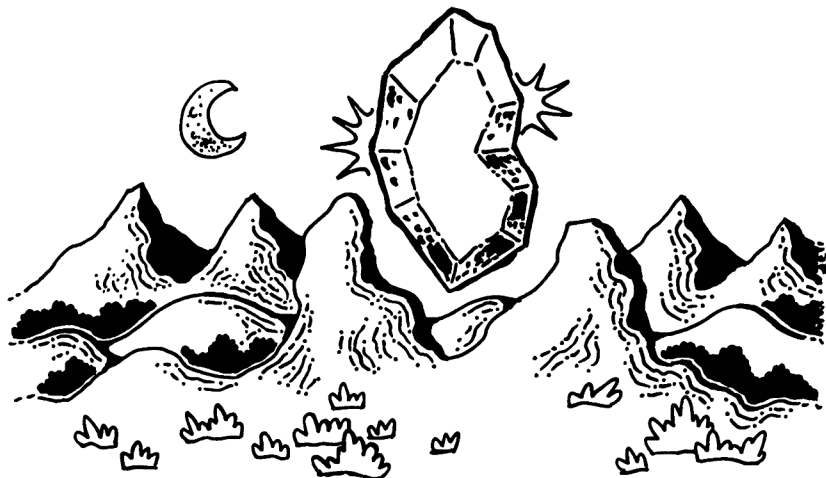




# CROWN

An Old School Fantasy Roleplaying Game

# CROWN



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# Introduction

When I first made Crown (which didn't warrant a name at the time) it was just a heavily modified version of the Whitehack roleplaying game. I wanted to make the classes more concrete and similar to traditional games. As I started becoming more interested in the Old School Revival scene (the various blogs and Youtube channels that discuss OSR stuff) I started adapting the things I saw into the game. Soon enough the game was quite distinct from the source material. Inspired by the DIY nature of Old School games everywhere I decided to give it a name and try my hand at publishing it. I hope that you enjoy it as much as I have.

## Inspirations

These are the people, games, and blogs from which I have borrowed, stolen, and adapted ideas from. I'm sure that they'll prove as interesting and inspiring to you as they were to me.

- ▣ WHITEHACK for the core of the game and tightly-packed layout.
- ▣ MAZE RATS for the random generator charts, spell creation, and concise Game Master advice.
- ▣ WHITEBOX: FANTASTIC MEDIEVAL ADVENTURE GAME for the bestiary and simple core rules.
- ▣ ADVENTURER CONQUEROR KING for inspiring the domain management.
- ▣ BASIC FANTASY ROLE-PLAYING GAME for the strongholds.
- ▣ COINS AND SCROLLS for expanding my understanding of the OSR and providing heaps of great ideas (which are liberally spread throughout this book).
- ▣ THE ALEXANDRIAN for adventure design, hex crawls, and a deeper understanding of the decisions behind games.
- ▣ THE GLATISANT: A QUESTING BEAST NEWSLETTER for introducing me to the world of OSR blogs and games.



# Character Creation

Every player except the Game Master creates a character. Create your character at the beginning of the game with the other players. Start by naming your character and rolling their basic attribute scores. Then, choose their class. Next, roll a number of d6 equal to your character's hit dice to determine their hit points. Finally, purchase their starting equipment. Your character starts the game at level one with zero experience points. Record your character's information on a blank piece of paper or use the character sheet from this book.

## ATTRIBUTES

Your character's attributes represent their basic capabilities in the game. Roll 2d6+3 for each attribute, in order, to determine their scores. After you roll your scores, you may switch two of them. If the sum of your character's attribute scores is less than 40, re-roll them. No attribute score may ever exceed 18.

*Charisma* is a measure of your character's leadership and persuasive ability. Rogues gain a bonus for having high charisma.

*Constitution* is a measure of your character's fortitude and vitality. Having a constitution score of 13-15 grants your character +1 hit point per HD. Having a constitution score of 16+ grants your character +2 hit points per HD.

*Dexterity* is a measure of your character's agility, general adroitness, and reflexes. Having a dexterity score of 13-15 grants your character a +1 bonus to their initiative. Having a dexterity score of 16+ grants them a +2 bonus to their initiative.

*Intelligence* is a measure of your character's memory, reasoning, and knowledge. Having an intelligence score of 13-15 grants your character the knowledge of an additional language. Having an intelligence score of 16+ grants them the knowledge of two additional languages.

*Strength* is a measure of your character's raw power and brawn. Fighters gain a bonus for having high strength.

*Wisdom* is a measure of your character's perception and insight. Mages gain a bonus for high wisdom.

## CHARACTER CLASSES

Every character is a member of one character class. Fighters are excellent warriors, mages can use magic, and rogues can accumulate skills. Choose one class for your character. Each class has a table detailing their progression. Refer to the table to see what benefits your character gains for being a member of a specific class. Each table includes the following:

*Level* is used to measure a character's progress through the game.

*XP* is the number of experience points needed to reach the next level. Characters start the game with zero XP. This is a cumulative value.

*HD* is the number of hit dice a character has. Roll 1d6 per hit die to determine how many hit points your character has. At some levels a flat value of new hit points is added instead of a new full hit die. If the number of HD your class table is added to another number, the second number is a flat bonus. So 1+1 HD requires you to roll 1d6+1 to determine your hit points.

*AV* is the character's attack value. When they make an attack they must roll equal to or below this value.

*Boons* are the class specific abilities that your character has access to. For each boon you have choose one of your class's special abilities.

*Raises* occur at every even numbered level. When you gain a raise you may increase one of your character's attribute scores by one.

# Fighter

Violence defines the fighter. Noble knights, savage barbarians, and enlightened monks are all fighters. Fighters can use any weapon and wear any kind of armor.

Fighters with a strength attribute of 13-15 gain a +1 bonus to their AV. Fighters with a strength attribute of 16+ gain a +2 bonus to their AV.

If a fighter makes a melee attack that brings an enemy to zero hit points, they may immediately make another melee attack.

Fighters gain boons at every odd-numbered level. Each time your character gains a new boon choose from the following list:

*All Out Attack:* A fighter may choose to make a melee attack with advantage but will suffer a -2 to their AC until the start of their next turn.

*Battlecry:* A fighter may inspire their allies with a battlecry as a free action once per combat. All allies who can hear the fighter have +1 AV and +1 damage for the duration of combat. Alternatively, a fighter may use their battlecry to frighten their enemies; all enemies that can hear the fighter have -1 AV and -1 damage for the duration of combat.

*Defend:* A fighter may choose to make no attacks on their turn and defend an adjacent ally until the start of the fighter's next turn. Any attack that would target that ally instead targets the fighter.

*Dual Wielding:* A fighter with this boon gains a +2 bonus to their damage with melee attacks so long as they are wielding two weapons.

*Frenzy:* A fighter may spend one full round to work themselves into a berserk frenzy. For the duration of combat they will remain in that frenzy which grants them +1 AV and +3 damage. When the combat is finished the fighter must pass a Wisdom saving throw or continue fighting, attacking the nearest creature.

*Great Weapon Expert:* A fighter with this boon gains a +2 bonus to their damage with melee attacks so long as they are wielding a weapon that requires two hands to use.

*Master Archer:* A fighter with this boon may shoot a longbow or shortbow twice per turn, or a crossbow once per turn, during combat.

*Parry:* A fighter with this boon may choose to make no attacks on their turn and focus on parrying away enemy attacks. Until the start of their next turn the fighter has a +2 bonus to their Armor Class.

*Second Wind:* A fighter with this boon may choose to make no attacks on their turn to heal themselves for 1d6 hit points once per combat.

*Slayer:* A fighter with this boon may, once per combat, choose to have a successful attack deal double damage. Additionally, any critical hits that the fighter makes deal +3 damage.

LEVEL	XP	HD	AV	BOONS	RAISES
1	0	1+1	11	1	-
2	2000	2	11	1	1
3	4000	3	12	2	-
4	8000	4	13	2	1
5	16,000	5	13	3	-
6	32,000	6	14	3	1
7	64,000	7	15	4	-
8	128,000	8	15	4	1
9	256,000	9	16	5	-
10	512,000	10	17	5	1

# Mage

The arcane might of magic is a dangerous and powerful force. Mages harness the energy of magic through spells. Mages heal faster than other classes, but cannot be healed by magic. Mages can only use small weapons, staves, and slings. They can wear cloth or leather armor.

Mages with a wisdom score of 13-15 know an extra basic spell. Mages with a wisdom score of 16+ know two extra basic spells.

Mages can learn basic spells, spells so simple that they take no blood price to power. For each boon a mage has, they can learn one basic spell. The way that a specific mage's basic spells manifest is unique to that mage. One mage's magic missile might be a purple ball of fire, while another may conjure illusory daggers. A mage may end the effect of their basic spells anytime before the end of its duration.

Mages gain boons (basic spells) at every odd numbered level. Each time your character gains a new boon choose from the following list:

*Alarm:* Casting time 1 hour. The mage draws a line up to 100 feet long with no breaks. Anytime this line is crossed the mage is notified, even if they are asleep. The line lasts up to 24 hours.

*Arcane Hand:* Casting time 10 minutes. The mage creates a small, glowing hand or similar appendage that they can control. It has the mage's strength and flies at the same speed that the mage can move. The hand lasts up to 1 hour.

*Cloud of Mist:* Casting time 10 seconds. The mage conjures a cloud of magic mist which obscures sight within a 20 foot radius of their position. The cloud lasts up to 10 minutes.

*Counterspell:* Casting time instant. A mage may use this spell immediately after another spell is cast where they can see it. The mage sacrifices a number of hit points greater than the blood price of the other spell and negates that spell.

*Detect Magic:* Casting time 10 seconds. A mage becomes aware of any magic, and its general features, within 100 feet of them.

*Disguise:* Casting time 10 minutes. A mage may slightly alter the appearance of an object or person. The change lasts 1 hour.

*Hex:* Casting time 10 seconds. A target enemy that the mage can see has disadvantage on their attack roll or saving throw.

*Light:* Casting time 10 seconds. The mage creates a light source which illuminates an area of 30 foot radius. It lasts up to 1 hour.

*Magic Missile:* Casting time 10 seconds. A target enemy that the mage can see must make a Dexterity saving throw or take 1d6 damage.

*Mending:* Casting time 1 hour. A mage may mend a small or medium non-magical item if all the pieces are present and they have a general idea of the function or creation of the item.

LEVEL	XP	HD	AV	BOONS	RAISES
1	0	1	10	2	-
2	2500	2	10	2	1
3	5000	2+1	10	3	-
4	10,000	3	11	3	1
5	20,000	4	11	4	-
6	40,000	4+1	11	4	1
7	80,000	5	12	5	-
8	160,000	6	12	5	1
9	320,000	6+1	12	6	-
10	640,000	7	13	6	1

# Rogue

When it comes to tasks other than fighting or magic, rogues have the clear advantage. Cunning and skill are the defining features of a rogue. Stealthy thieves, professional explorers, and charismatic leaders are all rogues. Rogues can use any kind of weapon, but only gain their sneak attack bonus with small, hand, or missile weapons. Rogues can use shields. Rogues can wear cloth, leather, or brigandine armor.



Rogues deal 1d6 sneak attack bonus damage when they attack an enemy from behind, an enemy that they and an ally are flanking, or an enemy they have caught by surprise.

Rogue boons are skills. For each boon, a rogue gains a skill which assists them in tasks outside of combat. Whenever a rogue attempts a task that they have a directly relevant skill for they have advantage. There is no list of skills, instead you create the particular skills that your rogue has with your Game Master, reflecting your rogue's background. Each skill should be 1-3 words long and have clear, specific usage.

Rogues with a charisma score of 13-15 can choose to either have an extra skill or one of the rogue traits (in italics). Rogues with a charisma score of 16+ can choose to either have an additional extra skill or one of the rogue traits.

*Animal Companion:* Your rogue is joined by a small, mundane animal that they have trained. It understands basic orders and can act during combat. They use the small animal statistics.

*Insane Luck:* The stars watch over your rogue. A number of times per day equal to your character's level you may re-roll a failed saving throw.

*Inspiring Presence:* Your rogue can inspire their allies with music and stories. A number of times per day equal to your character's level you may allow an ally to re-roll a failed saving throw.

*Traveler:* Your rogue is a wanderer. While traveling overland your rogue and their companions ignore penalties to their movement like bad weather or difficult terrain.

*Trickster's Spell:* Your rogue has some skill in the matters of the arcane. You may choose one basic spell that your character can cast. If you choose this trait, your character cannot be healed by magic.

*Weapon Expertise:* Your rogue has mastered the art of fighting with a specific weapon. Choose a weapon for your rogue, so long as they are using that weapon they have a +1 AV.

LEVEL	XP	HD	AV	BOONS	RAISES
1	0	1	10	1	-
2	1500	2	11	2	1
3	3000	2+1	11	3	-
4	6000	3	12	4	1
5	12,000	3+1	12	5	-
6	24,000	4	13	6	1
7	48,000	4+1	13	7	-
8	96,000	5	14	8	1
9	192,000	5+1	14	9	-
10	384,000	6	15	10	1

## WEALTH & EQUIPMENT

Roll 2d6+3 and multiply that value by 10 to determine the number of crowns your character begins the game with. A crown (c) is equal to 10 shillings (s) or 100 pennies (p). Crowns are gold coins, shillings silver, and pennies copper.



