The New Combat Rules Are Here — And They Hit Hard

written by CresthavenRPG Guru | June 16, 2025

We've rebuilt Cresthaven's combat system to be faster, sharper, and way more tactical. If you haven't played in a while, now is the time to come back. If you're in the middle of a campaign, get ready — your next fight might be your last.

The updated Player Combat is live. Here's why you should care.

Combat That Makes You Think

Every action matters now. You declare your move before initiative, so no more "I wait and see." If you want to cast a spell, you'd better be protected, as one hit and the whole thing falls apart. Combat is deliberate, fast, and dangerous.

Called Shots

Shoot the hand. Aim for the eye. Drive a spear through the leg. With called shots, you can now target specific body parts to inflict strategic effects, new ways for knocking enemies prone, disarming them, or even killing with a single shot to the head.

Damage Resistance

Not everything bleeds. Damage Resistance is a new rule that makes big monsters feel *big*. If you can't break through their armor or hide, your hits bounce off. Bring magic. Bring fire. Or bring a bigger axe.

Real Conditions, Real Danger

Poison doesn't just make you feel sick. Being stunned means you're standing there, helpless. Blind? You won't see that arrow coming. Conditions now have real mechanical bite, and they will turn a winning fight into a last stand.

Terrain Matters

Rubble. Fog. Water. Elevation. Light. These aren't background details anymore; they're tools. Use cover. Set traps. Lure enemies into bad footing. This is tactical combat, not just swinging swords in an empty room.

A New Example Walkthrough

Not sure how it all fits together? We included a full, three-round combat example with declared actions, morale checks, visibility penalties, and more.

It’s the cleanest, clearest snapshot yet of how fast and brutal combat can be in Cresthaven.

Ready to Play Smarter Fights?

The updated Player Combat is available now. It’s clear, complete, and ready for your table. If you’ve ever wanted Cresthaven to hit harder, think faster, and reward real tactical play, then this is the update you’ve been waiting for.

See you in the ruins.

— The Cresthaven Team