

Issue Five
FUNNELS & WARBANDS

CROWN COMPENDIUM



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Funnels

Sometimes you want to start a new campaign a little differently than before. Instead of making a new level one character, each player makes a handful (two to four) of level-zero characters. These lower level characters are then put through an adventure, and the players choose a character from the survivors.

WHY USE A FUNNEL?

Funnels help set the tone for a game without having players “waste” their time creating characters that will just die. A funnel allows players to experience their character’s origin story; characters are built during the game rather than beforehand. It binds the player characters together via shared experiences and trauma; everyone remembers the horror of Bill the potato farmer being torn asunder by the enraged troll. It can even be fun, in the same way that a horror movie can be very similar to a comedy - and of course there is a certain level of schadenfreude that occurs.

Using a funnel means getting to the game faster, and lets players ease into it. There are no special class mechanics to learn, no equipment to purchase, and no backstory to create. Just roll the dice and name your characters.

The funnel speeds up play and encourages players to think of creative solutions to problems. They don’t simply rely on what is written on their character sheet because their characters are very bare bones.

Character Death

Character deaths will happen often (it is almost the point of a funnel) and some people may lose all of their randomly rolled characters. You need to account for this; there needs to be a way that new characters can feasibly enter the adventure. More reinforcements from a nearby town, curious wanderers from a local trade route, or zealous pilgrims from across the land searching for glorious death.

Each new character that enters the fray is created the same way as all those before it. Players should be able to make characters in a matter of minutes; allow them to bring in a new set of characters at once rather than one at a time.

CREATING ZERO LEVEL

Each level zero character is created the same way. Follow the steps as outlined below:

1. Roll each character’s attributes, $2d6+3$, in order without switching any of the values.
2. Roll $1d3$ to determine each character’s hit points value. If the character has $13+$ CON they get $+1$ to this value.
3. Mark that each character has 10 AV.
4. If the character has $13+$ DEX they get a $+1$ bonus to their initiative rolls.
5. Record how many slots of encumbrance the character can carry (highest of STR or CON).
6. Roll $4d6$. Refer to the charts on the next page. Two of the dice are considered a pair and refer to the main chart about professions, the other two dice refer to the charts at the bottom of the page with random items.
7. Give them a name and $1d6$ crowns each (no time to spend them though).

Class, XP, and HD

Level zero characters have no class. They are common people forced into uncommon situations. They have zero XP and cannot gain any. They have zero HD.

Getting to Level One

Once a zero level character has completed the funnel adventure, they become level one. They gain $1d3$ hit points. They have 1 HD. They choose a class and gain any associated boons or class abilities (such as a new AV score or bonuses for certain $13+$ attributes). This is also the time to spend any loot that the character gained from the dungeon that they just survived.