Items can be broken. If a character suffers a critical failure while using an item, that item is damaged. If a character takes a critical hit from an enemy's attack their armor or shield (player's choice) is damaged. If an item would be damaged a second time it is instead destroyed. A damaged, but not destroyed, item can be repaired for one-tenth its normal price.

### Encumbrance

Tracking the exact weight of the items that your character is carrying is tedious. Instead you will track encumbrance using slots. You have a number of slots equal to the higher of your Constitution or Strength attributes. One average sized item takes up one slot. Five small items may be combined into one slot. One hundred coins are equal to one slot. Armor and large items may take up more than one slot. Your clothes and backpack do not take up slots.

### Armor

Armor is a special kind of equipment which provides a defensive bonus to your character. Fighters can wear any kind of armor, mages can wear cloth or leather, and rogues can wear cloth, leather, or brigandine. Fighters and rogues can use shields.

ARMOR	AC	SLOTS	COST
Cloth	1	-	10 c
Leather	2	1	25 c
Brigandine	3	2	50 c
Chain	4	3	75 c
Half-Plate	5	4	150 c
Plate	6	5	500 c
Shield	+1	1	10 c

## Weapons

The weapons are presented here as generic groups, but you must specify the exact weapon you are purchasing.

*Small:* Small weapons are easily concealed and used in one hand. They deal 1d3 damage. Some small weapons may be thrown as ranged weapons. Daggers, brass knuckles, tomahawks, and whips are all small weapons.

*Hand:* Hand weapons are those typically used in one hand that are larger than small weapons. They deal 1d6 damage. Swords, axes, maces, and warhammers are hand weapons.

*Great:* Great weapons are those wielded in two hands. They deal 1d6+2 damage. Zweihänders, great clubs, and mauls are great weapons.

*Polearm:* Polearms are long weapons that are wielded in two hands. They may make attacks against targets up to ten feet away. They deal 1d6+1 damage. Halberds, glaives, pikes, and ranseurs are polearms.

*Spear:* The most basic weapon, it can be wielded in one or two hands. They may make attacks against targets up to ten feet away. It deals 1d6 damage. A staff is a spear that cannot be thrown and has no pointed metal tip, it uses the same statistics and has the same price.

*Crossbow:* A ranged weapon which uses bolts as ammunition. It can be fired once every other turn. It deals 1d6+2 damage.

*Longbow:* A ranged weapon which uses arrows as ammunition. It can be fired every turn. It deals 1d6+1 damage.

*Shortbow:* A ranged weapon which uses arrows as ammunition. It can be fired once every turn. It deals 1d6 damage.

*Sling:* A ranged weapon that can use any small, roundish object as ammunition. It can be fired twice every turn. It deals 1d3 damage.

EQUIPMENT	SLOTS	COST
Arrows (20)	1	1 C
Backpack	-	8 S
Baldric or Scabbard	-	5 S
Bandage	Small	2 C
Bedroll	2	2 S
Bolts (10)	1	1 C
Book (100 pages)	1	50 C
Caltrops (25)	1	1 C
Cart, Hand	-	20 C
Case (map or scroll)	1	3 C
Chain (10 ft.)	1	30 C
Chalk (1 piece)	Small	1 S
Compass	Small	50 C
Crowbar	1	2 C
Flint & Steel	Small	1 S
Grappling Hook	1	1 C
Hand Mirror	Small	20 C
Horse, Riding	-	60 C
Horse, War	-	200 C
Lamp	1	1 S
Lantern, Bullseye	1	10 C
Lantern, Hooded	1	7 C
Lock & Key	Small	20 C
Lockpick Set	1	10 C
Mallet or Hammer	1	1 S
Musical Instrument	2	10 C
Oil (8 hours)	1	15 S
Pack Mule	-	25 C
Pole (10 ft.)	2	2 S
Raft	-	10 C
Rations (1 day)	Small	5 S
Rope (50 ft.)	1	1 C
Sack	-	1 S
Saddle	1	20 C
Saddlebags	1	10 C

EQUIPMENT	SLOTS	COST
Shovel	1	2 S
Steel Spikes (10)	1	5 S
String (10 ft.)	1	5 S
Tent (2 person)	2	20 C
Torch	1	5 P
Vial, Glass	Small	2 C
Wagon	-	50 C
Waterskin	Small	1 S
Whetstone	Small	1 S
Whistle	Small	1 C

IN TOWN	COST
Drink, High Quality	5 P
Drink, Low Quality	1 P
Inn Stay, Common (per night)	5 S
Inn Stay, Good (per night)	1 C
Meal, Common	3 S
Meal, Good	8 S
Overland Passage (per day)	1 C
Ship Passage (per day)	2 C
Stabling (per night)	5 S
Toll, Road or Gate	1 S



WEAPON	DAMAGE	SLOTS	SPECIAL	RANGE	COST
Small	1d3	Small	Thrown	60 ft.	5 C
Hand	1d6	1	-	-	10 C
Great	1d6+2	2	Use Two Handed	-	25 C
Polearm	1d6+1	2	Long, Use Two Handed	-	20 C
Spear	1d6	2	Long, Thrown	60 ft.	15 C
Crossbow	1d6+2	2	Bolts, Use Two Handed	400 ft.	30 C
Longbow	1d6+1	2	Arrows, Use Two Handed	400 ft.	40 C
Shortbow	1d6	1	Arrows, Use Two Handed	300 ft.	20 C
Sling	1d3	Small	Improvised Ammunition	240 ft.	5 C
Unarmed	1	-	-	-	-

# Adventuring Rules

Once you have made your character, it is time for them to set off on adventure. The Game Master and the players will work together to run the game. The Game Master will describe a situation or scenario to the players, and the players will narrate how their characters respond to that situation. Using the actions of the characters and their own common sense, the Game Master will then relate the outcome of the characters' actions. The rules are present to help the players and the Game Master handle certain events that can arise due to the actions, or inaction, of the characters. The players and the Game Master work together; the Game Master handles the details of the fantasy world the game takes place in and the players each handle the details of their character within it.

This game uses only two types of dice, twenty-sided (d20) and six-sided (d6). Whenever you are asked to roll rd3, roll rd6 and halve the value (1-2 is one, 3-4 is two, and 5-6 is three). Anytime you roll a d20 you want to roll low; when you roll a d6 you want to roll high. If you have advantage, roll twice and take the better value. If you have disadvantage, roll twice and take the worse value. Having both advantage and disadvantage cancel each other out.

## ATTRIBUTE CHECKS

When a character deliberately attempts an action where the outcome is in question, the Game Master will call for them to make an attribute check. To make an attribute check roll rd20. Compare the result to the relevant attribute score. If you rolled less than or equal to your attribute score, the action is a success. If you roll above your attribute score the action is a failure. The quality of the success, when it is important, is determined by the actual value that you rolled. The higher the value, so long as it is still under your attribute score, the higher the quality of your success. The Game Master can assign advantage or disadvantage to represent the difficulty of a specific action.

## Critical Success & Failure

If you make an attribute check and roll exactly equal to your attribute score you have made a critical success. The Game Master will add some additional benefit to the action beyond simple success. If the value that you roll is a 20 you have made a critical failure. The Game Master will add some additional complication beyond simple failure.

## Contested Attribute Checks

There will be times when your action is being actively resisted. In this case both parties will roll an attribute check like normal. If the resisting party fails and the action-making party succeeds, the outcome of the action is a success. If both parties fail the outcome of the action is a failure. If both parties succeed, the action-making party needs to have rolled a value higher than the resisting party to succeed.

## Saving Throws

When your character is under threat by some outside force the Game Master may ask you to perform a saving throw. A saving throw is exactly like a normal attribute check but is made in response to something happening rather than because the character is attempting an action. A successful saving throw will mitigate or negate the effect that endangered your character. In general the Game Master will choose the most relevant attribute for the saving throw, but you may want to refer to the table below for some common saving throws.

SAVING THROW AGAINST...	ATTRIBUTE
Area & Breath Attacks	Dexterity
Being Restrained	Strength
Charm & Beguilement	Charisma
Curses	Wisdom
Disease	Constitution
Drugs & Poison	Constitution
Illusion	Intelligence
Starvation & Thirst	Constitution
Suffocation	Constitution

## DOWNTIME

The time between adventures is called downtime. Downtime requires a place to live and food to eat so it incurs a “living expense” upkeep cost of 6 crowns a week. Owning a place to live halves this expense. During downtime a character chooses two downtime activities. Retainers fend for themselves during downtime.

### Buy & Sell Goods

A character may buy or sell any amount of good that they have. When they are selling items described in this book, they sell for half their cost. The price of other items are determined by the Game Master. Characters performing this action can also get damaged items repaired.

If a character wants to hire retainers they may do so while they are performing this downtime activity. The specifics for hiring retainers is discussed later in this chapter.

### Carouse

Carousing with locals can allow a character to make connections. Carousing may be a costly endeavor, depending on who you are carousing with: lowborn up to five pennies a day, middle folk five shillings a day, and highborn five crowns a day. This is also how a character can locate retainers who are willing to be hired to accompany them for one adventure or longer.

### Crafting & Repairing

Rogues with a skill related to crafting can spend their downtime crafting. Crafting an item requires that the character have the raw materials and access to the appropriate tools. To make an item costs half of its normal price and takes 1 day of effort per ten crowns of price (so an item worth 20 crowns takes 2 days).

Anyone with the appropriate materials and access to tools may repair an item of their own. Each item requires a full day to repair. The cost for renting tools and getting materials to repair an item yourself costs the same as having it repaired by a normal craftsman (one-tenth the normal price of the item).

## Gather Rumors

Characters that spend their downtime gossiping and rumor-mongering with the locals start the next adventure with 1d3 extra rumors.

## Magic Experimentation

Mages of the fifth level or higher may dedicate their downtime to magical experimentation. During this time they may be creating new spells or crafting magic items like wands and potions. For more rules on these actions look in the Spells & Magic chapter.

## Research

A character may spend their downtime researching information relevant to one of their interests or into places of interest which may offer chances for adventure. After spending downtime researching the Game Master will give them information relevant to their research. In order to learn a new language they must spend at least one month researching.

## Train

A character may elect to spend their coin on trainers, equipment, and training space. This allows characters to convert crowns into XP. For every crown spent on training the character gains 1 experience point.

## Work

Characters without a way to pay for their downtime may work odd jobs to keep themselves afloat. One week of work will cover the living expense upkeep and earn an additional 1d6 crowns. The exact nature of the odd jobs is left to the individual character; some might spend the time as a gladiator, pickpocket, or gambler rather than engage in a more traditional employment.



## EXPERIENCE

Characters gain experience in four ways: completing quests, converting crowns into experience points, defeating enemies, and exploring the world. The Game Master decides if they will hand out experience as soon as it is earned, or wait until a suitable break in the action. Completing a quest grants an amount of XP determined by the Game Master to reflect the difficulty of the quest. Crowns can be converted on a one-to-one basis into experience points using the Train downtime activity. The amount of experience points you gain for defeating an enemy depends on that enemy's HD. Exploring the world grants a variable amount of XP determined by the Game Master to reflect the important events that occur during play.

## Leveling Up

Once your character has enough experience points they will level up. When your character levels up, refer to your class table to see what they gain. A character can only level up in a safe location, such as a nearby settlement or campsite. A character may only level up once per game day.

## HAZARDS

Hazards are some of the dangers that an adventurer will regularly face over the course of the game.

## Attribute Loss

Attribute loss can occur when your character contracts a disease, ingests poison, or is attacked by certain creatures. If one of your character's attributes ever reaches zero they die. Attribute loss is almost always temporary, once the effect has passed the character will regain lost attributes at a rate of one point per attribute per day. For example, if you lost one point from both your Constitution and Dexterity it would take one day of rest to recover those points. If you lost two points from your Strength it would take two days to recover those points. Any bonuses that you gain from having high attribute scores are unaffected by temporary attribute score loss.

## Curses

Curses are magical maladies that target characters that have triggered them similarly to traps. Curses can be detected by the Detect Magic basic spell. Curses come in two varieties - minor and major. Minor curses impart immediate effects that do not linger. Major curses impart effects that are permanent until the curse is broken. The exact method to break a curse is specific to that curse. A character that has triggered a curse makes a Wisdom saving throw, if they succeed they avoid the effects of the curse. Particularly powerful and ancient curses are impossible to avoid.



## Disease

Exploring ancient tombs and fighting hideous monsters is not an entirely sanitary lifestyle. Diseases have three parts: Incubation period, infection duration, and effect. When a character is first exposed to a disease they must make a Constitution saving throw. If they succeed they simply get the symptoms of a mild cold. If they fail the disease takes effect and the incubation period starts. During the incubation period there are no obvious effects but the disease may be transferred from the character to other creatures by exchanging fluids (some diseases might have other methods of transfer). When the effect starts it will last for the infection duration. Every day during the infection duration the character makes a Constitution saving throw to end the duration early. If the disease is not ended early then it will finish once it has reached the end of its duration. Disease effects can be loss of hit points, attribute loss, loss of HD, or disadvantage on attribute checks. These are usually temporary effects that end once the disease has. Diseases will also come with symptoms that affect the character throughout the infection duration such as, fever, vomiting, sweating, dizziness, or chills.

## Drugs & Poison

When exposed to drugs or poison a character will make a Constitution saving throw or suffer the effects of the drug or poison. For the purposes of these rules drugs are substances that have long durations of effect and can be resisted over time by multiple Constitution saving throws. Poisons have an effect determined by an all-or-nothing Constitution saving throw.

