

DoomHammer Fantasy Battles

Saves

Roll d20 under a stat to avoid danger or failure.

Stats are effectively doubled for easy saves, and halved for hard saves.

Initiative

Every round but ambush rounds, speed save to go before the GM. You may attack once per turn.

You may attack a second time if you have full HP, but speed save vs. losing all of it.

Attacking

Roll your weapon dice, damaging the target's HP directly. If their HP hits 0, they suffer harm.

Punch d4, Rock d6, Dagger d8, Sword d10, Halberd d12, Legendary Weapon d20.

Harm

Use damage dealt for table result. If you pass a save vs. death, gain +1 maximum HP permanently.

2+ Knee whacked! *Your tendon sears with pain.* Strength save vs. knockdown.

4+ Rib snapped! *You gasp and wheeze, struggling for breath.* You are knocked down.

6+ Internal organ wounded! *You bellow gutturally.* Strength save vs. barfing and passing out.

8+ d6 fingers hacked off! *The stumps squirt blood.* Strength save vs. knockout / death if 4+ fingers are lost.

10+ Skull cracked! *You see stars and hear ringing.* Strength save vs. knockout. Die if not roused very soon.

12+ Arm / leg severed! *The stump gushes.* Strength save vs. death. Lose d6 strength / speed permanently.

14+ Eyeball skewered! You black out. Strength save vs. death. Lose d6 moxie permanently.

16+ Head lopped! You die.

Recovery

Snacking or drinking restores d6 HP. Eating a meal, drinking and resting restores all HP.

While knocked down, damage hits you one die size larger. If knocked out, someone must rouse you.

Armor

Armor adds to your maximum HP. These extra points are restored by maintaining the armor.

Leather / quilted cloth +2, chain +4, plate +6. Wax the scratches, hammer out dents, tighten the straps.

Shields

Shields act like armor, but may be shattered to deflect an attack smaller than your maximum HP.

Buckler / offhand weapon +2, round shield / parrying dagger +4, great shield +6

Spellcasting

Instead of attacking, cast one spell from your known lore of magic, or attempt to scry the winds of magic.

When you cast a spell, moxie save vs. miscast (begin with miscast 1, proceed through the list consecutively).

Stealth and Spectacles

When sneak into a place, easy speed save vs. being heard. When you take a risk, speed save vs. being seen.

If you create a wild distraction, like flipping a table of beers, the next round of initiative saves become easy.

Staggering

Instead of attacking, you may save to stagger an enemy, making them lose an attack on their next turn.

Throwing uses strength, tangling uses speed, and blinding uses moxie. Badass enemies are often immune.

Disarming

Instead of staggering, you may save to disarm an enemy, vs. being disarmed yourself.

Make this save easy if through engaging and surprising means, like grappling hooks or electromagnets.

Counter-Attack Stance

Instead of attacking; if attacked before your next turn, you may attack at the same time.

This stops their attack only if it incapacitates them. Speed save to chain for multiple attacks.

Parry-Riposte Stance

Instead of attacking; if attacked before your next turn, you may roll as though attacking at the same time.

This deals damage and stops their attack only if it is higher than theirs. Speed save to chain.

GM Options

Simplified harm: Knockout save at 0 HP: Death save if damage is 8+. Use at your convenience.

Safer game: Roll all stats with 3d6, drop the lowest die. Use if you want combat to last another turn.

Character Generation



Stats

Roll 2d6 HP / strength / speed / moxie.

Chromatic Realm of Doom

Roll 2d6 and choose between two CRODs on the table.

1 DeathVania, the Amethyst CROD

2 BloodVania, the Ruby CROD

3 ThornVale, the Amber CROD

4 CrystalVale, the Golden CROD

5 MossWood, the Emerald CROD

6 ThunderWood, the Sapphire CROD

Occupation

Roll 2d6 and choose between two occupations from your CROD's occupation table.

This grants your starting equipment and a special skill.

Wizard Guild

You may optionally attend your CROD's annual wizard guild muster / aptitude test.

Moxie save to learn the guild's lore of magic. If you fail, you gain a mutation and are expelled.

Hedge Wizardry

If your moxie is 12, you couldn't help but pick up a bit of magic anyway.

Choose the category of hex or charm, then roll on the appropriate table of hedge magic.

Mutations

When you mutate, lose d6 HP permanently. If you hit 0 maximum HP, your flesh explodes and you die.

Mutated limbs have a 1/6 chance of being additional instead of replacing your original limbs.

