

KRONE

**a sword and sorcery game
of brutality, corruption and decadence**



A Crayon Samurai Game

Concept, Writing, Mechanics

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There's this decadent Sword and Sorcery type city called Krone that's situated in the middle of a vast swampland. It used to be the crown of civilization until something happened to the fertile plains surrounding it, turning the land into a subtly poisonous swamplands. Now the crops do strange things to people as does most of the drinking water found in Krone.

It has gradually begun to weaken the people's minds, making them just a little off-balanced, and weakening their bodies just a little bit, making them a little more susceptible to disease.

But sometimes people are born with hideous deformities. They are either slain outright or abandoned/escape to the swamps. People don't go into these swamps. There are demons living in their murky waters and rumors are that sorcerers live out there as well, enslaving the foul demons to do their bidding. Rumors even say that the sorcerers are none other than the mutants themselves.

Several corrupt, decadent houses of nobility rule Krone in an uneasy alliance.

To the north the twisted swamps give way to purer lands and barbarians rove the steppes. They occasionally make trips to Krone in order to obtain weapons and medicines. The steppes are a barren land and resources are scarce.

But only the finest warriors are sent because of the dangers present not only in the swamps but the decaying city itself.

Basic System

Characters in Krone are concerned primarily with three things: Fighting, Surviving, and Scheming. These are rated on a scale of 1-4 with two being average. Any time you attempt to perform an action you roll a number of 10-sided dice equal to your score in the appropriate ability. Standard difficulty is 7, meaning any dice that show up a 7 or higher are successes. Particularly

hard tasks may be at a higher difficulty. More successes mean you did a better job.

Starting characters get six dice to allocate to these attributes.

If you describe an action that is particularly cool and awesome you get to roll an extra die. If you describe something that is cooler than a *Zombie Apocalypse*, you get to roll two extra dice.

Killing

For combat, roll your appropriate ability (usually *Fighting*) plus the rating of your weapon. Your opponent is allowed to roll their ability (usually *Fighting* or *Surviving*) plus the rating of any shield. Defense successes cancel attack successes on a one-for-one basis.

Each remaining success results in a wound of damage. Armor reduces wounds on a one-for-one basis. A character can suffer 2 plus their *Surviving* in wounds. If a character suffers one more wound they are dead but can perform one last action before dying.

Healing

If you survive combat, you automatically regain half of your wounds. If you describe how you bandage your wounds, rest, perform surgery on yourself, or otherwise seek out treatment then you regain all of your wounds.

Character Choices

Barbarian

So, you want to be a barbarian? Good choice. Barbarians are clearly the most badass class to play because they're awesome warriors and aren't corrupted by the lands surrounding Krone.

To make your Barbarian, follow these simple steps.

1. Come up with a brutal, badass name. Barbarians have a single name followed by a descriptor if they're particularly well-known and accomplished (which your Barbarian surely is). Krull the Slayer, Bronir the Brave, Helmir Skull Crusher, and Thorg the Unstoppable are all fine Barbarian names. If the Barbarian's father was a particular badass of note, it's acceptable to use the "son of..." schtick.

2. Weapons and equipment are hard to come by on the steppes. You may select one from the following packages of weapons/equipment:

Big 'Ole Ax – A double-headed battle ax. Kill Rating: 3. Requires Fighting: 3.

Big 'Ole Sword – Similar to Big 'Ole Ax, but has cool skull pommel. Kill Rating: 3. Requires Fighting: 2.

Normal-sized sword or ax with minor equipment – Sword/Ax with Kill Rating: 2. Minor piece of equipment such as rope, candles, flint and steel, one or two coins, etc.

Knife or club with good equipment – Knife/Club with Kill Rating: 1. Good piece of equipment such as grappling hook, small shield (Defense: 1), handful of coins, hunting bow (Kill Rating: 1) with 10 arrows, etc.

Bare fists with excellent equipment – Bare Fists with Kill Rating: 0. Excellent piece of equipment such as riding horse, large shield (Defense: 2), light armor (Armor: 1), purse of coins, large hunting bow (Kill Rating: 2) with 10 arrows, etc.

3. Special Ability: Barbarian Rage. Character howls in a fit of bloodthirsty rage and gains 2 dice to attacks for 3 rounds. Must

make an attack each round, though. If there are no more enemies, attacks nearest target. Can not use shields during the rage.

Noble of Krone

So, you want to be a Noble of Krone? Good choice. Nobles of Krone are clearly the most badass class to choose because they know all about Krone, the largest city in the area, have lots of money, and have Authority.

1. Pick a name. Nobles of Krone has exotic sounding names like Tylus, Nefimia, Hunalit, Yermen, and so on. Nobles of Krone also have surnames. Make one up that sounds good.

2. With great authority comes great responsibility. Or it's supposed to, anyway. Choose a level of Authority. It has benefits, along with disadvantages.