Drugs are similar to diseases where they have effects that can be resisted after the initial start of the drug's duration. Every ten minutes a character that is affected by a drug may make a Constitution saving throw to end the effect early. Typical drug effects involve attribute loss, hallucinations, vertigo, unconsciousness, or vomiting. Drugs can be addictive, if so the Game Master will assign appropriate withdrawal symptoms.

If a character fails their initial Constitution saving throw against a poison they suffer the full effects. Poison effects include things like instant death, delirium, attribute loss, hit point damage, and falling into a coma. If an antidote is administered to the creature while the poison is affecting them, the poison effect is ended.

## Falling

A character that falls a distance of ten or more feet takes damage when they hit the ground. For every ten feet that they fall they take 1d6 damage up to a maximum of 20d6 damage. If a character makes a Dexterity saving throw they can ignore 1d6 of falling damage.

## Sleep Deprivation

A character must sleep at least 4 hours within every 24 hour period. The first time they fail to sleep 4 hours in a day they must make a Constitution saving throw. If they fail they lose one Constitution attribute point. For every consecutive day without sleep after the first the character loses one point from all of their attributes, no save allowed. A full nights sleep, eight hours uninterrupted, will immediately restore any attribute points lost this way.

## Starvation & Thirst

A character must eat one pound of food and drink a gallon of water every day. For every day they do not eat they must make a Constitution saving throw or lose one Constitution attribute point. This effect continues until the character has eaten a full meal. Regardless of how many saving throws have been passed, if a character does not eat for three weeks they will die.

For every day that a character doesn't drink water they must make a Constitution saving throw or suffer their Constitution score halving (a Constitution score of 1 becomes 0 here). Regardless of how many saving throws the character has passed they will die if they have not ingested water for three days.

## Suffocation

A character must be able to breathe. Characters can hold their breath for one minute without problems. Every ten seconds after the initial minute they must make a constitution saving throw or gasp for breath. A character cannot hold their breath for more than five minutes regardless of their constitution saving throws. If a character is physically incapable of breathing after they fail their Constitution saving throw their Constitution attribute score is halved every ten seconds (a Constitution score of 1 becomes 0 here) until they can breath normally or they die. Breathing for one minute restores any attribute points lost due to suffocation.

## Traps

Moving at exploration speed automatically reveals any traps; moving at a faster pace does not reveal traps and may lead to a character triggering one. When a character triggers a trap they make a saving throw (the attribute depends on the trap and is determined by the Game Master) to avoid its effect. Disarming a trap requires that a character have tools to do so, and for the player to narrate how they use those tools. The Game Master will then determine if this would overcome the trap. Rogues with skills related to traps can simply make a Dexterity attribute check to disarm or overcome a trap.

# LANGUAGES

Characters begin the game being able to speak, read, and write Common. Common may be replaced with a regional language if that makes more sense for the campaign setting. There are two ways to learn an additional language: spend one month of downtime researching the language, or earn the new language by having a high intelligence score. If you spend one month learning the language you know enough to communicate, but are not truly fluent; it takes many years of research to become truly fluent in a language. If you earn a language due to having a high intelligence score this represents past study of the language finally reaping benefits; if you earn a language due to your intelligence score you are fluent in that language. The languages available for characters to learn are dependent on the campaign setting. Some typical fantasy languages are listed below.

LANGUAGE	SPOKEN BY...
Celestial	Clerics, Angels
Draconic	Dragons, Kobolds
Dwarvish	All Dwarves
Elvish	All Elves
Giant	Giants, Trolls
Gobbledygook	Goblins, Hobgoblins
Infernal	Cultists, Demons
Orcish	Orcs, Ogres
Wild Tongue	Centaurs, Gnolls

# LIGHT & VISION

Underground and in other unlit places the characters will need light to see. Torches and hooded lanterns illuminate a space of 30 foot radius. Bullseye lanterns illuminate 60 feet directly in front of the character. Lamps illuminate a space of 15 foot radius. Smaller or improvised light sources, like candles or brush set on fire, illuminate a space of 10 foot radius. Lanterns and lamps require oil to function; with one container of oil they will burn continuously for eight hours. Torches last an hour before they burn out. Characters using a light source cannot surprise monsters or other people. Creatures with darksight can see up to 60 feet without a light source.

# PROPERTY

Without property the characters have to live out of inns or on the road. Property has a monthly upkeep equal to one percent of its initial cost; this covers taxes and basic maintenance. A property can only provide living space for so many people, listed as its capacity. A character with retainers may allow them to live in their property (if there is enough room) to halve their normal upkeep cost per month. Retainers hired on a by-day basis do not benefit from living on a character's property.

PROPERTY	CAPACITY	COST	UPKEEP
Small	5	100 C	1 C
Moderate	15	500 C	5 C
Large	45	1000 C	10 C
Manorial	120	10,000 C	100 C
Palatial	500	100,000 C	1000 C

A mage may add a library or laboratory to their property for use in magic experimentation. Small properties cannot have a library or laboratory. If a mage adds a library or laboratory to their household, the capacity of that household is lowered by 5. It costs 500 crowns to add a library or laboratory to a property and increases the upkeep by 5 crowns.

# RECOVERY

Characters recover from damage over time. A full nights rest in a safe place will heal the character 1d6 hit points. A full nights rest in an unsafe place will heal 1d3 hit points. A full week of rest will restore a character to full hit points. If a character is resting under the care of a healer or physician they recover hit points at double the normal rate.

Mages recover hit points faster than other characters but cannot be healed by magic. A full nights rest in a safe place heals a mage by 1d6+3 hit points. In an unsafe place they are healed for 1d3+3 hit points.

Characters usually recover lost attribute points at a rate of one point per attribute per day. Recovering under the care of a healer or physician doubles the rate of attribute recovery.

## RETAINERS

Retainers are in the direct employ of the characters; brave or desperate souls who follow the characters on adventures. A character may hire a number of retainers equal to their Charisma attribute score. Treating a retainer poorly can cause them to resign and spread word of their treatment, or worse, they might betray the party at a crucial moment. While retainers will shoulder a portion of the risk during an adventure, they will not willingly serve as cannon fodder or trap-bait.

### Hiring Retainers

Retainers can be hired in urban areas. Rural areas might have one or two retainers of dubious quality, but cities are where the characters can find most of the retainers they may want to hire. Most retainers will be human; demihuman retainers will be rare and usually more expensive. A character can only hire a retainer of half their level or lower.

Retainers are either paid in wages or in a portion of the treasure that is discovered. If a venture is likely to have little treasure they will insist on being paid in wages whereas a lucrative venture will tempt them into taking a portion of the loot. During an adventure the characters are responsible for providing food and water for their retainers. If a retainer dies during an adventure their pay goes to their next of kin.

RETAINER	WAGES (DAY)	WAGES (MONTH)
Level 1 - 5	2 c per lvl	20 c per lvl
Noncombatant	1 c	10 c
Specialist	5 c	50 c

Retainers are low level adventurers or hired help that the characters recruit. They have the same set of statistics as monsters and are made like nonplayer characters. They are designed by the Game Master. A long term retainer gains levels such that they remain half the level of the character that hired them. Noncombatants work as torchbearers, treasure haulers, and servants. Specialists are professionals with an expertise, like a blacksmith or animal trainer; rare specialists might cost more.

## TIME & MOVEMENT

Keeping track of the passage of time is important to ensure the game runs smoothly. Time is tracked in natural units; seconds, minutes, hours, and days. The Game Master should track time to a level of detail that they find useful.

### Combat Speed

During combat, time is measured in rounds. In a round of combat every combatant takes their turn. One round is ten seconds long. In one round a character can move 30 feet as an action.

### Exploration Speed

During exploration, time is measured in ten minute segments. During each ten minute segment a character can move 120 feet. This movement is slower than combat movement because it assumes that the characters are moving cautiously. Any traps are automatically discovered by characters moving at this pace. If the characters would prefer to move faster they may double their exploration speed; at double speed they do not automatically detect traps and increase the likelihood of random encounters.

### Overland Speed

While traveling overland, time is measured in days or hours. For each day of travel a character can move 24 miles. Characters more concerned with haste may increase their speed to 30 miles a day but suffer disadvantage on any checks to avoid being surprised in combat and cannot forage for food. Cautious characters may lower their speed to 18 miles a day to gain advantage on checks to avoid being surprised in combat and on checks to forage for food.

Mounts travel 36 miles per day at a normal pace, 30 miles a day at a cautious pace, and 42 miles per day at a rushed pace.

Tough weather and difficult terrain can slow overland speed. While traveling through either adverse weather or difficult terrain a character's movement is halved. Traveling through both at the same time drops a character's overland speed to one-quarter of its normal value.

## TRAVEL – LAND

Traveling long distances overland requires a little more work than simply walking to a destination. Food and water need to be consumed, camps need to be made, and someone needs to navigate for the group.

### Foraging

If the characters are moving at a normal or cautious pace, and aren't busy navigating, they are assumed to be foraging (so long as the area that they are traveling through has access to food and water). At the end of a day of travel every character that was foraging makes a Wisdom attribute check. On a success they manage to forage enough food for one person for one day. In particularly sparse areas they have disadvantage on this check. If the region is completely barren they cannot forage.

In regions where water is not rare it is automatically assumed that the characters (including those navigating) can find enough water to survive without having to make a check. In water scarce environments (like deserts) finding water is a part of the foraging check.

Small animals, like pets, can be fed with normal rations or the food that the characters forage during the day. Mounts and pack animals need separate food and eat five times as much as a character (five rations per day). These animals are assumed to find water as they travel unless the characters are traveling through a region where water is rare. In this case the animals will need to drink five times as much as a character (five gallons of water each day).

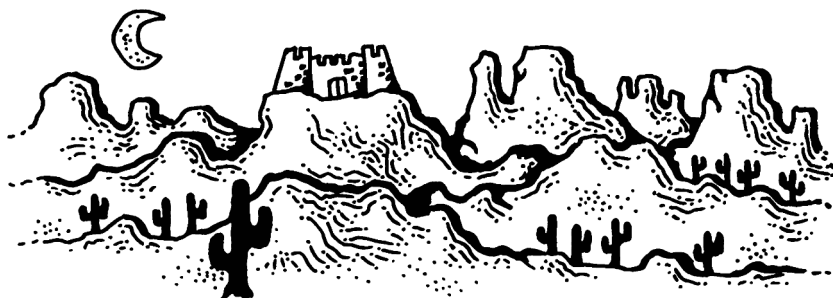
### Camping

While traveling overland the characters may have to make camp and sleep in the open rather than find a local inn to stay in. While resting in a campsite characters recover at the appropriate rate for a safe or unsafe location so long as they have some form of sleeping gear or shelter; at the absolute minimum they need a bedroll to benefit from recovery as normal. If they lack such equipment they will only recover half as much. While camping the characters will need to take watch to make sure that they are not ambushed at night. A party with at least four members has enough people to let everyone take watch and still benefit from resting. Less than four people starts affecting the recovery that the characters get if they are taking watch; the exact amount that the recovery is penalized is left to the Game Master to decide.

### Navigation

One character in the group is responsible for navigating each day. At the end of the day the navigator will make an Intelligence attribute check. If they succeed they successfully navigated that day. If they fail they may have become lost. In regions where directions are particularly hard to follow this check is made with disadvantage. If the characters are traveling within sight of a notable landmark, or on the road, the navigator automatically passes their navigation check.

A group that has gotten lost doesn't know where they are. They may find their way again the next day with a successful Intelligence attribute check for navigation.



TRAVEL – SEA

Traveling by watercraft is a different experience than traveling by land. Every ship needs a captain to sail it. Sailing through bad weather halves the speed of the ship while sailing with good weather doubles the speed. Dangerous weather can stop a ship completely.

Ships

Every ship requires a certain number of crew to function properly, if the ship has less than the required amount of crew its speed is penalized proportionally. The cargo is how much stuff the ship can carry. For long oceanic journeys, each passenger requires one-tenth of a ton of space for themselves and their provisions. Ships use Structure Points instead of hit points. Each Structure point is equivalent to ten hit points. An attack that would deal less than ten hit points deals no damage to a ship. A ship that has lost some of its Structure Points can be repaired by the crew while at sea at a rate of 1d3 SP per day or double that in dry-dock. A ship with zero SP will sink.

Wealthy characters may purchase a ship. Ships have a monthly upkeep of 0.5% the ship’s cost which covers maintenance and the crew’s pay. Ship crews and captains are proud and should be respected by the characters. A character who treats their crew and captain as expendable will find themselves with a ship and no one to sail it.

While a character is not actively using their ship they may have it work under the command of the ship’s captain. While a ship is working this way halve its upkeep.

SHIP	CREW	CARGO	SPEED	SP	UPKEEP	COST
Caravel	15	100 tons	75 miles	27	135 C	27,000 C
Carrack	80	600 tons	50 miles	36	225 C	45,000 C
Canoe	1	0.5 tons	20 miles	3	15 S	30 C
Cog	20	150 tons	50 miles	21	75 C	15,000 C
Fishing Boat	1	5 tons	25 miles	6	3 C	600 C
Galley	20	100 tons	25 miles	18	45 C	9000 C
Knarr	10	20 tons	25 miles	12	15 C	3000 C
Longship	40	10 tons	50 miles	15	45 C	9000 C
Raft	1	0.25 tons	20 miles	1	5 P	10 C

Ship to Ship Combat

When ships enter combat there is typically a period of time where shipboard artillery is used against each other (although many smaller ships will lack artillery). At the end of this period the ships come together and trade arrow fire, have their crews engage in combat, or ram each other. The period of time that shipboard artillery is used is the amount of time it takes the ships to get within boarding distance.