1 d4 Eyeballs on stalks! Pop one to cast any spell from a random lore.

2 Tentacle arm! Can stagger as well as attack in one turn.

3 Spider legs! Can walk on walls. Easy speed save to walk on ceilings.

4 Snail shell! Chitin armor +3. You cannot wear any more armor.

5 Crab claw! Can pinch d6+3.

6 Skeletal face! Skinless, with popping eyes and lolling tongue! Minions moxie save to attack you!

Occupations

DeathVania, the Amethyst CROD

- 1 **Disinherited Noble** Silver Spoon, Oil Painting, Loyal Servant, "Occult History"
- 2 **Minister of Doom** Lead Scythe, Doom Bible, "Depressing Poetry"
- 3 **Mortician** Dire Shovel, Box of Death Salts, "Extreme Taxidermy"
- 4 **Executioner** Guillotine Axe, Scary Hood, "Feel Nothing"
- 5 **Belligerent Peasant** Sharpened Pitchfork, Bag of Lucky Bones, "Loathe Outsiders"
- 6 **Headstone Carver** Chisel, Bag of Stone Blocks, Jar of Stone Wax, "Sculpt Gargoyles"

BloodVania, the Ruby CROD

- 1 **Crown Taker** Brass Greatsword, Copper Crown, "Glorious Declaration"
- 2 **War Priest** Ruby Dagger, Vial of Holy Blood, "Demand Repentance"
- 3 **Butcher** Cleaver, Sausage Machine, "The Special Recipe"
- 4 **Barber Surgeon** Surgical Tools, Jar of Leeches, "Amputation"
- 5 **Warband Veteran** Bloody Halberd, Brass Chainmail, "Brutal Leadership"
- 6 **Anarchist** Sharpened Sickle, Keg of Lantern Oil, "Challenge Authority"

ThornHeim, the Amber CROD

- 1 **Monster Slayer** Bone Battle Axe, Antler Crown, "Swallow Fear"
- 2 **Reindeer Druid** Antler Staff, Reindeer, "Beast Empathy"
- 3 **Goat Farmer** Gnarled Staff, Goat, "Pasture Games"
- 4 **Highwayman** Matchlock Pistol, Mask and Cloak, "Insulting Threats"
- 5 **Bounty Hunter** Wood Crossbow, Bear Trap, "Track Path"
- 6 **Burglar** Thump Stick, Box of Lockpicks, "Silent Acrobatics"

CrystalHeim, the Golden CROD

- 1 **Royal Banker** Iron Briefcase, Investment Vouchers, "Seem Confident"
- 2 **Fortune Teller** Crystal Ball, Box of Incense, "Detect Desires"
- 3 **Blacksmith** Hammer, Wheelbarrow Forge, "Smelt Alloy"
- 4 **Alchemist** Bottle of Universal Solvent, Chemistry Box, "Detect Elements"
- 5 **Gladiator** Bronze Scimitar, Bronze Armor, "Please Crowd"
- 6 **Watchmaker** Grandfather Clock, Artificing Box, "Build Machine"

MossVale, the Emerald CROD

- 1 **Naturalist** Box of Dissection Tools, Big Net, "Analyze Biology"
- 2 **Druid** Mossy Club, Squig Horn, "Plant Empathy"
- 3 **Hermit** Dowsing Stick, Loyal Chipmunk, "Go Off Trail"
- 4 **Botanist** Machete, Bag of Manure, "Graft Hybrids"
- 5 **Hedge Knight** Mossy Greatsword, Copper Chainmail, "Moral Compass"
- 6 **Minstrel** Old Lute, Bag of Confetti, "The Legends of Tog"

ThunderVale, the Sapphire CROD

- 1 **Lonely Noble** Cane Sword, Ornate Lantern, Grey Cat, "Gentle Manners"
- 2 **Astrologer** Telescope, Tarot Deck, "Lucid Dreaming"
- 3 **Ocean Diver** Harpoon Gun, Brass Diving Suit, "Poison Resistance"
- 4 **Electrician** Lighting Rod, Spool of Copper Wire, "Meteorology"
- 5 **Jousting Knight** Pennoned Lance, Grey Horse, "Antique Heraldry"
- 6 **Struggling Painter** Palette Knife, Roll of Canvas, Painting Box, "Artistic Critique"

Chromatic Lore of Magic

Amethyst Lore

- 1 Life Drain!** Withering bolt shrivels flesh d10, damage becomes temporary HP.
- 2 Last Words!** Converse with corpses / residual spirits. (d6 Sleepy/Lost/Lonely/Tortured/Irate/Vengeful)
- 3 Face of Death!** Terrifying gaze from beyond the veil causes d4 mortals to moxie save vs. fainting.
- 4 Death's Door!** Resurrects someone within an hour of their death. Kills random bystander on miscast.