ZERO LEVEL CHARACTERS

D66	PROFESSION	WEAPON	PROFESSION-RELATED ITEM
11	Animal Trainer	Whip (Hand Weapon)	Pack Mule
12	Barber-surgeon	Razor (Small Weapon)	Bandages (3)
13	Beggar	Walking Stick (Hand Weapon)	Begging Bowl
14	Blacksmith	Forge Hammer (Great Weapon)	Steel Tongs
15	Bounty Hunter	Sword (Hand Weapon)	Man Catcher
16	Butcher	Cleaver (Hand Weapon)	Dried Meat Rations (5)
21	Candle-maker	Scissors (Small Weapon)	Candles (5)
22	Carpenter	Mallet (Hand Weapon)	Saw
23	Charcoal Burner	Club (Hand Weapon)	Torches (3)
24	Cobbler	Awl (Small Weapon)	Shoehorn
25	Cooper	Crowbar (Hand Weapon)	Pliers
26	Costermonger	Peeling Knife (Small Weapon)	Dried Fruit Rations (5)
31	Dyer	Knife (Small Weapon)	Vial of Red Dye
32	Farmer	Pitchfork (Spear)	Grain Rations (5)
33	Fletcher	Shortbow	40 Arrows
34	Furrier	Knife (Small Weapon)	Fur Cloak
35	Grave Digger	Shovel (Hand Weapon)	Trowel
36	Herbalist	Walking Staff (Staff)	Poultice - Bandages (3)
41	Herder	Shepherd's Crook (Staff)	Traveler's Cloak
42	House Guard	Spear (Spear)	Leather Armor
43	Hunter	Longbow	20 Arrows
44	Lumberjack	Axe (Hand Weapon)	Bundle of Wood
45	Mason	Hammer (Hand Weapon)	Chisel
46	Merchant	Walking Staff (Staff)	1d6 Crowns
51	Miller	Club (Hand Weapon)	Flour (1 lb.)
52	Minstrel	Sling	Lute
53	Mountebank	Misericorde (Small Weapon)	Fancy Clothing
54	Prospector	Pick (Great Weapon)	Wooden Utensils
55	Rat Catcher	Long Dagger (Small Weapon)	Small but Vicious Dog
56	Rope-maker	Sling	Rope (50 ft.)
61	Sailor	Rigging Knife (Small Weapon)	Grappling Hook & Rope (10 ft.)
62	Scribe	Knife (Small Weapon)	Ink Jar and Quill
63	Street Performer	Dagger (Small Weapon)	Bright Costume
64	Thief	Dagger (Small Weapon)	Lockpick Set
65	Trapper	Skinning Knife (Small Weapon)	Bear Trap
66	Weaver	Needles (Small Weapon)	String (50 ft.)

D6	RANDOM EQUIPMENT 1
1	Backpack
2	Cloth Armor
3	Chalk (1 piece)
4	Sack
5	Shield (makeshift)
6	Waterskin (full of water)

D6	RANDOM EQUIPMENT 2
1	Flint & Steel
2	Lamp & Oil (8 hours)
3	Lockpick Set
4	Pole (10 ft.)
5	Rope (50 ft.)
6	Torch

Warbands

Charismatic and wealthy characters tend to gather allies, hirelings, and mercenaries as they gain wealth and power. Soon enough their humble adventuring party gets so large that it transcends that classification. A warband is a group of twenty or more individuals working together. They may be followed by an equal amount of noncombatants.

USING WarBANDS

A warband operates very differently than an adventuring party. They are rarely the tomb-robbing itinerants that most adventurers are. They are formed with an express purpose (kill the Troll King of Mount Redshadow) or become mercenaries.

Warbands made for an explicit purpose tend to break up after that purpose is completed. The characters will go back to their adventures and the others will return to their normal lives.

Mercenary warbands become more involved in the politics of the region as those in power take notice of a large group of armed individuals. They may become an integral part of a greater struggle within the region (a local duke wants to drive out the savage elves of a nearby forest) or work as auxiliaries for factional infighting that might be taking place (the kobolds are willing to give the warband all the treasure from the goblin stronghold if the warband will help assault the fortress).

Warbands are a good stepping stone to establishing strongholds and engaging in domain level play. The large group will tend to want a headquarters to operate from. As the warband grows it will naturally begin to control land and eventually the players will find themselves engaging in domain level play more often than not. The warband might become an army and people might start settling nearby the headquarters in search of work or safety. Soon the players will be “big names” in the region.

MAKING WarBANDS

Warbands form in two ways: a surge of people join together for a single mission (often only slightly better than a mob) or the characters have been hiring retainers over a long period of time and naturally formed a warband.

Retainer Availability

In a small town or village there might be one or two retainers available for hire. They will most likely be noncombatants. Walled towns, cities, or fortresses are where more combative retainers can be hired.

SETTLEMENT	TOTAL RETAINERS
Village	1d3 (1)
Town	1d6 (3)
Walled Town	3d6 (10)
Small City	6d6 (20)
Port City	10d6 (35)
Major Urban Hub	12d6 (40)

If the situation is desperate, normal townspeople can be drafted to assist (this is also similar to how funnels work, just common people doing what they can). This is usually considered a mob rather than a warband proper.