Land can be seen up to 24 miles away with clear skies. Ships that are out of sight of land may get lost. Other ships can be seen at around 1000 feet away on clear days, but fog or night might lower that distance. Undersea monsters always have surprise against ships.

Ships can evade combat if they feel unsure of their victory. The ship that is attempting to evade the combat rolls 1d20 and must roll less than or equal to the value on the table below.

THE ENEMY SHIP IS...	EVASION
Slower	16
1-49 miles faster	11
50+ miles faster	6

Typical ship mounted weapons are the catapult, scorpion, and the ship ram. Any large ship (with a cargo of 10 tons or more) may mount one piece of artillery (catapult or scorpion) and a ship ram. It costs 500 crowns to mount an artillery piece and 1000 crowns to attach a ram. Artillery pieces use the area of attack rules and deal 1d6 SP damage (multiply by ten for hit point damage). Rams deal 1d6+2 SP damage to a ship and cause it to start sinking.

# Combat Rules

Whenever the characters come into contact with enemies, and one or the other side wishes to engage in violence, combat starts. Combat time is measured in rounds. A combat round lasts ten seconds regardless of how many combatants there are. On one turn a combatant may move and perform one action such as make an attack or cast a spell with a 10 second casting time. Once every combatant has taken their turn the next round starts.

## INITIATIVE & SURPRISE

When combat starts the order that every combatant takes their turn is determined by initiative. Every combatant rolls 1d6 and adds any bonuses they have to initiative. The highest roll goes first and play continues downwards. Ties of initiative between two characters are resolved by the players, ties between NPCs or monsters are decided by the Game Master. Ties between a character and a monster default to having the character go first.

Any combatant may lower their position in the initiative order without affecting the actions they can take on their turn. Any combatant can skip their turn to ascend to the first position in the initiative order starting on the next round.

If one side of the combat takes the other by surprise they may take one round of combat before initiative is rolled. The Game Master will determine if one side takes the other by surprise. They may allow characters to make a Wisdom saving throw to avoid being taken by surprise during combat.

## ACTIONS

On a combatant's turn they may move and take an action. An action is anything that a combatant does that requires focus, time, or effort. Making an attack, casting a spell, drinking a potion, using an item, or moving a second time are all actions that a combatant can make. There are two special kinds of actions.

### Free Actions

Free actions are things that take no effort, thought, or time on the part of the combatant. Talking is a free action. Dropping an item is a free action. The Game Master will rule if something is a free action or not. Free actions may be done during anyone's turn without limit.

### Instant Actions

Instant actions are things that a combatant can do in response to something another creature has done. Mages can cast counterspell as an instant action; as soon as an enemy casts a spell the mage may interrupt the normal turn order to perform their counterspell. Opportunity attacks against fleeing foes are an instant action.

## MOVEMENT IN COMBAT

In general humanoid combatants can move 30 feet a turn during combat, or 60 feet if they sacrifice their action to simply move more. There are certain situations where a combatant's movement is modified.

*Climbing:* Combatants that are climbing cannot perform any other actions and move at half their normal speed.

*Difficult terrain:* Combatants that are moving through difficult terrain move at half their normal speed.

*Disengaging:* Combatants that are disengaging from melee combat to avoid taking an opportunity attack move at half their normal speed.

*Standing from Prone:* Standing from prone takes half of a combatant's movement. So if a character stood from prone they could only move 15 more feet on that same turn without sacrificing their action.

*Swimming:* Combatants that are swimming cannot perform any other actions and move at half their normal speed.

## ATTACKS

When a combatant wants to make an attack rolls  $1d20$  and must roll equal to or below their attack value (AV). If their target has armor they must also roll above the target's armor class (AC). So a level one fighter trying to attack a creature wearing leather armor must roll between their AV of 11 (inclusive) and the enemy's AC of 2; a roll of 3-11 is successful. In situations where a combatant has some significant advantage or disadvantage on their attack the Game Master will grant them advantage or disadvantage respectively.

### Critical Hits & Misses

If a combatant makes an attack and rolls exactly equal to their AV they have made a critical hit. A critical hit deals maximum damage (so an attack that deals  $1d6$  would deal 6 damage). If a combatant makes an attack and rolls a natural 20 they have made a critical miss. On a critical miss the weapon that the combatant is using is damaged, and the Game Master might add some additional complication. The Game Master might allow a combatant to make a saving throw to avoid the additional complication.

### Melee Attacks

Melee attacks are made with close combat weapons like swords or axes. Combatants that are engaged in melee combat may make melee attacks against each other. Two combatants are considered locked in melee combat with each other if they are within five feet of each other. Combatants using polearms or spears may make melee attacks against enemies that are up to ten feet away from them; this allows polearm or spear users to fight in two ranks.

Unarmed attacks are melee attacks made without a weapon. If successful they deal one damage. A combatant may make an unarmed attack against an opponent to restrain them through a grapple rather than to strike them so long as they are of similar size (a human could grapple an orc but not a dragon). If successful the grappled target may make a saving throw on their turn to escape the restraining grapple.

## Missile Attacks

Missile attacks are made with ranged weapons. Weapons that can be thrown or that shoot some kind of projectile are ranged weapons. Missile attacks can only be used on targets that the attacker can see and that are within range of the weapon they are using. If the combatant is willing to sacrifice accuracy they may use a missile weapon (excluding thrown weapons) to make an attack at a distance of up to two times their normal range. If an attack is made at this range it suffers disadvantage.

Shooting a missile weapon into a busy melee combat is a dangerous endeavor. There is a chance that the combatant might hit one of their allies. If a combatant makes a critical miss when shooting into melee combat there is a chance that they hit an ally. The Game Master will roll  $1d6$  and on a 1 the attack hits a random ally dealing minimum damage.

### Opportunity Attacks

If two combatants are locked in melee combat and one tries to flee without showing any caution (disengaging) the other combatant may take a free attack against them. This is an instant action. The free attack must be a melee attack without using any special abilities. Opportunity attacks are not triggered by enemies moving past, only if an enemy that was engaged in melee combat leaves that engagement without disengaging.

## DAMAGE & DEATH

Whenever a creature is hit by an attack they lose a number of hit points equal to the damage of that attack. If a creature is brought to zero hit points they fall unconscious and start bleeding out. A creature that is bleeding out at zero hit points has one minute (six rounds) before they are dead. During that time they can be healed normally. If the minute passes and the character has not been healed they may choose to take a permanent injury rather than die. If a character takes a permanent injury they awaken with one hit point. A character may only ever take three permanent injuries in their lifetime.

## Massive Damage

If a character ever takes damage that is greater than or equal to triple their maximum hit points from a single attack they are instantly killed. They may not be healed normally, but they may elect to take a permanent injury instead of immediately dying.



## Permanent Injuries

A character that takes a permanent injury rolls on the permanent injury table. A character may only ever take three permanent injuries during their lifetime, the fourth time that they would take a permanent injury they die instead. Permanent injuries are permanent and cannot be removed excepting divine intervention. Permanent injuries are the most common reason for permanent attribute point loss. If you roll a permanent injury, other than Nasty Scar, that you have already taken, re-roll until you get a new injury. You may take the Nasty Scar injury multiple times without any problem.

2D6 INJURY & EFFECT	
2	Lose an Eye or Ear: Lose 2 points from either Wisdom or Charisma, whichever is higher.
3	Lose a Hand: Lose a hand, or at least the use of one.
4-5	Lingering Complications: Your maximum hit points are lowered by two (to a minimum of one hit point).
6-8	Nasty Scar: No effect
9-10	Limp: Your movement speed is penalized; your combat speed is 20 feet, exploration speed is 90 feet, and overland speed at a normal pace is 18 miles.
11	Lose a Foot: Lose a foot, or at least the use of your leg.
12	Spinal Injury: Lose 2 points from either Strength or Dexterity, whichever is higher.

## HEALING

During combat the only healing that a combatant can receive is from an innate ability or magic. Creatures that can cast spells generally cannot be healed by magic.

After combat bandages may be applied to an injured creature. For each bandage that is applied they are healed for 1d3 hit points. This only heals hit points lost in that combat. If a trained physician, or a rogue with a skill related to first aid or medical knowledge, applies a bandage it heals 1d6 hit points. Bandages cannot heal hit points lost due to poison, disease, curses, or from other non-traditional sources of damage.

Healing also occurs overtime according to the rules of recovery in the previous chapter.

## MORALE

Enemies and retainers rarely fight until the last creature has died. When enemies or followers are reduced to half their original number, or if a solitary enemy or follower is reduced to half their maximum hit points, they must make a saving throw. For the purposes of checking morale enemies or followers taken out of combat through unconsciousness, being restrained, or being magically controlled no longer count as being “killed.” If they fail their saving throw they will attempt to flee the combat.

## SPECIAL COMBAT RULES

These rules cover specific situations that might arise during combat.

### Attacking from Behind

When a combatant attacks another from behind they gain advantage on their attack roll. Rogue’s sneak attack is activated when attacking from behind.

### Coup de Grace

When a combatant attacks a helpless enemy, and that enemy is clearly mortal and non-magical, they immediately kill that enemy instead of dealing normal damage.

## Cover

Cover that obscures combatants grants them additional AC against missile attacks. Cover that obscures 50%-75% of a creature grants a +1 AC bonus. Cover that obscures more than 75% of a creature grants a +2 AC bonus.

## Fear

Certain creatures are so fearsome that they give off a supernatural aura of terror. Against these creatures characters suffer the effects of morale like enemies and followers. During a battle with a fear causing creature, if a character is brought to half their maximum hit points they must make a Wisdom saving throw. If they fail the saving throw they will attempt to run away. The fear effect is broken once the character leaves line of sight of the fear causing creature.

## Flanking

If two or more allied combatants are surrounding a single enemy they have advantage on attacks against that enemy. Rogues gain their sneak attack bonus damage while making attacks on an enemy they are flanking.

## Invisible Enemies

An invisible enemy can only be attacked if its general location is known, and even then the attack will suffer disadvantage. Enemies that are completely obscured from sight (through magical mist, supernatural darkness, illusions, etc.) are treated as invisible creatures for the purpose of determining if they can be attacked.

## Leading Retainers

No matter how much money a character has, they may only hire and lead a number of retainers into battle equal to their Charisma attribute score. Retainers act immediately after the character that hired them. Retainers perform their role and rarely offer any additional assistance; a sellsword will fight but won't try to solve puzzles or interact with other nonplayer characters. The characters are the focus of the game, let their retainers take a backseat to them. Retainers that flee combat due to morale will rejoin the group after the combat.

## Mounted Combat

Mounted combatants have +2 AV while attacking unmounted combatants in melee combat. They have disadvantage on any missile attacks that they attempt while mounted. Missile attacks against a mounted combatant have advantage. Attacks against a mounted character can target the combatant or their mount.

## Nonlethal Damage

A character may elect to make attacks dealing nonlethal damage. If a creature is brought to zero hit points from nonlethal damage they fall unconscious but are not bleeding out. The Game Master will determine if a specific attack could deal nonlethal damage using their common sense.

## Oil & Area Attacks

Area attacks hit every creature that is within the area of effect of that attack. Creatures hit by an area attack may make a Dexterity saving throw to mitigate the effect of the attack (take half damage for damage dealing attacks, or lessen the duration of certain effects).

A flask of flaming oil or alcohol is the most common area attack. The combatant lobbing the flask chooses a location to lob the flask to within 50 feet. They will make a Dexterity attribute check, and if successful, will hit their chosen location. If they fail, the flask is lobbed to a random location determined by the Game Master. A flask of flaming oil or alcohol affects an area of radius 10 feet centered on where the flask lands. All creatures within that area take 1d6 damage (saving throw for half damage). Every turn that they remain in the fire deals another 1d6 damage. Flammable objects such as dry wood, cloth, etc. ignite upon contact.

Breath attacks are another common area attack. Breath attacks cover an area in front of them within a 50 foot long cone originating from the creature making the attack.

Spells might make area attacks, and they will specify how large an area they affect.

# Spells & Magic

**M**agic is a catch-all term applied to the supernatural and arcane. Mages can harness small, discrete units of magic, called spells, to create repeatable and somewhat reliable mystical effects by sacrificing some amount of their own blood to power the spell. Mages can learn basic spells anytime that they gain a class boon with only a little self-study and practice. Other spells need to be discovered from grimoires or created by magic experimentation. There is no complete list of spells; the Game Master will create the spells for their game.

Beyond the spells that mages can create or learn there exists an uncountable amount of unknown and naturally occurring magical happenings. Demons, deities, curses, magic items, and more populate the world; as rare as they might be, their existence is demonstrable.

## CASTING MAGIC

Mages cast spells by sacrificing some amount of their blood or life force and then focus on the spell (reciting an incantation, chanting a mystic hymn, ritualistically dancing, etc.) for the duration of the casting time. When the casting time is finished the spell's effect activates. The blood price of a spell is the number of hit points a character must sacrifice to cast the spell. The more powerful the spell is, the more hit points a mage will have to sacrifice to cast it. Rituals and special materials may allow a mage to cast a spell without having to sacrifice as much blood.

## Basic Spells

Basic spells are so simple that after the initial learning period, a mage may cast them without having to sacrifice any blood to power them. The basic spells are also the only spells that the mage can learn automatically, without magic experimentation or an instructional grimoire. Counterspell is the only basic spell which a mage must sacrifice to use; that is not a blood sacrifice to power the spell, but a sacrifice to negate another spell.

