

Creatures And Cauldrons

For Wizards and Elders

A fantasy roleplaying
game by for all ages by
Arioctopus

Welcome to a World of Adventure

Creatures and Cauldrons is a fantasy roleplaying game inspired by the likes of Dungeons and Dragons and Pathfinder but geared for younger audiences. This book is intended for the Game Master (GM) who will usually be a parent or educator. For the younger folk, please look at *Creatures and Cauldrons: For Halflings and Hobbits*.

This book will highlight the rules of the game, as well as some tips on encounter building, running the game, and much more!



Chapter 1:

Playing the Game

This game follows a d6 system, so to determine outcomes you will roll a six sided dice (the one you use for games like monopoly).

Players have four stats, Power, Agility, Charm, and Smarts. You as the GM will need to decide which of the four stats what they are trying to do falls under. Ie, if the player is trying to lift something heavy, you will first decide which stat it falls under (power in this case) and then ask the player to roll a power check (1d6 + their power stat as outlined on their character sheet. Using this simple stat system most things within the game can be done.

Difficulty Class

How should you decide if a dice roll succeeds or fails? You do this by setting a Difficulty Class (DC). In order for an action to succeed, the roll needs to match or exceed the set DC, for example if the DC was 3, the roll after stats should be 3 or higher to pass.

Here are some examples as to how you should set DCs

1. Trivial

2. Easy

3. Medium

4. A bit of a Challenge

5. Hard

6. Super Hard

6+ DCs over 6 can only be passed using stats and are generally discouraged however use these for very hard challenges if desired

Chapter 2:

Combat

Combat is generally discouraged in C&C, and it is preferable to use problem solving and other peaceful methods to solve conflict, but in case a fight does break out, it follows a few rules.

Combat encounters occur in turns, the turn order can be decided in a few different ways, such as who has the coolest battle cry, who can guess a number, or any way you decide. Keep in mind that the monster(s) also get a turn!

As the GM, it is recommended that you design every encounter like a puzzle, so rather than winning by killing the monster, they win via another method, ie trapping the monster, deescalating, or another peaceful way.

Time To Act!

On your turn, you can do two things, move, and one action. An action can be anything the player decides they want to try, such as setting up a trap, hiding, casting a spell, or even attacking the monster.

If it comes down to it, have the player roll to attack, and add in the stat (Power for close up, Agility for range, and Smarts for magic) and then have the monster roll. If the monster rolls lower then the attack works and takes one hit point of damage. Monsters will typically have the same amount of hit points as there are party members, so if you have five players, usually the creature will have five hit points.

If the monster reaches 0 hit points, they lose all of their energy and faint.

Chapter 3:

Magic

Spells and magic are a large part of C&C, and it is kept very open to allow creativity.


The player can choose a type of magic (however they define it) and are allowed to do anything that the GM will allow within that category. Magic is more a way to fix problems and help others than being destructive. When players are thinking of what spells to do, remember the emphasis on puzzle solving mentioned in chapter two, and try to nudge players to choose spells that will help them solve the puzzles you lay out without telling them the answer. REMEMBER, each puzzle/event needs to have multiple solutions so the players can feel a sense of agency. There is no one "correct" solution ever.

Conclusion

Creatures and Cauldrons is a very simplified and age appropriate roleplaying game to allow people of all ages and experiences enjoy our favourite games. This is only the prototype version of the game and still lacks playtesting. If you encounter an issue or have a suggestion please reach out to me at arioctopus@protonmail.com as I would love to hear how I can improve this concept.

At the end of the day, this is essentially organized dramatic play mixed with puzzle solving and teamwork. These rules are not set in stone, feel free to modify anything in these books to let you have more fun!

Now, go gather some halflings and hobbits, and get to having fun!



Go Forth! On Your Merry Quest!

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