

Keyed Encounters

1. The Door Puzzle

A door of stone stands before you. Written in faded script around the exterior is the following:

*When I rise, I lift all
When I fall, I reveal that which was hidden
I heed the moon's beck and call
Speak my name to enter*

The answer to the riddle is "Tide."

2. The Skeletons

In this room lies 4 coffins. If a player disturbs the coffins a number of skeletons equal to the number of players (but no greater than 4) revive and attack. They each have 2 HP and deal 1 damage.

3. The Statue

There is a stone statue of King Redglave in the center of this room. It is of modest make and bears a humble crown. It is a distraction (and hint); to open the hidden door the right sconce must be pulled. Behind the door is a chest containing 2 healing potions (heal 1 HP) and a dagger that, on hit, removes 1d6 from the enemy's attack roll.

4. The Pit

This floor is cracked and damaged here. If a player walks over it the floor will collapse and drop them into a pit, dealing 2 damage.

5. The False King

The False King sits upon a throne in this room. See reverse side of page for roleplaying details. There is a switch under the hand-rest on the throne which reveals a hidden staircase carved into the wall.

6. The Crown

A lone coffin contains the body of King Redglave in this room. If opened, his ghost appears. See reverse side of page for roleplaying details.



AP1

The Crown



A Role-Playing Game for 2+ Players

Requires a handful of d6 dice

Game Master:

- Has final say, always
- Encourages creativity
- Adjusts rules as necessary

Combat:

- Roll 1d6, highest goes first; re-roll ties
- Attacks made with one-handed weapons do 1 damage
- Attacks made with two-handed weapons do 2 damage

Conflict Resolution:

- Roll 2d6
- Success when roll >=6
- Situationally add/remove 1d6
- Attacks made by dual-wielding two weapons requires two separate rolls
- Attacks made with ranged weapons require both hands and do 1 damage

Players start with 1d6 HP



Shields allow combatants to roll 1d6 and reduce an attacker's roll by the result

Introduction

Welcome to The Crown! The Crown is an introductory roleplaying module for 2+ players. You will need at least 2 people to play the game: 1 to be the Game Master - the person who runs the monsters and describes the dungeon - and one or more players to play the characters exploring the dungeon.

It is recommended that the Game Master has some experience playing or running roleplaying games. The Crown is very rules-lite, which is an intentional design choice, but that also means a lot will be left to the Game Master to come up with on the fly. This allows for a more organic roleplaying experience that is based more on improvisation than preparation. The Game Master should understand how to keep the game moving and be prepared to show the uninitiated what tabletop roleplaying is, what's fun and rewarding about the experience, and what's unique to roleplaying compared to other forms of play, gaming, and interactive art.

Players can be brand new to roleplaying or experienced as well. Allow them to experiment with the genre and try to say "yes" when they ask you if they can do something. Allow them to succeed most tasks (outside of combat) automatically. For example, if a player is trying to find the secret switch in the False King's room, as long as they're looking on the throne don't make them roll, they can simply find it. When speaking to the True King, if they make a case for why they should have the crown that is believable have Redglaiive simply give it to them, don't make them roll for it. For traps like those in the hallway between the statue and the False King you may have them roll if they trigger it or not, depending on how the players are faring thus far. Again, it's the Game Master's job to ensure the players are having fun, it is not an adversarial position where you are trying to "beat" them. Rather, you are the arbiter guiding them through the game. If certain rules don't make sense in a certain situation or no rule matches what a player would like to do, make something up or change it! Remember the key mantra - rulings, not rules.

Playing the Game

When you start the game, read the following to the players:

You all stand before the ancient tomb of the humble King Redglaiive. A man known throughout the land for his charitable nature, and selfless rule. You have come here for one reason - to obtain his crown. This artifact is said to hold incomprehensible magical power. Power to destroy, power to bring wealth, but also power that could bring peace and prosperity. Your motives are your own, but your mission is clear.

You have traveled for weeks following ancient clues. Finally, you stand before his ancient tomb. What wonders, and horrors, lie within?

Let the players now begin their roleplaying experience. You might ask them questions such as, "What is your name? What do you look like?" or "What brought you to seek out the crown?" You'll also want to have the players establish what type of adventurer they are. Ask them, "What type of weapons do you wield?" You should allow the players to come up with the equipment they're carrying on the spot for ease of play. For example, if they want to try to pry open a coffin with a crowbar it's perfectly reasonable to let them have that item in their pack. Allow them to be creative, and don't hold back their fun by sweating the small stuff.

Describe the dungeon as you see fit. Enrich the world through details and exposition. There's not a lot included, so you'll need to fill in the gaps with your own imagination. Leave your fingerprint on the world! Here are some elements to get you started:

The dungeon is cold and dusty - it hasn't been disturbed in awhile. In addition, it is very dark inside the tomb. Players will not be able to see unless they are carrying a torch. There are some unlit sconces in some rooms that can be ignited to provide light in those areas.

Key NPCs

1. The False King

The False King is the guardian of the tomb. Put in place by King Redglaiive, the False King is responsible for ensuring no one reaches the True King residing in the deepest level of the dungeon.

He wears an extravagant crown of gold encrusted with jewels. As was stated to the players in the intro to the module and hinted by the statue in the third room this should be a clue to his true nature. The crown drops to the floor after his defeat, some players may be fooled by this and leave thinking themselves triumphant.

The False King cannot be reasoned or bartered with, no one deserves the crown and he will fight to the last to defend it, that said, he will attack the players, only defend himself. If they retreat, he will not pursue. He wields a two-handed greatsword, deals 2 damage per attack, and has the number of players x3 HP.

2. The True King - Redglaiive

The True King lies in the basement of the dungeon. He is buried in a coffin and, when a player disturbs this coffin, his ghost appears to speak to the players. The Crown the players have been sent to collect is on his corpse.

Redglaiive will offer the crown to a player he has deemed worthy, one that will use the power it grants to bring peace and prosperity to his former kingdom. If a player hints that they want the crown for a greedy or evil purpose he ask them to leave and never return.

If a player attempts to take Redglaiive's crown without his permission he will curse them, turning them into a new False King to defend his tomb.