## LEARNING SPELLS

Mages learn new basic spells at every odd numbered level. Through self-study and a little practice they can master these new spells without any issue. Learning any other spell must be done in the game as a result of magic experimentation or finding an instructional grimoire.

Spells are arcane mysteries directly embedded into the mind of the mage. Once a mage knows a spell they can cast that spell at anytime. So long as they can pay the blood price and spend the casting time uninterrupted the spell will activate. A mage may only know a number of spells equal to the higher of their Intelligence or Wisdom attribute scores. If a mage tries to learn a new spell while at their limit, they must "forget" one of their other spells. Basic spells do not count towards this limit.

## Grimoires

Grimoire is a term to describe all of the various methods that mages use to record spell formula and casting methods. An ancient scroll, a runic tablet, or an intricately carved artifact can all be grimoires. A grimoire holds one or two spells that a mage can learn. When a mage finds a grimoire they can immediately learn the spells contained within that grimoire by deciphering the text; if it is written in a language they know they have no problem, otherwise they will need to spend downtime researching the grimoire. If a mage transfers the information from a group of grimoires into a single book, they have created a spell book - one of the most sought after items any mage could find.

A mage that has learned the maximum number of spells that they can will likely carry a spell book with the rest of the spells that they have discovered. This way they can exchange spells whenever the need arises without losing the knowledge of one of their spells. It takes 1 hour to switch from knowing one spell to knowing another.

## Magic Experimentation

A mage of fifth level or higher may seclude themselves during downtime in a library or laboratory to perform magic experimentation. If you are performing magic experimentation you need to choose what you are doing. Magic experimentation is expensive, and few mages can make a profit from it. If a mage is using their own library or laboratory halve the cost.

*Creating a new Spell:* It takes  $2d6+3$  weeks to create a new spell. If the mage is assisted by scholars the time it takes to create a new spell is lowered by one week for each scholar (at minimum the amount of time needed to create a new spell is three weeks). Spell creation is not cheap, and the mage will need to pay for equipment, materials, and the fee for using the library or laboratory. The total cost of creating a spell is  $4d6 \times 10$  crowns. Choose a few evocative words for the spell name and describe its effects to the Game Master. The Game Master will then tell you the blood price for such a spell. You and your Game Master are encouraged to negotiate, modifying the spell effect and the blood price until you are both satisfied. As a part of the spell creation process you craft a grimoire containing the instructions for that spell. You can sell a grimoire for half the price of creating it; although famous mages or professional spell-crafters may charge more.

*Crafting a Wand:* It takes 1d6 days of enchanting and crafting to make a wand. It costs  $2d6 \times 10$  crowns to make a wand. The mage will choose one spell that they know to bind into the wand. The wand will have  $1d6+1$  charges of the spell that is bound into the wand. Wands may be sold for half their cost.

*Brewing a Potion:* It takes 1d6 hours of careful brewing and mixing to make a potion. It costs  $1d6 \times 10$  crowns to make a potion. The mage will choose one spell they know to brew into the potion. Not every spell can be turned into a potion, the Game Master will rule if a given spell is appropriate for brewing into a potion. Potions may be sold for half their cost.

*Enchanting a Magic Item:* Making items other than wands and potions requires sacrifice. It takes  $2d6+3$  months to enchant or craft a magic item. Creating a magic item is the most expensive task a mage can perform; it costs  $10d6 \times 10$  crowns to make a magic item. Choose a few evocative words for the item name and describe its effects to the Game Master. The Game Master will then tell you the blood price for creating such an item - this blood price is permanent. You will permanently sacrifice that number of hit points to create a magic item. You and your Game Master are encouraged to negotiate, modifying the effect and blood price until you are both satisfied. Magic items are almost priceless, and a good magic item can be sold for impressive profits if a buyer can be secured.

## WANDS & POTIONS

Wands and potions allow any creature to use magic as if they were a mage. These are the most common magic items, and can be bought from high level mages with some regularity.

Wands have  $1d6+1$  charges while potions may only be used once. A wand can be used by a non-mage to cast a spell. The non-mage creature will pay the blood price of the spell, spend the requisite casting time focusing on the spell, and then the spell effect will activate like normal. Once all of the charges on a wand have been used, the wand reverts back to a mundane item. When a mage uses a wand, they pay one less than the normal blood price for that spell (for non-basic spells, minimum price is one). Potions can be quaffed once to confer some magical effect upon the drinker of the potion. This is a one-time effect, most commonly healing. The creature that quaffs the potion does not need to pay any blood price for the effect.



# Optional Material

Optional material that your Game Master may want to include in their game can be found here. You will need to ask your Game Master about using this material before the game begins; it is not assumed that this material is included in the game.

## BACKGROUNDS

A character's class reflects the broad idea about what a character can do, but a background can add so much more. If you are playing with backgrounds you will make one for your character during character creation. Backgrounds aren't included in the base game because they overlap with the benefits that make a rogue unique. While using backgrounds, rogue characters should take skills that don't overlap with their background.

A background is a broad group of capabilities, information, and connections directly related to what a character did before becoming an adventurer. Generally this is a profession.

ID20	SAMPLE BACKGROUNDS
1	Bard (Lowborn)
2	Barrister (Middling)
3	Beggar (Lowborn)
4	Blacksmith (Lowborn)
5	Carpenter (Lowborn)
6	Chef (Lowborn)
7	Clergy Member (Highborn)
8	Farmer (Lowborn)
9	Hunter (Lowborn)
10	Innkeeper (Lowborn)
11	Leather Worker (Lowborn)
12	Mercenary (Lowborn)
13	Merchant (Middling)
14	Miner (Lowborn)
15	Noble (Highborn)
16	Sailor (Lowborn)
17	Scholar (Middling)
18	Scribe (Lowborn)
19	Thief (Lowborn)
20	Weaver (Lowborn)

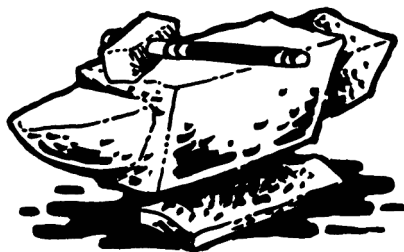
Whenever a character attempts a task that is directly related to their background they gain advantage or disadvantage based on their background. A hunter would have advantage on checks to track an animal in the wilderness but disadvantage on checks to interact with nobles and aristocrats. The Game Master will determine if a specific background should grant advantage or disadvantage for a particular action.

## Social Class & Starting Wealth

In a game using backgrounds, the Game Master may want a character's starting wealth to be dependent on their background. Before choosing your background determine what social class that your character comes from - a character from a higher social class starts with more wealth than a lower class character.

ID6	CLASS	STARTING CROWNS
1-3	Lowborn	$(1d6+3) \times 10$
4-5	Middling	$(2d6+3) \times 10$
6	Highborn	$(3d6+3) \times 10$

Characters always have disadvantage on checks dealing with individuals from classes other than their own. Adventurers primarily come from lowborn backgrounds searching for a way to get ahead in the world. Highborn characters might be trying to escape some societal expectations or don't stand to inherit anything from their family. Middling characters are rare, the middle class is just emerging in the urban centers of the world and consists of lowborn folk who have acquired significant wealth, allowing them to live more comfortable lives.



# CLERIC

Clerics are warrior servants of the faith. A cleric relies heavily on the religions and deities of the game's setting; they are intricately linked with the mythology and institutions that define the setting. This class is not included in the base game because not every Game Master wants to make religion a central part of their setting, nor does everyone want to put the work in to make a cleric fit into that religion. Clerics can use any weapon or armor not forbidden by their faith.

Clerics function on faith. Whereas the other classes gain their boons by practice or study, the cleric simply receives their powers from a greater being. As such, should the cleric break one of their religion's covenants or betray their deity, they lose their powers.

Clerics use prayers to affect the world around them. The number of times per day that a cleric can use one of their prayers is listed as their Favor. At the start of each day a cleric should spend at least one hour praying, studying scripture, or communing with their deity in some way to regain the favor they have spent.

Clerics have an aura of divine might around them that only creatures abhorrent to their faith can sense. For typical clerics these are undead and demons. A creature of this type with HD less than or equal to the cleric's level must make a saving throw when they first enter combat with a cleric. If they fail they have disadvantage on attacks against the cleric. A creature that critically fails this saving throw will flee.

There are four basic prayers common to all clerics, and the Game Master should make two additional prayers that are unique to your cleric's faith. Your cleric starts the game knowing every prayer. Each prayer has a hymn that must be sung when it is cast, this time is equivalent to the casting time of a spell. The outcome of the prayer takes a form relevant to the religion of the cleric using it.

*Blessing:* One minute hymn. The cleric may heal an ally that they are touching for 1d6 hit points; this is considered magical healing. If that ally is affected by a curse, disease, drug, or poison they may immediately attempt a saving throw with advantage to end that effect.

*Guidance:* Ten second hymn. If the cleric uses this prayer during combat they will have a +2 bonus to their AV for the duration of the rest of that combat. Outside of combat this prayer will grant the cleric advantage on attribute checks for the next 1d3 minutes.

*Judgment:* Ten second hymn. The cleric will choose a creature within their line of sight to target with this ability. That creature makes a saving throw. If they pass their saving throw they take 1d6 + 1 damage. If they fail they take 2d6 + cleric level damage.

*Martyr:* Instant hymn. The cleric may use this immediately as one of their allies within line drops to zero hit points. The cleric takes 1d3 damage and their ally retains one hit point.

LEVEL	XP	HD	AV	FAVOR	RAISES
1	0	1+1	11	2	-
2	2000	2	12	2	1
3	4000	2+1	12	3	-
4	8000	3	13	3	1
5	16,000	3+1	13	4	-
6	32,000	4	14	4	1
7	64,000	4+1	14	5	-
8	128,000	5	15	5	1
9	256,000	5+1	15	6	-
10	512,000	6	16	6	1

# DEMIHUMAN CHARACTERS

In many fantasy worlds, humans are not the only species that become adventurers. The rules for playing another species are not included in the base game because it is not appropriate for every fantasy setting. If your Game Master allows you to use species other than human for your character, you can use the rules here to make a character of a demihuman (near-human) species. The most common demihuman species are Dwarves, Elves, and Halflings. These species might have notable subspecies or cultural groups depending on the setting in which you are playing.

A demihuman characters determine their starting attribute scores slightly different than human characters. Attributes for which a demihuman species is advantaged (+) they will roll 3d6 (drop the lowest) and add three to determine their score. This gives the same range of scores as a human character, but tips the balance towards having a high score. In attributes for which a demihuman species is disadvantaged (-) they will roll 3d6 (drop the highest) and add three to determine their score. In all other attributes (o) they determine their scores in the same way as a human character.

SPECIES	CHA	CON	DEX	INT	STR	WIS
Dwarf	-	+	o	o	+	-
Elf	o	-	o	+	-	+
Halfling	+	o	+	o	-	-

If your Game Master wants to offer additional species for you to choose from they will simply choose a pair of attributes for which it is advantaged and a pair for which it is disadvantaged.

In addition to the slight change in how the attributes for a demihuman character are determined, demihumans have special abilities beyond what a human can do. This will make them, in some ways, superior to humans. If your Game Master wants each species to be more equal, they may grant humans a special bonus. This is not necessarily an ability; for example, it could be that humans are the most populous so no other species could blend into a crowd.

## Dwarves

Dwarves are short, stocky folk who tend to live underground. They have long, thick hair and the men tend to wear their beards long and elaborately braided. Their love for gold is only equaled by their skill at stonework. They are a practical, stubborn, and prideful people.

Dwarves speak dwarvish automatically in addition to common. Dwarves can see in the dark up to 30 feet. Dwarves have advantage on saving throws against magic. They also have advantage on attribute checks dealing with stonework, traps, secret doors, slanting passages, and shifting walls.

## Elves

Elves are a lithe and fey folk typically living in great forests or other places associated with magic and nature. They have pointed ears and tend to wear their hair long and unadorned. They appreciate great artistry and can live for centuries without aging. They are an artistic, aloof, and conservative people.

Elves speak elvish automatically in addition to common. Elves can see in the dark up to 30 feet. Elves have advantage on saving throws that deal with mind-altering effects or paralysis. They also have advantage on attribute checks dealing with tracking, wilderness knowledge, and magical or mystic lore.

## Halflings

Halflings are small folk that look remarkably like half-sized humans (thus their name). They have large, hairy feet and rarely wear shoes. They find joy in the everyday things; a hearty meal, a good drink, and fine company. They are a friendly, witty, and accepting people.

Halflings speak halfling (a language usually kept secret) automatically in addition to common. Halflings have advantage on attribute checks related to stealth, such as hiding and moving silently. They also have advantage on saving throws against being hit by area of effect attacks and traps that shoot projectiles.

## End of Player's Section



# Game Mastering

**T**he Game Master is responsible for facilitating the game. Running a game of Crown is like having a conversation; you narrate a situation to the players and they describe how their characters react to it. A story develops as the characters do more things and interact with the world of the game.

The rules provide a structure for resolving actions and guide you and the players by providing a framework in which to operate. This game relies on intrinsic player motivations; while the rules provide guidelines for the simple simulation of a fantasy world, the goals of the game are determined by what the players want to do with their characters in that world.