Mercenaries

Mercenaries can function as temporary retainers, they’ll be hired for a certain duration (usually for a specific purpose or battle) and then go their own way. A normal retainer will remain with the characters until they stop getting paid (or if they are treated poorly). When the characters recruit large amounts of retainers in the same place, or around the same time, a good portion (most of them) should be mercenaries that have their own lives to return to after the conclusion of the adventure.

WarBAND COMBAT

When you run combat with a warband use the oversized combat rules (pg. 6). These rules are meant to simplify the combat to make it easy to run and fun to play.

Retainers For Hire

Archer - Fighter

AC 1 AV 11 HD 1 MV 30 ST 6
Attk: Longbow, Dagger Dmg: 1d6+1, 1d3
Open Slots: 10 / 12 Armor: Cloth.

Berserker - Fighter

AC 0 AV 12 HD 1 MV 35 ST 6
Attk: Paired Axes Dmg: 1d6+2
Open Slots: 10 / 12 Dual Wielding.

Crossbowman - Fighter

AC 2 AV 11 HD 1 MV 30 ST 6
Attk: Crossbow, Dagger Dmg: 1d6+2, 1d3
Open Slots: 9 / 12 Armor: Leather.

Halberdier - Fighter

AC 3 AV 12 HD 1 MV 30 ST 6
Attk: Halberd Dmg: 1d6+1
Open Slots: 8 / 12 Armor: Brigandine.

Hedge Knight - Fighter

AC 5 AV 13 HD 2 MV 30 ST 7
Attk: Great Sword Dmg: 1d6+4
Open Slots: 6 / 12 Armor: Half Plate. Great Weapon Fighter.

Spearman - Fighter

AC 3 AV 12 HD 1 MV 30 ST 6
Attk: Spear Dmg: 1d6
Open Slots: 8 / 12 Armor: Shield, Leather.

Swordsman - Fighter

AC 5 AV 12 HD 1 MV 30 ST 6
Attk: Sword Dmg: 1d6
Open Slots: 7 / 12 Armor: Shield, Chain.

Apotropaist - Mage

AC 1 AV 10 HD 2 MV 30 ST 7
Attk: Staff Dmg: 1d6
Open Slots: 6 / 8 Armor: Cloth.
Hex, Counterspell
Rays of Protection: 1 BP, casting time instant.
Cast when an ally with more than one hit point would be killed by an attack; despite how much damage they take, they remain at one hit point.

Illusionist - Mage

AC 1 AV 10 HD 2 MV 30 ST 7
Attk: Dagger Dmg: 1d3
Open Slots: 7 / 8 Armor: Cloth.
Cloud of Mist, Disguise
Illusory Armor: 1 BP, 1 minute casting. Cast this spell onto an ally before combat. For the duration of combat they have +1 AC.

Pyromancer - Mage

AC 1 AV 10 HD 2 MV 30 ST 7
Attk: Magic Missile Dmg: 1d6
Open Slots: 8 / 8 Armor: Cloth.
Magic Missile, Light
Breath of the Dragon: 1 BP, 10 second casting.
All creatures within a 15 foot cone in front of the caster make a saving throw. Fail: take 1d6 damage. Pass: take 1d3 damage.

Physician - Rogue

AC 0 AV 10 HD 1 MV 30 ST 6
Attk: Unarmed Dmg: 1
Open Slots: 9 / 10 Bandages (5).
Skill: Healing (bandages heal 1d3+1 each)

Scout - Rogue

AC 2 AV 11 HD 1 MV 35 ST 6
Attk: Shortbow, Handaxe Dmg: 1d6, 1d6
Open Slots: 7 / 10 Armor: Leather
Skill: Bushcraft or Sneaking

Tracker - Rogue

AC 1 AV 10 HD 1 MV 30 ST 6
Attk: Dagger Dmg: 1d3
Open Slots: 9 / 10 Armor: Cloth
Skill: Tracking or Bushcraft

Trapper - Rogue

AC 1 AV 10 HD 1 MV 30 ST 6
Attk: Dagger Dmg: 1d3
Open Slots: 7 / 10 Armor: Cloth
Skill: Tinkering or Traps
Bear Trap (2): Set them in a location, enemies must make a saving throw if they enter that area or take 1d6 damage and be crippled.