Miscasts

- 1** Magical rigor mortis sets in! Reroll your speed!
- 2** Your skin takes on a deathly pallor! You lose d6 strength!
- 3** You glimpse the land of the dead! MOX save vs. death by Heart Attack!
- 4** Wailing spirits wreath your body! Your command over death grants you +d6 HP permanently!
- 5** Your eyes glow violet! The deathly energy flowing around you grants you +1 damage to all attacks!
- 6** Your time has come! The Gods of Death finally harvest your exalted soul! Your body crumples to the floor!

Ruby Lore

- 1 Lava Blast!** Hissing jet of white-hot molten stone d12.
- 2 Flaming Edge!** Sparking flames wreath a weapon, granting +d12 damage for its next attack.
- 3 Sauna Shield!** Hot steam clouds wreath your body, gathering to sear those who attack you d6.
- 4 Enrage!** Quickening their blood causes mortal to moxie save vs. attacking your chosen target.

Miscasts

- 1** You pass out from heat stroke, pallid and sweating!
- 2** You accidentally cast Lava Blast on yourself!
- 3** Your eyes glow red! Moxie save vs. death by mind burn!
- 4** Your hair flashes, turning bright red! Intense passion grants you +d6 speed!
- 5** You impulsively set your least favorite teammate on fire 2d6!
- 6** A portal to hell roars open! White-hot chains yank you in before it screams shut!

Amber Lore

- 1 Beast Friend!** Tames herbivores / befriends omnivores / calms carnivores.
- 2 Bear Form!** You become a bear with +6 strength and HP, claw bash 2d6, and furred mane +3.
- 3 Raven Form!** You become a raven with only 3 HP, +6 speed and flight.
- 4 Hunting Howl!** All your allies make attack twice on their turn, even without full HP.

Miscasts

- 1** Your hair grows into a shaggy mane!
- 2** Growls and barks replace your human speech!
- 3** You impulsively attack your least favorite teammate!
- 4** Wild squirrels nest in your hair! Strength save vs. death by Squirrel Fever!
- 5** Your eyes glow tiger orange! You gain predator reflexes, and may attack twice without full HP!
- 6** You accidentally transform permanently into a mundane squirrel!

Golden Lore

- 1 Metal Warping!** Touched armor or weapon becomes twisted lump of lead.
- 2 Transmutation!** Held matter becomes simple item of equivalent mass.
- 3 Shining Body!** Reinforcing your cells with non-reactive metal grants +6 temporary HP.
- 4 Golden Lance!** Shrieking bolt of brightly glowing liquid gold 2d6.

Miscasts

- 1** Your body's atomic structure begins to change! Reroll your strength!
- 2** As your bones slowly become metal and your joints oxidize, you lose d6 speed!
- 3** Your body's chemical instability must end now! Moxie save vs. death by turning iron!
- 4** Your skin takes on a golden luster! Your hybrid metal body grants you +d6 maximum HP!
- 5** Your eyes glow cadmium yellow! Your knowledge of the universe's composition grants you +d6 moxie!
- 6** You accidentally cast Metalwarping on yourself!

Emerald Lore

- 1 Fermentation!** d6 servings of soil become bread / of filthy water become beer.
- 2 Resonance!** Converse with plants / rivers / boulders.
- 3 Cloud Form!** Become flying and immaterial.
- 4 Thorn Blood!** Cause thorns to grow inside target d6+3.

Miscasts

- 1** Green vines grow in your hair!
- 2** You accidentally cast Thorn Blood on yourself!
- 3** Your skin turns leaf green! Strength save vs. death by poison!
- 4** Planetary vibrations replace your human speech!
- 5** Your eyes glow aqua green! You can now walk on water!
- 6** You accidentally transform permanently into a mundane cloud!

Sapphire Lore

- 1 Lightning!** Bolt of blue energy 2d6.
- 2 Starlight Vision!** You may ask the astral bodies a single question about the future.
- 3 Astral Flight!** Beautiful stardust wings lift you into the sky.
- 4 Time Stutter!** Rewind time slightly. You and your allies remember what just happened.