## Neutrality

In Crown, the Game Master is a neutral entity. They present a fantasy setting to the players that is as internally consistent as they can make it. When the players interact with that world the Game Master makes decisions, in good faith, based on the internal logic of the setting. In this kind of game there are no balanced encounters, if the characters go to a dangerous place they could die. There will be encounters that the characters can't win and that they should flee. There will be encounters that they can easily win. When adjudicating how the rules apply you need to be even-handed, and favor neither the players nor their enemies.

## Player Skill

This is a game that does not completely rely on the character sheet. Players shouldn't ask to make "spot" or "persuasion" checks, they need to describe their actions. They will say what they are searching for and how or what kind of argument they are making. The action should only require a roll if it is inherently risky; searching a room takes time to explain what the players are doing, but so long as the players do something that would reveal a hidden door they succeed without making a roll.

Additionally, the skills and knowledge that a player brings to the game should be usable by that player. If a problem can be solved using common sense or player knowledge rather than a mechanic related to the character, let the players solve the problem that way.

## RUNNING THE GAME

Crown is an OSR roleplaying game intended for player driven adventure in a dangerous but internally consistent fantasy sandbox. Running Crown entails making common sense judgment calls about the actions that the players have their characters take, and the world's responses to those actions. The rules provide a framework for these decisions, but in the end your decisions override those rules.

## Open-Ended Situations

Instead of preparing plot lines or specific encounters, prepare situations for the players to interact with. Each situation should have a reason for the players to get involved and a danger which can threaten the characters. The danger should have two sides - danger from engaging in the situation and a danger from not engaging with the situation. The danger does not need to be bodily harm. For example, a situation that entails saving a child might have the danger of fighting a dark witch, but if the players choose to not save the child, the danger could be that they gain a reputation for being heartless.

Avoid linear progressions. Give the players choices. Make interesting branches and looping paths. Fill the world of the game with all the trappings of a fantasy world and let the players explore it as they wish. The story will develop naturally as you adapt to the players and they find their place in the world of the game. Be frugal in your preparation and be ready to rely on improvisation as you should give your players the space to make their own stories. Adapt your situations to the players choices and the flow of the game.

## Risk & Reward

Players should be constantly weighing the risk of an action against its reward. The longer they journey into a dungeon the more difficult it becomes to escape it, but the more loot they may find. Supplies could run low, they should spend their hard earned gold on that instead of on experience points. Monsters may overwhelm the characters as they try to fight their way into a stronghold holding a magic item. They were ambushed by goblins, should they stand and fight or just flee? Try to have the choices that you present your players be relevant, if one is clearly better than all the others it isn't really a worthwhile choice. Even better is to have every choice saddled with a heavy cost, and the players need to decide which burden is the best for them to carry.

## Promote Cleverness

Players should be able to get by with clever and out of the box solutions. Sometimes the players will think of easy solutions to problems you intended to be quite difficult. Don't stifle these interesting ideas. Allow the players to circumvent challenges if they can create solutions that are possible. They should also be able to rig the odds in their favor for situations by using trickery or subterfuge if at all applicable. Use your common sense, but be generous - so long as it is possible the players should have a chance.

## Rulings & House Rules

The players can have their characters attempt any action, bounded only by common sense, even if there aren't any specific rules for the action they want to take. In these situations it is up to the Game Master to make a ruling; they decide how to interpret a character's action in game terms. This ruling should be recorded because after it has been made it should be applied as if it were a rule in this book. The secret to how a roleplaying game can be so open and free-form is the Game Master; they can use their own intuition to keep the game moving forward. Sometimes a specific rule doesn't quite fit for a particular game group; so long as everyone agrees you can simply change that

rule. The changed rule is a house rule. To avoid confusion make sure that you record the exact changes that define the house rule so that you can ensure that it is applied fairly throughout the entire game. Make the game your own. There is a huge world of interesting house rules out there, many of which were specifically designed with the OSR in mind. A little research will reveal a house rule for almost anything you want to try.

## THE GAME WORLD

The game world is the setting that you will create for the game. Rather than create a setting you may want to use one from your favorite media and adapt it to this game. Regardless of whether you create your setting or borrow it from another source, it is important that you understand the setting well. You will need to be able to make judgments about how things work and how NPCs act in the world. The most important thing about any game world is to have it be consistent. Part of the fun is being able to make meaningful, informed decisions during play. If the world is inconsistent the players will feel like their choices are meaningless. A careful and attentive player should be able to, eventually, predict many of the pitfalls and dangers that they may face as a result of a decision. They should build an understanding of the game world while they play; slowly painting themselves a picture of how the setting looks and what laws or tropes govern it.

## Open Knowledge

You are the only window into the setting of the game. Make sure to give your players all the knowledge that they would need or have as characters. Players need information to make decisions. This applies both to the setting information and the adventure dressings. When you are describing something don't leave out details; broadcast danger to your players. Don't try to trick your players with words or by underplaying the danger that they see. Your exposition is the only warning that the players will have in many situations, make sure that they clearly understand what is at stake.

## Start Small

You don't need to make out the last thousand years of history in your setting before you start playing. The map doesn't need to include the whole continent and have everything labeled perfectly. Just start with one adventure location - a simple dungeon. If you're a little more ambitious, start with a small settlement, a few adventure sites or hooks, and a bit of wilderness to fill the spaces in between. You can build the rest of the world as you play.

## CHARACTER ADVANCEMENT

As the characters reach their goals and explore the world of the game it is your responsibility to reward them. The rewards you give them will help the players advance and shape their characters as the game continues. The most common rewards you will give are wealth and experience. Wealth, specifically crowns, can be converted into experience by the players using the training downtime activity. You should grant the players only small doses of direct experience points; only as a result of defeating enemies or completing milestones. A defeated enemy grants a number of experience points to each participant of the battle determined by their HD. Story beats are important events that happen during the game; you decide what a story beat is. For example, if the characters manage to complete a quest to save a local prince that would be a story beat. Discovering an ancient tomb, long forgotten, could be a story beat. Any event strongly related to the story of the game is a story beat. For each story beat you should reward 10 - 100 XP.

## No +1 Magic Swords

The thing that kills the most interesting ideas in their cradle is the straight forward and boring magic item. Avoid granting the players any magic items that grant a simple bonus to a roll or extra damage. Things like that can be mundane items of particularly high quality. Magic items should offer the players some special way to interact with the world. These should work with promoting cleverness; the best use of the item may be discovered through play.

## Beyond Level 10

Characters have a maximum level of ten. Once you've reached this level an adventurer usually retires with what wealth and fame they've managed to accumulate. But what if you want to keep playing? From level one to ten the characters are slowly building fame and power, gathering followers and establishing strongholds. After level ten they have to settle down and run it; ruling domains and engaging in the great game of politics. Characters may have recruited small warbands before this, but at level ten and beyond is when the clashing of armies will decide the realms of civilization.

If you aren't interested in playing a kingdom building and politically based game, beyond level ten can be when you let your characters start investigating the dangers of magic with adventures in alternate planes, clashing against divine beings and with a larger than life emphasis on mythic and heroic adventuring now that the characters are powerful enough to stand against such foes.



# Dungeons & Wilderness

**T**wo of the main aspects of old school role-playing games are dungeon and wilderness adventures. Dungeon crawls through ancient tombs or under ruined castles mark the origin of our hobby. Traversing hostile wilderness and exploring swaths of mysterious forests and mountains define the journeys between different dungeons and have been an important part of the hobby since its inception. You don't necessarily need additional mechanics to run a dungeon or wilderness adventure

## DUNGEON CRAWLS

A dungeon crawl is a period of extended exploration. Dungeon crawls are about resource management, primarily encumbrance and consumable resources (like bandages or ammunition). Combat can be a part of a dungeon crawl, but it isn't the focus. Each combat encounter adds stress to the characters and strains their resources, forcing them to consider the risks and rewards of continuing forward or turning back.

Let the players map the dungeon. You should make your own map and narrate it to the players. Exploration is key in a dungeon crawl, and part of that experience is making their own map. Use segments to keep track of time, but don't feel the need to strictly interpret them as ten minutes - they are periods of roughly ten minutes and you should feel free to allow a little wobble room on either side. Every six segments is an hour even if you wobbled a bit on the exact amount of time; use this to track spell durations and other time related effects. Searching a room should take a segment, almost regardless of the size of the room (barring truly enormous open spaces which would hardly classify as rooms anyway). Traps and secret doors are detected in hallways automatically, and are detected immediately in any room that the characters spend time searching; in large dungeons these features should pose challenges because the players need to consider how to overcome them, not necessarily because of the surprise.

## Time & Tension

The players should feel the tension rise the longer they explore the dungeon, and to represent this you will roll for random encounters. Each passing segment put aside a d6. Whenever the players make a loud sound that would attract the inhabitants of the dungeon roll however many d6 that you have put aside, if any of the d6 show a 1, a random encounter occurs. If six d6 have been put aside this way (an hour has passed without an encounter), roll all the dice. Once the dice have been rolled reset the dice, and start putting them aside one at a time until the next encounter is rolled. Encounters do not always need to be adversarial combats, but they should introduce some kind of complication for the players to overcome.

Keep track of time, six to eight hours of exploration is an upper limit for most people. Don't forget that they may have to leave the dungeon too. Resting in the dungeon is sometimes unavoidable, but the dangers of doing so should be made clear to your players.

## Escaping the Dungeon

Sometimes the end of a session can be a deadline to play, and the players need to leave before the characters have escaped the dungeon. Rather than just waiting until next time to determine the outcome roll 1d6 for each character and retainer. On a roll of 1 something bad happens to that individual as they exit the dungeon; like losing hit points or dropping an item. You should tailor the "bad thing" to the specific dungeon that they are fleeing.

## Dungeon Exploration

Players exploring dungeons should be able to make relevant decisions. Make dungeons that have loops, branching paths, and secret passages. Things that offer alternate routes through the dungeon can help the players feel like they are really making important decisions in the exploration.

# DUNGEON DRESSING

D66	FEATURES	HAZARDS	ROOMS	SECRETS	TRAPS
11	Bones	Ancient Curse	Arena	Abortion	Acid Mist
12	Broken Items	Arcane Scar	Armory	Adultery	Alarm
13	Burning Smell	Cave-in	Ballroom	Birth	Animate Dead
14	Carvings	Cave Sickness	Barracks	Child	Arrows
15	Chains	Claustrophobia	Baths	Curse	Awaken Statue
16	Chittering	Darkness	Bedroom	Death	Bear Trap
21	Clanking	Deep Chasms	Cavern	Debt	Boiling Oil
22	Claw Marks	Dehydration	Cellar	Deity	Bottomless Pit
23	Corpses	Dormant Disease	Courtyard	Door	Boulder
24	Drawings	Expired Potion	Crypt	Entrance	Cage Trap
25	Dripping Water	Flammable Gas	Dining Hall	Exile	Crushing Walls
26	Dust	Flash Flood	Dormitory	Hate	Desiccation
31	Furniture	Hallucinations	Fane	Haunting	Explosion
32	Graffiti	Heat Exhaustion	Great Room	History	Falling Ceiling
33	Magma Pool	Hypothermia	Greenhouse	Humiliation	Flash Freeze
34	Mosaic	Loss of Time	Guard Room	Lineage	Flooding
35	Mural	Madness	Infirmary	Love	Freed Monster
36	Mushrooms	Monsters	Kitchens	Map	Gout of Flame
41	Nest	Mutants	Laboratory	Marriage	Incineration
42	Pool of Blood	Paranoia	Library	Monster	Madness
43	Relief	Parasites	Lounge	Murder	Metal Rusts
44	Roots	Poisonous Spores	Mine	Mutilation	Nauseating Sight
45	Rotten Books	Rotten Food	Pantry	Name	Net
46	Rubble	Scavengers	Prison	Prison	Noxious Gas
51	Runes	Shifting Tunnels	Reliquary	Relic	Pendulum
52	Slithering Sound	Sleeplessness	Ritual Room	Religion	Petrified
53	Smell of Rot	Slick Floors	Shrine	Ritual	Poison Darts
54	Smoke	Stale Air	Statuary	Room	Pool of Acid
55	Spider Webs	Starvation	Storeroom	Sacrifice	Pressure Plate
56	Stains	Steep Incline	Study	Spell	Quicksand
61	Stalactites	Stone Dilation	Throne Room	Suicide	Reverse Gravity
62	Stalagmites	Tight Spaces	Tomb	Torture	Rocks Fall
63	Stale Stench	Toxic Mold	Torture Room	Trap	Sleeping Powder
64	Statue	Traps	Treasure Room	Vision	Spiked Pit
65	Tremors	Unsafe Water	Vault	War	Swinging Blade
66	Whispers	Unsound Floors	Workshop	Word	Tripwire

D6	DUNGEON SIZE
1	Small Area, Shallow Depth
2	Medium Area, Shallow Depth
3	Large Area, Shallow Depth
4	Small Area, Deep
5	Medium Area, Deep
6	Large Area, Deep

D6	DUNGEON WEALTH
1	Poor, Already Looted
2	Moderate, Empty but guarded
3	Moderate, Actively Inhabited
4	Rich, Unspoiled but known
5	Rich, Inhabited by wealthy creatures
6	Extremely Rich, Undiscovered

## HEX CRAWLS

A hex crawl is a common way to structure long distance travel, especially if there is a strong exploration component to the travel. If the characters are simply going from one location they know to another along a road or waterway there is no need to make that a hex crawl. Hex crawls are about exploration across the map.