Oversized Combats

In between the massive, impersonal battles of armies on the field and the small, vicious fights that adventurers in a dungeon typically engage in, exists oversized combats. These are the “big” battles, the ones where the players and their allies (henchmen, friends, mercenaries, etc.) are facing an equally large group of enemies. These aren’t armies, they are Warbands. Roughly 10-50 individuals on either side, erring towards the 20 person range. The goal is to run these without slowing down the game.

SIDE INITIATIVE

Starting combat usually entails an initiative roll. Skip that. Each side will take its own turn; to determine who goes first use common sense or, if you really need to, have one person roll initiative for their entire side while you roll for the antagonists. Everyone on one side takes their actions during their side’s turn.

Round to Round

The simplest way to progress from round to round is to let the turn pass back and forth between the two sides during combat. If you are looking for some complications, each round roll the initiative again for each side (sometimes one side might go twice in a row).

CONTROLLING WARBANDS

Group any enemies in combat into groups of similar creatures. Have them do the same thing. If the characters and their hangers-on are facing a group of 25 goblins split that into five groups of five - five discreet units to track during combat is much easier than twenty-five. Have each group of five do the same thing (melee attack, ranged attack, etc.)

The NPCs following the players should be led by the players - split them between the players so that each player controls a few of the NPCs. Try to make the NPCs of similar types be in the same groups to ease their use. Whenever a player’s character acts, their NPCs act too.

SIMPLIFYING COMBAT

When there are over ten creatures on each side involved in a combat, you need to simplify what is happening. By using side initiative and grouping combatants you have set the stage for oversized combat to be simple.

A group of enemies should attack a group of characters and retainers. Try to keep the groups separate in your narration and in the combat. Even though they may be close to each other, they are not interfering with other combats.

As different groups defeat their enemies, have them join another combat group. The number of groups (and total number of creatures) fighting will go down as the fight continues. By the end of the battle there will be just one side left, as the other side has all fled or died.

Morale and Casualties

Unless the enemies are undead (or fanatics and the like), they will be affected by morale. Any retainers that the characters bring will be similarly affected. Typically a fight will be decided by morale rather than everyone fighting to the death.

Morale is determine for both the group and the side. In each group fight when over half of that group is killed, they need to make a morale check. If they fail they will flee. If over half of the creatures on one side flee, every remaining creature on that side must make a morale roll every turn. They only stop making morale rolls if they either all die, or they manage to defeat the other side (killing them or forcing them to flee). The side that remains the longest wins.

These larger battles are both more and less deadly. Lots of creatures will be taken to zero hit points, but there is a chance that they can be recovered after the battle (if you win). For each retainer “killed” in the combat roll 1d6, on a 5 or 6 they return scarred but alive.

This does not apply to characters - a character killed during an oversized combat, and not tended to in time, needs to take a permanent injury to survive. If that character has already taken three permanent injuries they are dead.

Tactical Considerations

As the combat gets larger, the overall tactics of a fight change. Individual fighters begin to be less important, and with so many combatants on the field tracking who may be flanking who can be a chore. Ignore incidental advantages and disadvantages, the chaos of combat will even these things out; the exception is for character abilities (which at this scale of combat are still quite relevant).

When one side outnumbered another by 50% or more, the combat is essentially finished; the losing side will attempt to flee (only creatures of particularly zealous persuasion will fight to the death). Many of the deaths in combat are simple injuries; allow some of the forces considered “dead” to escape and live to see another day. Winning an oversized combat rarely (if ever) completely eliminates the enemies. After losing an oversized combat it takes time to regroup and recover, during this time the disparate elements of a warband could be killed.

Combat Size and Terrain

With as many creatures fighting as you’ll have in an oversized battle, the battlefield becomes much larger. Rather than exactly tracking the foot by foot movement of every creature, instead split the battlefield into zones of roughly equal area.