Miscasts

- 1** An abyssal gust sends your astral body spinning! You black out!
- 2** You accidentally cast Lightning on yourself!
- 3** Your eyes glow with blue ether! Moxie save vs. death by ether shock!
- 4** Your hair flashes, turning bright blue! Insights from a distant nebula grant you +d6 moxie!
- 5** The Blue Horror emerges from beyond! HP 18 (Black hole armor), Two lightning fists 3d6!
- 6** A wormhole to space whooses open, ripping you into saturn's orbit before hissing shut!

Hedge Magic

These spells always work, but invoke a moxie save vs. miscast (results in parentheses).

Hexes

- 1 **Gnawing Rats!** Summon rat swarm, 6hp, gnaw d8. (Extra swarm appears, aggressive to you)
- 2 **Vapor Kill!** Turn a body to void ash, which blows away to nothing. (Inhale ash, black lung -1 strength)
- 3 **Wind Blast!** Blow a huge gust of air and cause strength save vs. toppling in its path. (Hits you)
- 4 **Giant Vines!** Entangle d4 with thorns d6. (Hits you) Manipulate large structures. (Falls on you d12)
- 5 **Flying Thorn!** Wrist shoots a foot-long bramble d12. (Rips wrist d8) Can be held onto to fly. (Tumble d6)
- 6 **Sonic Shout!** Breaks glass, causes moxie save vs. toppling in its path. (Tear voicebox, silenced)
- 7 **Creature Possession!** See through target's eyes, traveling with them. (Host rejects you, vomits)
- 8 **Spirit Chains!** Link two target's auras. Everything impacts both of them. (Attach extra / wrong aura)
- 9 **Fog Cloud!** Create a billowing blue cloud, obscuring 40' of ground. (Fog whirls in your eyes, blinding)
- 10 **Stolen Face!** Grab incapacitated human's face and use it yourself. (Time out, face snaps off d8)
- 11 **Body Double!** Summon a fuzzy solid image of you, 4hp, fuzzy spikes d8. (Too fuzzy to be solid)
- 12 **Tesseract Tear!** Instantly swap places with target, optionally spatially ripping it d8. (Rip hits you)

Charms

- 1 **Void Step!** Instantly teleport straight forward up to 30'. (Tumble d4)
- 2 **Abyssal Eye!** See in the dark and through nearby walls. (Eyes stuck, blind in light / to adjacent things)
- 4 **Sky Leap!** Standing jump 40', running jump 5' x 60'. (Tumble d8)
- 5 **Void Entity!** Creates vibrating void shape. Lures d8 mortals, causes moxie save vs. daze. (Hits you)
- 6 **Object Possession!** Swim inside an object / take on its material as your own. (Flawed assimilation d8)
- 7 **False Man!** Create lumpy approximation of a human out of something else, 4hp. (Uncooperative)
- 8 **Web Reach!** Shoot 40' black tendril from wrist, can pull you places / yank things to you. (Twist wrist d4)
- 9 **Vapor Step!** Become immaterial wisp of black shadow, walking unseen. (Time runs out, light burns d8)
- 10 **Void Projection!** Send mind's eye gliding around the area, observing things in frozen time. (Time out)
- 11 **Rat Whispers!** Communicate with rats to ask for information or favors. (They don't like you)
- 12 **Weird Reflex!** Deflect projectile attack with your weapon. (Shatter it)

Spell Scrolls

Disintegrate upon use, invoking a moxie save vs. miscast. This save is easy for spellcasters.

Instantly leap into the mind when studied, invoking a moxie save vs. d8 miscasts in a row.

Magical Items

Some items invoke a moxie save vs. miscast (results in parentheses).

Rare

- 1 **Land-Knight's Black Feather!** Makes all initiative saves hard, and all wounds one result less severe.
- 2 **Nightmare Ring!** Enter others' dreamscapes while sleeping. (Attracts paralyzing shadow monsters)
- 3 **Haunted Turnip!** Eater briefly possessed by chromatic wizard ghost. (Acts in interest of color d6 ROYGBV)
- 4 **Blood Rosin!** Grants +d4 rubbed on weapon. Heals all HP if eaten. (Moxie save vs. becoming bloodthirsty)
- 5 **Fallen Father's Sword!** Deals d8 normally, d12 if in the name of vengeance.
- 6 **Liar's Knife!** Terribly made knife, deals d6, but deals d20 while consensually shaking hands.
- 7 **Lustrous Goat Horn!** Prey animals are attracted to it. (They become violent in trying to take it)
- 8 **Hollow Sabre!** Deals d20, but consumes d4 moxie permanently with each attack. (Zombified at 0 moxie)
- 9 **Onion Sceptre!** Makes plants grow really quick. (d20 become skittish and nasty little plantlings with teeth)
- 10 **Twisted Vine Knot!** Tangle-vines knock enemy with lower moxie down. Higher moxie breaks spell.
- 11 **Alginous Helmet!** Magic algae filters fresh water into breathable air. (Salt water fills the helmet)
- 12 **Grackle-Feather Cloak!** Makes all initiative saves easy, and all wounds one result more severe.