Cover a map of the region that your players will be exploring with a series of 6 mile hexagons (hexes). On a normal day of travel, traveling at a mundane pace, the players will travel four hexes. More difficult terrain hexes should be clearly labeled. Each hex should have at least one point of interest within it; more densely packed regions should have two or three points of interest per hex. One of the points of interest should be obvious, and simply passing through the hex will reveal it. Something like a village, river, or other large feature is a good candidate for the obvious point of interest. Additional points of interest require that the characters search the hex that they are within rather than simply traveling through it. The difficulty of finding an additional point of interest can range from simply searching to find an abandoned temple, or requiring a complex set of special rituals to reveal an invisible mage's tower. Some of the points of interest should offer more than simple encounters, settlements and dungeons should be sprinkled through the map for the players to travel to or discover.

## Time & Distance

When you are running a hex crawl the important thing is to track how far the characters can travel in one day. At a normal pace they can travel four hexes in a day. At a fast pace they can travel five hexes. For simplicity assume that they are traveling eight or ten hours a day so that each hex-worth of travel takes about two hours. Searching a hex should take the same amount of time as crossing one. So if the characters could move four hexes a day, but they choose to search one, they will only travel three hexes on that day. Track food, water, and supplies on a daily basis.

## Wilderness Encounters

The wilderness is a big place and as the characters explore it they may end up encountering a host of different interesting things. As the characters travel roll 1d6 for every 2 hour period (or hex) that they spend traveling or searching. On a roll of 1 there is a wilderness encounter. In particularly dangerous places, or where the characters are being actively sought out, perhaps there could be a 2-in-6 or 3-in-6 chance of having an encounter.

Wilderness encounters do not need to be combat based. The characters could meet a traveling merchant, or see some kind of magical phenomenon. For interactions with intelligent creatures where their opinions on the characters are unknown, use the reaction chart in the NPC chapter.

## Wilderness Exploration

Describing the wilderness to your players is more about encapsulating the feeling of the wild than the nitty-gritty details contained within it. Dungeons need specific measurements and accurate information, wilderness needs broad strokes which the players can use as inspiration for their own imaginations. Talk about the sights, sounds, and smells. Weather and light. You are their window into the world.



# WILDERNESS DRESSING

D66	DANGERS	ENVIRONMENT	EVENTS	LANDMARKS	PLANTS, EDIBLE
11	Animals	Badlands	Arcane Calamity	Butte	Acorns
12	Avalanche	Bay	Assassination	Canyon	Apples
13	Being Lost	Beach	Battle	Cave	Blackberries
14	Brigands	Blessed Lands	Birth	Channel	Blueberries
15	Bush-fire	Bog	Carnival	Cirque	Cattails
16	Dehydration	Broadleaf Forest	Collapse	Cliff	Cherries
21	Disease	Chaparral	Confederation	Copse	Chickweed
22	Earthquake	Coast	Conscription	Crater	Clovers
23	Eruption	Cultivated Land	Coronation	Creek	Dandelions
24	Events	Cursed Lands	Ennoblement	Dune	Dead Nettle
25	Flash Flood	Delta	Execution	Erg	Elderberries
26	Flooding	Desert	Feast	Field	Fireweed
31	Forest Fire	Dune Sea	Festival	Fjord	Gooseberries
32	Haunting	Evergreen Forest	Grand Augury	Flatiron	Ground Ivy
33	Heat Stroke	Flood Plain	Harvest	Glacier	Hazelnuts
34	Hypothermia	Foothills	Holy Day	Grove	Henbit
35	Infection	Heathland	Invasion	Gulch	Hickory Nuts
36	Landslide	Hills	Knighting	Hillock	Honeysuckle
41	Mages	Ice Fields	Migration	Hollow	Leeks
42	Magic	Island	Parade	Hot Springs	Meadowsweet
43	Monster	Islet	Plague	Lake	Miner's Lettuce
44	Mudslide	Jungle	Proclamation	Marsh	Mint
45	Parasites	Lava Fields	Prohibition	Mesa	Mulberries
46	Plants, Poison	Mangrove Forest	Public Games	Moor	Mushrooms
51	Quicksand	Marine	Raid	Oxbow Lake	Mustard
52	Rockfalls	Mountains	Rebellion	Peak	Onions
53	Scavengers	Plains	Recruitment	Pond	Pecans
54	Slavers	Rangelands	Revolution	Ravine	Plantains
55	Soldiers	Riverlands	Riots	Ridge	Raspberries
56	Stampedes	Savanna	Ritual	River	Violet
61	Starvation	Shrublands	Scandal	Salt Flat	Watercress
62	Thieves	Steppe	Shortage	Sinkhole	Walnuts
63	Tsunami	Swamp	Tournament	Strait	Wild Asparagus
64	Unsafe Water	Taiga	Trial	Tor	Wild Garlic
65	Weather	Tundra	Usurpation	Valley	Wood Sorrel
66	Whirlpool	Woodlands	War	Volcano	Yarrow

D6	HEX TYPE
1	Normal Terrain, Safe
2	Normal Terrain, Unsafe
3	Normal Terrain, Dangerous
4	Difficult Terrain, Safe
5	Difficult Terrain, Unsafe
6	Difficult Terrain, Dangerous

D6	REGIONAL MAGIC
1	Cursed and Inhospitable
2	Mutated and Corrupted
3	Blessed and Holy
4	Thriving and Powerful
5	Cautious and Mysterious
6	None

D66	PLANTS, POISON	ROCKS	SETTLEMENTS	STRUCTURES	WEATHER
11	Agave	Basalt	Abandoned	Abbey	Blizzard
12	Angel's Trumpet	Breccia	Advanced	Altar	Breezy
13	Arum Lily	Calcite	Aristocracy	Aqueduct	Calm
14	Belladonna	Chalk	Austere	Bridge	Chilly
15	Bloodroot	Claystone	Bureaucratic	Cairn	Cloudy
16	Celandine	Coal	Caste System	Camp	Cold
21	Columbine	Copper Ore	Citadel	Castle	Downburst
22	Crown-cup	Dolomite	City	Crossroads	Drizzle
23	Death Camas	Flint	Conquered	Dam	Dry
24	Death Cap	Gabbro	Fortified	Ditch	Dust Storm
25	Doll's Eyes	Gneiss	Free City	Dolmen	Fog
26	False Hellebore	Gold Ore	Growing	Farm	Freezing
31	Foxglove	Granite	Guild Council	Fortress	Habooob
32	Hemlock	Hematite	Hamlet	Granary	Hail
33	Honeybush	Iron Ore	Holy	Graveyard	Heat Wave
34	Horse-chestnut	Limestone	Homestead	Hedge	Hot
35	Hyacinth	Marble	Isolated	Hunting Blind	Humid
36	Jequirity	Mudstone	Lawless	Inn	Hurricane
41	Larkspur	Obsidian	Magocracy	Menhir	Ice Storm
42	Mandrake	Olivine	Meritocracy	Milestone	Lightning
43	Meadow Saffron	Peridotite	Metropolis	Mine	Misty
44	Moonseed	Pumice	Nomad Camp	Monument	Monsoon
45	Nightshade	Pyrite	Opulent	Orchard	Pleasant
46	Oleander	Quartzite	Plutocracy	Outpost	Rain
51	Pennyroyal	Rhyolite	Poor	Paddy Field	Rainbow
52	Privet	Sandstone	Republic	Palisade	Sandstorm
53	Ragwort	Schist	Ruin	Pasture	Sleet
54	Redoul	Shale	Sacked	Road	Snow
55	Snakeweed	Siltstone	Theocracy	Ruin	Strong Winds
56	Tailflower	Silver Ore	Town	Safehouse	Sunny
61	Thimbleweed	Skarn	Traditional	Shack	Supercell
62	Tung Tree	Slate	Tyrannical	Shrine	Thundersnow
63	Waxcap	Tin Ore	Undercity	Signpost	Thunderstorm
64	Winter Cherry	Turquoise	Village	Temple / Church	Tornado
65	Wolfsbane	Unakite	Walled	Wall	Warm
66	Wormwood	Wolframite	Wealthy	Watchtower	Waterspout

D6	FRESHWATER FEATURES
1	Dam
2	Freshwater Spring
3	Rapids
4	Sandbar
5	Waterfall
6	Wetlands

D6	OCEANIC FEATURES
1	Coral Reef
2	Deep Sea Trench
3	Kelp Forest
4	Seamount
5	Shipwreck
6	Sunken City

# Strongholds

Strongholds allow characters to house their retainers, build military power, and project control over an area of land. Strongholds are generally built from scratch in unsettled regions, providing stability and protection to new inhabitants. Characters may gain strongholds in other ways, such as being gifted one from a local noble or repairing an old stronghold that has fallen into disrepair; the costs of these methods should be less than building a new stronghold, the exact cost will be determined by the Game Master.

## BUILDING A STRONGHOLD

Players will design the stronghold that their character wishes to build. Each story is about 10 feet tall. The construction costs for a stronghold are determined by the material and square footage of the walls, floors, and roofs. This cost includes typical features of construction like stairs, doors, and windows. Special additions to strongholds, like libraries or laboratories, may be added for additional cost. Building tall structures is more expensive than normal; increase the cost of a building by 10% if any portion of it is taller than 20 feet. Increase it by an additional 15% (for a total increase in price of 25%) if any portion is taller than 50 feet.

Walls are purchased in ten foot tall and ten foot wide sections. One foot thick walls are solid material, while five foot and ten foot thick walls are earth and rubble sandwiched by two one foot thick walls of the same material.

WALLS	1' THICK	5' THICK	10' THICK
Max Height	50 feet	80 feet	100 feet
Wood	10 C	-	-
Brick	20 C	60 C	-
Stone	30 C	90 C	180 C

Flooring and Roofing material is bought in ten foot by ten foot areas. Having a peaked roof or interesting feature doesn't affect the cost so long as it covers a 10 foot by ten foot area. Each floor of a stronghold needs flooring.

MATERIAL	FLOORING	ROOFING
Thatch	-	10 C
Wood	10 C	20 C
Slate	20 C	40 C

Special features have a flat cost for their construction. If there is a special feature that you would like for a stronghold that is not listed here, talk to your Game Master about a reasonable cost for it. For features that have variable lengths, the cost presented here is for 10 feet.

SPECIAL FEATURE	COST
Bridge (10' wide)	20 C
Drawbridge (10' wide)	10 C
Earthen Rampart (10' tall & 10' thick)	5 C
Laboratory	500 C
Library	500 C
Moat (20' wide & 10' deep)	10 C
Portcullis	50 C

The time it takes to build a stronghold is equal to the cost of the stronghold in worker days. So to build a stronghold that costs 10,000 crowns takes one worker 10,000 days. Hiring multiple workers makes the work go by faster, one hundred workers could finish the 10,000 crown stronghold in one hundred days. Day laborers and workers who you hire to build strongholds are not retainers. They are paid 1 to 5 shillings a day while they are working (depending on the danger of the region). While constructing a stronghold you need an engineer (a specialist retainer).

A stronghold, without a domain, can be extremely expensive. The monthly upkeep for a stronghold is 1% of the cost of that stronghold in an uncivilized region or 0.5% the cost of the stronghold in a civilized region. So the 10,000 crown stronghold has a monthly upkeep cost of 100 crowns in an uncivilized region and 50 crowns in a civilized one. Strongholds are assumed to be large enough to house any number of retainers. The Game Master may limit this to a reasonable number if it matters.

## Alternate Strongholds

Your character may not want to build a keep or castle, and instead prefer to construct a temple, mage's tower, or something else. In any case, the costs for building these strongholds is the same as a normal stronghold but these strongholds cannot assert control over a domain or levy troops from the local populace. Although they may be more welcomed in civilized regions than a fortress geared for warfare.

## DOMAINS

A domain is a region that the characters control from their stronghold. To establish a domain the characters must clear the land they wish to control, or secure the fealty of any creatures living on that land. Land comes in two types, civilized or uncivilized. Civilized land is already controlled by some entity, like a government. To acquire a domain in civilized land the character will have to either conquer the land, or swear fealty to the local ruler in exchange for the land. In uncivilized lands there are no additional complications to establishing domains; the characters simply need to go claim it and defend it. The size of the domain that a stronghold can control is related to the stronghold's cost. The size of the domain is given in hexes; one hex is six miles across and roughly contains 32 square miles of domain. For domains smaller than a single hex a stronghold may be any size. If you want a domain larger than twelve hexes you will need to build additional strongholds to control that territory.

STRONGHOLD COST (c)	MAXIMUM DOMAIN
1000 - 9999	1 hex
10,000 - 24,999	3 hexes
25,000 - 99,999	7 hexes
100,000 +	12 hexes

## Initial Conditions

The initial conditions of your domain will affect how you can grow it. If you are in an uncivilized area roll  $3d6 \times 10$  per 32 square mile area (hex) to determine the number of families living in the region when you first take it. If you are in a civilized region roll  $6d6 \times 10$  to determine the number of families living there. The quality of the land you have claimed will also affect your domain, roll  $1d6+2$ . This is the amount of crowns that each family pays you per month as land revenue; a nominal fee in exchange for the right to work on the lands you control.

## Rights & Obligations

As the ruler of a domain you are essentially a member of the nobility. If you are beholden to another lord, you owe that lord fealty and they may tax you or call upon you to accompany them to war with an appropriate number of troops. Your lord has the right to use your lands to hunt and fish and you must house them should they visit you. If you are the ultimate authority you are only beholden to the set of duties that all lords adhere to (dependent on your setting). You are responsible for the protection and development of your domain. You also mete out justice in criminal and civil cases.