Nine zones works well, but you may want more or less depending on the size of your combat. In a nine zone battlefield, the center three zones function as the “melee” space while the outer six function as “support” and “ranged attack” spaces. Only let a group of creatures advance out of zones if they have cleared the enemies from that zone.

Label each zone with the major features of that zone. Make them simple keywords that you can reference quickly. Some zones should affect the kind of combat in that area - areas of low visibility make it so that ranged attacks into that area have disadvantage, or an area of rocky terrain near a swiftly flowing river may be dangerous to move through.

An example of such a battlefield can be seen below. Use your own creativity to make the zones interesting to fight through/around.

<p style="text-align: center;">ZONE 1</p> <p>Tall Hill (High Visibility: Advantage on ranged attacks out of this zone), Grassy, Dry</p>	<p style="text-align: center;">ZONE 2</p> <p>Flat, Grassy, Dry</p>	<p style="text-align: center;">ZONE 3</p> <p>River Bank, Sandy, Wet</p>
<p style="text-align: center;">ZONE 4</p> <p>Wide Depression, Grassy, Dry</p>	<p style="text-align: center;">ZONE 5</p> <p>Flat, Clumped Trees (Low Visibility: Disadvantage on ranged attacks into this zone), Dry</p>	<p style="text-align: center;">ZONE 6</p> <p>River Bank, Rocky, Dangerous (Moving through this Zone requires a DEX saving throw or suffer 1d3 damage)</p>
<p style="text-align: center;">ZONE 7</p> <p>Flat, Thick Forest, No Visibility (Cannot shoot ranged attacks into this zone)</p>	<p style="text-align: center;">ZONE 8</p> <p>Flat, Clumped Trees (Low Visibility: Disadvantage on ranged attacks into this zone), Dry</p>	<p style="text-align: center;">ZONE 9</p> <p>Cliffside, Drop into ravine or river below, Otherwise flat</p>



SOLO OVERSIZED COMBAT

Sometimes the characters will recruit a warband to take on a singular threat too large for them to handle alone. Things like dragons, hydra, and giants can pose a threat too great for any single group of adventurers.

Solo Creatures

Solo creatures need to present a great enough threat that a normal-sized group of adventurers wouldn't be enough to kill it. Additionally, it needs to be interesting enough to fight that the combat doesn't just boil down to two sides whacking each other until the hit points on one side or the other drops to zero.

Some special abilities that solo creatures would benefit from in addition to their normal statistics and abilities:

1. An area of effect ability that will hit the entire battlefield.
2. A reaction ability that triggers when the creature takes damage.
3. A mobility ability that allows the creature to move around the battlefield quickly.
4. An aura that hinders enemies.
5. A regenerative ability, or an ability to give the creature multiple hit point pools.
6. An ability that modifies the battlefield to benefit itself or hinder enemies.

One of the main problems that you'll find running a group combat against a solo creature is that the solo creature doesn't have enough turns to contest the enemies. You can remedy this in two ways: give the creature many different reaction abilities or give it multiple places in the initiative order.

Lairs

The creature's home can also serve as a part of its defense. It is built to be as advantageous to the creature as possible, and may pose serious risks to the enemy. Design lairs so that they pose interesting and tactical choices to the players as they fight the solo creature; at the same time make sure they help the creature.

Lair abilities should be things that the environment naturally implies. The lair of a dragon in the heart of a volcano might have lava eruptions that can kill anything except the dragon. A witch's hut deep in the swamp might be able to move around on chicken legs and make attacks. Use the lair to make the battlefield more interesting, you want the players to be able to tactically plan around the obstacles and give them something to interact with beside the monster.

Named Creatures

Solo creatures are naturally superior to their normal compatriots. A troll that has become a threat worthy of a warband is smarter, stronger, and meaner than an average troll. These creatures should have names. These can be proper names or epithets that are specific to them.