Elusive

- 1 **Cracked Doomstone!** Shatters when you die. You become undead, undying but to special damage.
- 2 **Volcanic Blade!** Lava-inlaid rippled longsword d12. Destroys all normal armor instantly on attack.
- 3 **Leader's Fur Mantle!** Grants +2 magic armor to you for every non-player follower in your party.
- 4 **Atomic Gauntlets!** Converts matter under one color of magic's domain to another (2d6 ROYGBV).
- 5 **Earthen Crown!** Spend HP permanently to animate golem or ent with HP 4 times what was spent.
- 6 **Heron Leggings!** Wearer may walk on water and clouds, takes no damage from falling.

Locations in DoomHammer

X Location Material /Furniture /Feature /Valuables /Activity /Monsters

- 1 Decrepit Manor** Blackened Shingles /Candelabra /Spiderwebs /Eerie Paintings /Sad Poetry /Vampires
- 2 Monastery of Doom** Mottled Stone /Spiked Beds /Dust /Sobbing Statuary /Mournful Chanting /Skeletons
- 3 Funeral Home** Peeling Wallpaper /Fainting Couches /Acrid Stench /Cherubs /Sobbing /New Revenants
- 4 Gallows** Splintered Beams /Nooses, Stocks /Rotten Turnips /Wanted Criminals /Jeering /Hungry Ghouls
- 5 Ghost Town** Thatch Roofs /Abandoned Carts /Barred Doors /Donkeys /Getting Home /Wailing Banshees
- 6 Graveyard** Mossy Slabs /Spiked Fences /Barrow, Shovel /Buried Jewelry /Praying, Digging /Zombies

- 1 Impaling Tower** Jagged Boulders /Spiked Heads /Broken Skulls /Tarnished Crowns /Laughing /Hounds
- 2 Sacrifice Church** Bloodstained Cobbles /Blood Basins /Shriveled Hearts /Blood Rubies /Screaming /Flies
- 3 Meat Packing Plant** Bleached Tiles /Hanging Hooks /Lost Lambs /Chain-Cleavers /Grinding /Carni-Boars
- 4 Infirmary** Tan Tiles /Stained Curtains /Busy Doctors /Opiates /Groaning, Stitching /Pain Spirit
- 5 Muster Hill** Trampled Grass /Battle Trumpeters /Rusty Halberds /Recruiting, Training /Lord Sergeant
- 6 Speakeasy** Low Cement /Bent Stools /Stained Windows /Aged Beverages /Conspiring /Drunk Veterans

- 1 Hunting Lodge** Carved Wood /Fireplace Armchairs /Whiskey /Mounted Monster Heads /Cheers /Hunters
- 2 Ritual Bonfire** Crackling Logs /Standing Stones /Sand Sculptures /Roasting Boars /Feasting /Brawling
- 3 Goat Pasture** Munched Grass /Barbed Fenceposts /Droppings /Goats /Staring /Horned Goats, Goat-Men
- 4 Old Stone Road** Sunken Cobbles /Rusted Signposts /Twisted Canopy /Nobles /Traveling /Wendigo
- 5 Imprisoning Post** Heavy Logs /Benches /Shackles /Wanted Criminals /Waiting /Werewolves
- 6 Disquiet Townrow** Half-Timber /Street Lamps /Barred Windows /Attic Heirlooms /Climbing /Patrolmen

- 1 Noble Vault** -
- 2 Big Top Village** -
- 3 Smouldering Quarry** -
- 4 Chemical Plant** -
- 5 Slaughter Arena** -
- 6 Tinker Town** -

- 1 Natural Academy** -
- 2 Stone Circle** -
- 3 Lonely Cottage** -
- 4 Overgrown Greenhouse** -
- 5 Forgotten Watchtower** -
- 6 Traveling Theatre Camp** -

- 1 Stately Spire** -
- 2 Observatory** -
- 3 Fishing Port** -
- 4 Mountain Ridge** -
- 5 Knightly Court** -
- 6 Technical Academy** -