendar Tombs in particular are heathan and profane, and must be destroyed.

D6	Mysteries
1	A seemingly empty crypt floods with water that flows into the valley below as a stream once every three years.
2	Torrential rain has washed away the topsoil hiding an undiscovered calendar tomb, but its door is chained shut.
3	Yvette wants to open a tomb, but Mama Sunblind insists the dead not be disturbed.
4	Fiddle music comes from a sealed tomb once a year.
5	A woman insists her son was buried in a truly ancient tomb.
6	A lost stone bell has been heard within a calendar tomb.

The Great Kiln

Many of the dead brought to Gog are not buried, but cremated. A massive furnace designed to properly reduce their bodies is called the great kiln, and its smoke often hangs above the valley.

Because the valley has few trees, it is customary for all pilgrims to bring a small amount of firewood on their journey to supplement what the workers themselves gather from nearby. Some of this firewood is carved with holy symbols or scented with oils and herbs, but it all burns the same in the end.

Key Features

The Kiln

Two stories tall and decorated with carvings on all sides, the kiln is heated by three huge underground chambers. The separate chambers allow wood ashes to be swept out in one chamber while the others are still burning.

The Woodpile

Wood brought by pilgrims is piled here in a round, open-walled structure. This firewood is holy, and strictly not used for any other purpose.

The Pyre Stone

Some traditions burn bodies beneath the open air with mourners present. This is accomodated with a large raised stone next to the great kiln. The fire from the kiln is redirected through holes in the stone.

After most ceremonies the remains are then transferred to the kiln to fully reduce them to ashes.

Characters

Kaiah the Asher

Master of the kiln and all its workings, Kaiah is dedicated to her work and her workers are dedicated to her. She is only 17 years old, having taken over for her father. She cremated him herself.

Johan Potter

Many mourners bring urns for the deceased, but many more make use of Johan's beautiful vessels. These are fired in the same kiln that burns the dead.

D6	Mysteries
1	A great salamander has taken residence in the kiln.
2	Johan needs a rare mineral to make glaze for an urn.
3	A pilgrim insists he be cremated alive with his master's remains.
4	A woman's body won't burn.
5	A noble's fine clothing in which he was to be cremated has gone missing.
6	After a body is burned its skeleton remains - made entirely of silvery metal.

The Tower of Rooks

Jutting above the landscape of the valley stands the Tower of Rooks. This spire was built for sky burials, where bodies are left exposed to the sky for birds to consume. This practice requires a strong stomach, as the dead must be cut open and their organs fully exposed to be eaten.

Sky burial is much rarer than earth burial or cremation, but it's still called for often enough that the tower must be maintained

Key Features

The Tower

Standing one hundred feet tall, the tower has a series of balconies that start halfway up. On these platforms bodies are left for weeks or even months to be picked clean by the birds.

The Rookery

At the base of the tower are hundreds of niches carved in its walls where birds make their home. There are dozens of species present, but crows and ravens are particularly abundant.

Characters

Jubin the Excarnator

The sole living caretaker of the Tower of Rooks, Jubin is a gaunt, quiet soul. He much prefers the company of birds to people.

Horrible claustrophobia prevents him from ever journeying underground.

Mikael

A dead man who was once a sky burial himself, Mikael is a silent skeleton who helps Jubin carry bodies and care for the birds. They sometimes quietly converse in corpsetongue, but Jubin will not talk about why he can speak it.

D6	Mysteries
1	Some of the birds in the rookery cast no shadow.
2	Jewelry is being stolen from the crows' nests. Jubin is furious.
3	A bundle of bones, now fully cleaned by the birds, must be buried deep underground.
4	While cleaning, Jubin has discovered a trapdoor at the base of the tower, but doesn't know where it leads.
5	Mikael is missing.
6	Jubin found a raven cut open and prepared for sky burial on one of the balconies.

The Piles

The valley of the necropolis of Gog is filled with tombs, headstones, and other monuments. In many places this stonework is piled so close together it becomes its own terrain. This landscape of carved stone is referred to by the residents as "the piles".

Seeing these many thousands of graves fills pilgrims with wonder at the scale of the necropolis, particularly when they realize that the graves aboveground are only a tiny fraction of what lies below.

Key Features

The Three Princes

A collection of three tombs sealed by enormous stones. These crypts are so old that nothing is known of their occupants or builders, but the immense work required to move the stones suggests they were important figures.

The Hard Road

A path through a section of the necropolis is paved with headstones, each covering a body stood upright. Pilgrims and residents alike treat the road as a place of contemplation and prayer.

The Standing Bells

Not all of the great stone bells of Gog are carried by appointed Bell Ringers. A few are hung in areas of trouble throughout the piles. These bells calm the angered undead when rung.

Characters

The Stranger in Red

On very rare occasions those wandering the piles have encountered a tall, dead figure in a bright crimson shroud. The figure disappears when approached, and its appearance always foretells great misery.

Archimedes

An enormous tortoise makes its home in the piles. It's said to have been brought as a gift from a distant land centuries ago, but the caretakers had no desire to sacrifice it. Instead it wanders forever searching for a mate that will never come.

D6	Mysteries
1	Archimedes is horribly ill.
2	A row of graves is discovered to be empty. A bidding war begins among the mourners for them.
3	Grave robbers have been here, and very recently.
4	Death Rattle Beetles have infested a section of the piles. The dead are enraged.
5	Each night the shades within a family plot seem to be rehearsing a play.
6	A dead horse has an arrowhead lodged in its skull, and it's trampling everything in sight.

The Gravewood

A saint came long ago to the valley to die. She had forged a peace between the fae and mortals, and the trees themselves honored her. Where she lay down trees sprouted up to shade her grave. Or so they say.

This small wood is sacred, and no tree within it may ever be cut down. It is a peaceful patch of deep green among the gray stones of the valley.

Key Features

The Table

Near the center of the wood is a great stone table, too tall to be seen over by any man. Boulders surround it like huge chairs.

The Rooted Tomb

The grave of the saint is said to be guarded by the roots of the trees, but for pilgrims who prove worthy an audience with the miraculously preserved flesh of the saint is granted.

Characters

The Bright Child

A fairie resides in the wood, though its powers, age, and motivations are all unknown. At times it seems to resemble a thin child burning with blue fire.

D6	Mysteries
1	The faerie has been appearing as a great minotaur and scaring away pilgrims.
2	A tree in the heart of the wood has died with a black-handled dagger embedded in its trunk.
3	A pilgrim was granted an audience with the saint, but then ran from the valley as if being chased.
4	The boulders around the table have changed places. One is broken in half.
5	Mama Sunblind has received a message signed by a Dead Lord. It says "Burn the
6	One of the trees on the edge of the wood isn't really a tree.

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Fate

Body

Agility

Fighting

Vigor

Mind

Charisma

Detection

Logic

Armor

L H

M

Spirit

Instinct

Magic

Willpower

Health

Weapons

Unarmed - D2

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Lore

Conflict	○	○	○
History	○	○	○
Medicine	○	○	○
Myth	○	○	○
Nature	○	○	○
Science	○	○	○

Abilities

Languages

Possessions

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Items

Small Items