Naming a creature makes it unique. It isn't simply another troll, it's Urganthor the Troll King. Granting names also adds to the ambiance of the game, it makes the mundane exotic. Killing a troll, while difficult, doesn't necessarily spark the imagination and wonder of the players; finding and fighting Urganthor the Troll King will. He is a part of the mythology of the game, people in other towns will have heard of the trollsayers who killed Urganthor in his lair atop Mount Redshadow.

Rewards

Solo creatures are particularly fearsome foes, and defeating them should grant singularly interesting rewards, especially if they are defeated in their lair.

Lairs should hold the creature's hoard of treasure. This treasure should thematically fit the monster that lives there. A dragon's hoard should be full of coins, jewels, and shiny things. A lich's sanctum should be full of magic items, spells, potions, and wands.

In addition to actual treasure, make sure you grant the character's prestige. Their names will become more famous around the local (or further) area for their great deed.

The Myrn Mound

A Funnel Adventure for 9-12 zero level characters

A troop of goblins has made their lair in the Old Myrn Mound just north of Waker-sham. Robbing farmsteads and attacking travelers they have become a local menace. Lord Waker has gathered a group of willing but scared townsfolk to flush out the goblins.

STARTING THE ADVENTURE

The characters begin directly outside of the mound. It is a large hill covered in grey-green grass. Broken stones litter the mound. If the characters can successfully eliminate the goblins within (or drive them off) the local lord will gift them 1d6 × 10 crowns each (plus whatever they can retrieve from the mound).

There are no true random encounters, instead the goblins are alerted to the intruders. The first fight will alert the goblins in the Grand Hall and Goblin Hall. If the players wait too long after that fight, the goblins in the Barracks will be warned. After that the entire dungeon will know that they are there. Goblins aren't brave, so they will hole up in their room and wait to ambush the characters as they enter.

Entrance

Crumbling stone, broken door. Dusty, humid.

A staircase leads down into the Grand Hall.

I. Grand Hall

Arched ceiling held aloft by stone pillars. Gaping, dark. Spoils from the goblins' raiding are pushed against one wall (basic farm goods, food, and butchered animals).

Eight goblins (AC 2 AV 11 HD 1 MV 30 ST 6 DMG 1d6) are inspecting their ill-gotten loot. When they spot the characters, one will run to alert the other goblins in the mound (north door). The others will fight.

Door to the north leads to the Goblin Hall, a door to the east leads to another hallway.

2. Old Crypt

Cold and still. Five stone coffins. Skulls embedded into the wall leer at those within the crypt.

Locked door to enter (DEX check, requires lockpick set) or knock it down (loud noise, chance to alert goblins in the Barracks 4-in-6).

Stone coffins can be opened by sliding off their lids. Within each is a skeleton, bronze dagger, and 2 crowns laid over the skull's eyes. One of the skeletons has an amulet (100 crowns).

Touching the anything in the coffins awakens the **Five Crumbling Skeletons** (AC 0 AV 10 HD 1 MV 30 ST 6 DMG 1d3). They will defend the Old Crypt, but won't leave it.

3. Makeshift Barracks

Dirty bedrolls, foul body odor, and broken tools. Dirt floor and walls held up by wooden timbers.

Five Goblins (AC 2 AV 11 HD 1 MV 30 ST 6 DMG 1d6) are playing dice in the middle of the room (unless already alerted, in which case they launch a surprise attack as the characters enter). One of the goblins is equipped with a shortbow.

A secret door is hidden behind a moldy tapestry hung haphazardly across the western wall. It leads to the Goblin Hall.

Among all the goblin detritus there is a grand total of 1d3 × 10 crowns. Additionally, one of the goblins has a gold ring (15 crowns).

4. Goblin Hall

Food strewn across the floor, a crude firepit. Smokey and smelling strongly of charred meat.

Six Goblins (AC 2 AV 11 HD 1 MV 30 ST 6 DMG 1d6) are eating around the fire pit (unless already alerted, in which case they launch a surprise attack as the characters enter). Two of the goblins are equipped with slings (1d3 damage, attack twice per turn). One goblin may flee to alert their boss in the Boss's Thinkin' Place.

5. Prison

Rgnk and filthy. Rubble. Low ceiling.