Low Noble – You start play with a fine sword (Kill Rating: 2), knife, fine clothes, a small purse of coins, a valuable jewel, and a donkey. You are beholden to no one but wield little authority beyond the vast, unwashed masses.

Mid Noble – Start play with any weapon(s) you desire, fine clothes, hefty purse of coins, small cache of jewels, horse, small manor with 2 very competent servants, 4 competent servants, or 10 incompetent servants. You are responsible for some minor aspect of government and are held responsible by the rulers of your house. You may also command guards and expect to be obeyed.

High Noble – Start play with virtually anything, medium-sized manor with 4 very competent servants, 8 competent servants, or 20 incompetent servants. You may command soldiers and expect to be obeyed. You are watched very closely by members from every house and are expected to regularly contribute to the good of your own house.

3. Special Hindrance: Madness. All of Krone's nobility are affected by the poisonous waters and crops surrounding Krone. Roll one 10-sided die to determine how bad the madness has affected you.

1-3: Minor Madness. Minor delusion ("I am the smartest person in all of Krone!"), minor hallucination ("Why are these birds always circling over me?"). At this level the madness is a minor inconvenience.

4-7: Significant Madness. Significant delusion that can bring harm. ("I am descended from the barbarians of the steppes, and am regarded as a hero among them.") Significant phobia that paralyzes the noble with fear. Significant hallucinations ("There... are...demons....everywhere...")

8-10: Fatal Madness. Debilitations that are a serious health risk. Major delusions ("I am the King of Krone!" "I have trained my body to be invulnerable to flames!"). Major hallucinations ("Everyone is secretly a demon").

Sorcerer

So, you want be a sorcerer? Good choice. Sorcerers are the most badass class to choose because they can summon demons to do their bidding. Who needs authority or barbarian rage when you can summon demons?

1. Pick a name. Sorcerers are often (but not always) discarded mutants from Krone, but they usually end up choosing their own names when they become adults. Pick any name you want. You may also pick a deformation. This is optional, but doing so allows you to roll twice for your sorcery rating and choose the higher roll (see below).

2. Special Ability: As a sorcerer, you have a unique trait called Sorcery. This trait is rated at 1d10/2 (resulting in a score from 1-5), and is used for summoning demons. Any time you wish

to summon a demon, you must offer blood, call the demon's name (this you make up on your own), and if you wish you can suggest what kind of powers or shape you'd like the demon to have, but you must incorporate this into its name.

The summoned demon will then obey your commands. The difficulty is based on the strength of the demon you wish to summon and the amount of blood you offer. A minor demon may only require a pricked thumb while a major demon may require an all out sacrifice.

Example: You want to summon Bar Rog, Spewer of Flame. This is ruled to be a significant demon who requires a serious wound to summon and a difficulty of 8. You, however, decide to try summoning it with only a drop of blood. This bumps the difficulty up to 9.

3. Special Hindrance: Sorcery is a bitch. First of all, whenever you fail a sorcery roll something bad happens. Maybe you summon a demon who doesn't want to serve you but rip your face off. Or maybe you summon some bad mojo and start bleeding from your eyes or turn all of the weapons around you to dust.

On top of that, demons can get rebellious. If they aren't allowed to cause death, destruction, or mayhem then they will start to rebel. A sorcerer can roll sorcery (difficulty depending on strength of demon) to make him settle down. Failure means the demon will not listen. A second failure means the demon breaks free of the sorcerer.

This happens if the very next discipline roll is a failure regardless of whether it's attempted immediately afterwards or hours or days later.

Game Idea

It is the Week of Blood where the royal houses of Krone openly vie for the crown. This involves attempting to win public

support, assassinating perceived rivals, blackmailing other houses and enemies within one's own house for support. At the end of the week, all houses compromise and agree to a king. If no compromise can be reached, all out warfare ensues in the streets.

During this week, the peasants are often lavished with fine food, wine, medicines, and other luxuries. A house that has the support of the people has the threat of a riot to back their claim to the throne.

Nobles of Krone will obviously be deeply involved in this bloody business. Barbarians may be seeking medicine or other goods available at the Grand Market and may get dragged into the fight for throne. Sorcerers may be trying to topple Krone or sell their services to the highest bidding house.

Two Places of Note

The Grand Market – A large, open-air market held every day in the center of Krone. Hundreds of vendors set up small, open tents to ply their wares. Everything from fruits to jewelry to slaves are available here. Bargaining is a necessity as most merchants will charge any price they can get away with.

The Wild Gardens – Visible from outside the city proper, the Wild Gardens are a virtual forest built onto and inside of an enormous, decaying stone palace not far from the Grand Market. The palace is layered like an Aztec temple and rises over ten stories into the humid air. Plants, bushes, and trees are planted on the terrace of each level, which contain large amounts of soil.

The inside of the palace is likewise filled with flora and fauna as well as deer, birds, and the occasional predator such as crocodiles and jaguars. The Gardens serve both as an amusement and headquarters for the nobility of Krone.