Locked door to enter (DEX check, requires lockpick set) or knock it down (loud noise, chance to alert the ogre 2-in-6).

Inside the prison are three farmers: Dale, Axton, and Maude. They have been trapped here for a week and are extremely grateful to the characters. They mention that the goblins hired an ogre mercenary. His name is Therold and “he’s pretty alright for an ogre.”

6. Spiked Pit Trap

A false floor falls, dropping the unfortunates into a pit filled with spikes and bones.

Goblins are too light to set off the trap, the ogre is large enough to hop over it. The floor of above the trap is a different color than the rest of the floor (this should be made clear to the players). The pit is 10 feet deep and lined with 8 inch spikes. It covers the entire T-intersection. Setting off the trap requires a DEX save or 1d6+3 damage after falling into the spikes.

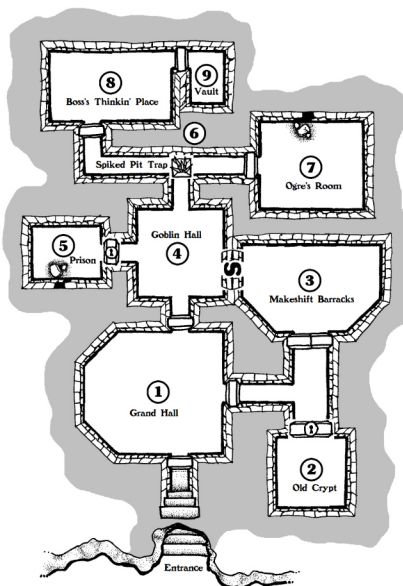
At the bottom of the pit is the remains of two other unfortunates who died there. They have (cumulatively) 3d6 crowns, a bejeweled silver ring (20 crowns), a sword, a mace, and a shield.

7. Ogre’s Room

Cleaner than expected, lit by a lamp atop a pile of rubble. A half read copy of DAGREESH’S TREATISE ON PROPER GARDENING sits atop an ogre sized bedroll.

One Ogre (AC 1 AV 14 HD 4 MV 30 ST 9 DMG 1d6+3) is counting coins atop a makeshift desk (unless alerted to the characters, then he is waiting patiently for them to enter).

The ogre introduces himself as Therold son of Therold. He was hired by the goblins to guard their hill while they are away raiding, but has found that they aren’t paying him as much as they promised. If the characters can provide him some monetary compensation he’d be happy to let them go on their way; he intends to leave the life of a mercenary behind and become a gardener.



8. Boss’s Thinkin’ Place

Stone floor, red tapestry next to a door. An oaken table dominates the center of the room.

Four Goblins (AC 2 AV 11 HD 1 MV 30 ST 6 DMG 1d6) and **Fenk the Bloody-Handed** (Goblin Chief +1 AV, +1 HD, +1 DMG), are talking about their next raid around the table (unless already alerted, in which case they launch a surprise attack as the characters enter). One of the goblins is equipped with a shortbow.

Fenk has a key strapped to his belt. The red tapestry depicts a siege (25 crowns).

9. Vault

A sturdy door leads to a stone room. An old chest sits in the center, a massive padlock clearly visible.

The chest requires Fenk’s key to unlock (or DEX check with lockpick set). Within the chest there is 3d6 × 10 crowns, 2 silver candelabras (each 10 crowns), Bejeweled Necklace (50 crowns), and a Book of Basic spells (a zero level character may read the book and learn two basic spells to become a level-one mage).

NOTE ON ARMAMENTS:

Goblins are armed with axes and swords unless otherwise noted. Ogre has a massive club.

CROWN COMPENDIUM is a collection of tools and advice for Game Masters and players. The material within each issue is optional; it can be dropped into an existing game, used for inspiration, or simply read for enjoyment.

In this issue, FUNNELS & WARBANDS, you'll find rules for starting games with an adventure funnel, using warbands, running oversized combats, and a variety of ready-made retainers for hire. Additionally you'll find a sample funnel adventure - THE MYRN MOUND.