## Domain Growth

Every month news of a new domain will go out and immigrants will come looking for a new life. In civilized regions the population of a new domain increases by 20% each month until the domain's population capacity is reached. In uncivilized regions the population of a new domain increases by 10% each month until the domain's population capacity is reached. Once the capacity is reached the population will steady. If an uncivilized region's population capacity is reached, the character may invest 2000 crowns per hex into reforms to make the region civilized, thus increasing the capacity. If a civilized region reaches capacity the character can invest 10,000 crowns to begin an urban settlement, increasing the population capacity.

## Domain Wealth & Capacity

A character with control over a domain collects money from the inhabitants equal to the initial 1d6+2 rolled value (usually around 5 crowns per family per month) as land revenue. Land revenue is a result of the inhabitants practicing their trades or working the land. In civilized regions the character may charge their inhabitants taxes for public services like roads, mills, and protection. A tax of 1 crown per month per family is a low rate, 2 crowns per month per family is average, and a tax of any more than that is oppressive.

A domain can only support so many people before it becomes overcrowded. In an uncivilized region no more than 100 families can live within one hex. In a civilized region no more than 200 families can live within one hex. If the region has an urban settlement the capacity becomes 500 families. A character may invest money into an urban settlement to increase its capacity. A hex may only have one urban settlement, and it must be at least one hex from any others.

TOTAL URBAN INVESTMENT (C)	CAPACITY
25,000 - 74,999	1000 families
75,000 - 199,999	5000 families
200,000 - 499,999	10,000 families
500,000 +	20,000 families

## Domain Management

Once a character has a domain they must spend all of their downtime managing it. Every season (3 months) the Game Master will assess the morale of the domain. So long as the taxes are not oppressive and the character is dutifully defending the people and enforcing the law the morale will remain content. If the character mistreats their people the domain may rise up in revolt. If a character has nobles under their power to whom they have granted fiefs of land, mistreatment of these individuals can result in revolt even if the vast majority of the inhabitants are living well. Natural disasters may occur during each season which will incur costs to the domain rulers and lower the population. Long term warfare causes unrest and lowers the population. Particularly long term or violent warfare can cause an urban settlement to be destroyed or a civilized region to revert to an uncivilized region. Domain rulers will probably have to engage in politics with nearby powers and religious institutions which can also be a source of unrest for a population.

## GARRISONS & LEVIES

As the rulers of a domain, the characters are responsible for the defense of their realm. A garrison is a force of professional soldiers that are paid for by the characters and kept under arms at all times. Levies are common people drafted into the army during times of war, still paid for by the characters. Garrisons and levies do not count as retainers; the number of each that a character may hire or control is not limited by their Charisma attribute score.

Garrison troops are not working the land and are a drain on local resources, the number of troops a garrison can have is limited by the number of families within the domain. The number of troops in a garrison cannot exceed 10 + 5% of the population of the domain (measured in families). So a domain with 80 families can support a garrison of up to 14 people. Levies are short term (cannot be under arms for more than a season) and can make up 25% of a population (measured in families).

# Warfare

**M**ass combat may be an important part of the game if the characters have elected to control and protect a domain. Battles are assumed to be between two armies. Armies are groups of units. A unit is a group of similarly skilled and armed individuals working together. A single unit consists of one type of soldier and cannot be split during battle. During a battle units from each army maneuver and fight until one side emerges victorious. In mass combat it is assumed that a single person can rarely affect the outcome; this is about the clashing of armies in the old school handful of d6s style.

## SCALE

A figure is the smallest level of abstraction for mass combat. One figure represents a group of ten human-sized creatures, five monsters, or a single solo creature. Infantry are the creatures that fight on foot and are roughly human-sized; a horde of goblins, a fist of orcs, or a regiment of skeletons. Cavalry are human-like creatures that fight while mounted, or are innately similar to mounted humanoids; like a centaur tribe or a group of dire wolves. Monsters refer to larger than human creatures that would fight in small groups; ogres and trolls are all considered monsters in mass combat. Solo creatures are so large or dangerous that they fight alone; a dragon, a heroic champion, or a war wizard are all solo creatures.

INFANTRY	CAVALRY	MONSTERS	SOLO
10:1	5:1	5:1	1:1

If you are playing the battle out with miniatures or on a map use a 1 inch to 20 feet scale. At this scale one figure of infantry should take up roughly one square inch. A figure of cavalry would take up double that, one inch by two inches, and monsters would take up bases double that of cavalry, two inches by two inches. Solo creatures or other unique units should take up an amount of space that the Game Master finds reasonable.

## TIME & PHASES

Time is measured in segments, 10 minute periods, for mass combat. During each segment both armies will advance through the three phases of the game. Once both armies have performed all three phases a new segment starts. The three phases that each army goes through are done in order, with both armies performing one phase and then going to the next.

***Movement:*** Each army moves its units. The distance a unit can move depends on the type and equipment of the unit. If a unit will perform no other actions on their turn they may move at march speed; move double the normal distance.

***Shooting:*** Each unit within an army that can shoot may do so during this phase. Only units with ranged weapons may shoot during this phase. The range of their weapons is equal to that given in the equipment section.

***Melee:*** Each unit that is within 20 feet of an enemy engages in melee combat with that enemy. Units in melee combat cannot perform any actions except fight in melee combat unless they fall back.

## BASIC COMBAT

An attack is made by rolling 1d6 and rolling equal to or greater than the enemy's AC. For each unit that is making attacks, shooting or melee, you will roll 1d6 for every figure within it that can reach their enemy. So a unit with ten figures will have 10 1d6 attacks. For infantry and Cavalry every hit removes one figure. For monsters and solo creatures it takes a number of hits equal to their HD to remove a figure. Melee combat occurs simultaneously, both sides of the combat roll all of their attacks and then casualties are removed afterward. Once a unit has lost more than half of its figures it will make a morale check at the start of the next segment. If it fails it will flee the battlefield. If it passes it will continue fighting.

## Starting Mass Combat

Each side rolls 1d6, the side with the higher value may choose to act first or second during each phase. Once they have chosen the order does not change.

## Unit Positioning

The figures in a unit are arranged in ranks. A rank can be up to ten figures wide. A unit can have no more than 5 ranks (so an infantry unit holds, at most, 50 figures or 500 creatures). The number of figures in each rank, and how many ranks there are can be important during battles.

## Movement Phase

The distance a unit can move is given in feet and depends on that unit's equipment. A unit may move at march speed (double the normal movement distance) if they do not make attacks or shoot that segment.

UNIT	MOVEMENT
Cavalry (Armored)	100 ft.
Cavalry (Heavy)	140 ft.
Cavalry (Light)	180 ft.
Infantry (Armored)	80 ft.
Infantry (Heavy)	100 ft.
Infantry (Light)	120 ft.
Monster (Armored)	140 ft.
Monster (Unarmored)	100 ft.
Solo Creature	Game Master's Choice

Units that are engaged in melee combat that want to move away from that combat may fall back. When a unit falls back it moves at half its normal speed (if it chooses to move back at its march speed it will move back its normal speed).

If a unit wants to change its positioning during combat it must spend its entire movement to do so. If a unit choose to reform at march speed it may reform and then move a distance equal to its normal movement. If it does so, it cannot make any attacks during this segment.

A unit may choose to change position into a hedgehog, presenting no flank or rear for an enemy to attack. This will take the entire movement of the unit.

## Shooting Phase

A unit with ranged weapons can shoot them at another unit within line of sight and the range of their weapons. Only figures in the first three ranks of a unit with ranged weapons can make attacks during the shooting phase. If a unit shoots during the shooting phase it cannot make melee attacks this segment. If a unit loses more than a quarter of its total number of figures during one shooting phase it will immediately make a morale check.

## Melee Phase

Opposed units within 20 feet of each other will enter melee combat during the melee phase. Only the first rank of figures can make attacks during melee combat. Both sides make all of their attacks simultaneously and then remove any casualties afterward. Once casualties have been removed, any unit that took casualties in melee combat needs to make a morale check.

A larger unit may wrap around a smaller unit, if there is space to do so, and inflict the flank attack penalty to the smaller unit's morale check.

If a unit attacks another unit's rear, the attacking unit's attacks will hit first. Remove the casualties from the defending unit before they make their return attacks.

## MORALE CHECKS

A unit that makes a moral check rolls a saving throw. If they roll less than or equal to their saving throw value they will continue fighting, if they roll higher they will flee the battle. Units that flee the battle are removed from the game and are treated as casualties. After the battle they may rejoin the army.

A unit that is attacked on one or both of its flanks lowers its saving throw value by one. A unit attacked in the rear lowers its saving throw value by two. A unit that charged the enemy increases its saving throw value by two. A unit that outnumbers the enemy increases its saving throw by one. A unit with high morale has advantage on this saving throw.

## ARMS & ARMOR

The specific weapons that a unit is wielding matters only insofar as their range. A unit equipped with melee weapons can only fight with one rank in melee combat but holds shields. A unit equipped with polearms can fight in two ranks in melee combat. A unit equipped with missile weapons can make missile attacks at the range described for that weapon.

The armor that a unit is wearing is already decided, but if you want more variety simply calculate the AC following the normal rules for armor presented in the equipment section. The only exception to this rule is that AC cannot exceed a score of 6. Solo creatures use their own AC (\*) value. AC scores naturally higher than 6 are rare, but if they happen to be in a battle treat their AC score as 6.

## HIRING UNITS

A character with enough money may hire mercenaries to go on campaign with them for the wages listed below (per figure). A character cannot hire monsters or solo creatures without special Game Master permission (\*\*\*). Figures killed in battle are still paid - their next of kin receive the money instead of themselves.

## SPECIAL UNITS

The rules for warfare are optimized for groups of human-like creatures engaging in battle consisting of infantry and cavalry. Monsters and Solo creatures add a more fantastic element but require Game Master arbitration. It should be easier for a monster or solo creature to hit infantry or cavalry (a flat bonus to hit) and they should have more than one attack per figure. The exact bonus or attack number is left to the Game Master to determine.

## Characters in Mass Combat

A character of level four or less is not powerful enough to make a significant difference in a battle. Characters of level five or higher function as a solo creature. Simply use the character's AC and HD as normal. Their saving throw (ST) is equal to their highest attribute score.

## WAR MAGIC

Most spells are too small scale to greatly impact a battle. Those spells that are large enough to affect a mass combat are called war magic. A magic using solo character can cast one war magic spell during the shooting phase. Keep track of the blood price, every 6 hit points lost converts to 1 HD lost for the mage.

FIGURE	AC	HD	ST	WAGES (DAY)	WAGES (MONTH)
Cavalry (Armored, Melee)	6	1	16	15 C	150 C
Cavalry (Heavy, Melee)	5	1	14	10 C	100 C
Cavalry (Light, Melee)	4	1	12	6 C	60 C
Cavalry (Light, Missile - Shortbow)	3	1	10	8 C	80 C
Infantry (Armored, Melee)	6	1	14	8 C	80 C
Infantry (Armored, Polearm)	5	1	12	8 C	80 C
Infantry (Heavy, Melee)	5	1	12	5 C	50 C
Infantry (Heavy, Missile - Crossbow)	4	1	10	6 C	60 C
Infantry (Heavy, Missile - Longbow)	4	1	10	8 C	80 C
Infantry (Heavy, Polearm)	4	1	10	5 C	50 C
Infantry (Light, Melee)	3	1	10	3 C	30 C
Infantry (Light, Missile - Longbow)	2	1	8	5 C	50 C
Infantry (Light, Missile - Shortbow)	2	1	8	3 C	30 C
Infantry (Light, Missile - Sling)	2	1	8	1 C	10 C
Infantry (Light, Polearm)	2	1	8	1 C	10 C
Monster (Armored, Melee)	5	2-4	10	***	***
Monster (Unarmored, Melee)	3	2-4	8	***	***
Solo Creature	*	5+	**	***	***

# Arcane Power

Besides basic spells, mages only learn spells through active study during the game. There is no complete list of spells; you as the Game Master will create (or convert) the spells that you feel best support the game that you are playing and put them into the game for your mage characters to learn. As the mages become more powerful they will be able to create their own spells by working with you to determine their effects and costs. Magic should be something that is mysterious - even the best mages only know a small portion of all the magic that exists in the world.

## GRANTING SPELLS

Over the course of an adventure you should provide your mage characters a chance to learn one or two new spells. When you grant your characters a new spell, you need to keep in mind the kinds of things that they are doing. At least one of the spells you grant them should be useful in most situations that they find themselves in. Whether your players want a game focused on hack-and-slash violence or political machinations then the majority of the spells you grant should support that style of play.

You can have your mage characters find secret scrolls which explain spells, have them learn from sages, or have the spells psychically implanted in their minds through a magical item. The method of the spell granting should reflect the setting of your game world. For example, in a world where magic is rare, maybe spells can only be found on ancient scrolls because the secrets of creating spells have been long lost. In worlds where magic is an everyday tool, maybe the mage can simply go to a school library or local magic guild.

## Additional Basic Spells

Mages should be able to learn more basic spells from other mages. But, the basic spells that they learn this way (and are not chosen as basic spells as a part of the character's class boons) have a blood price of one hit point. If a character learns a basic spell this way and then later chooses it for their class boon the spell now has no blood price. As the Game Master you should also feel free to add additional basic spells to the game if you think that would fit in the setting which you are using - let your players know about these spells ahead of time.

## MAKING SPELLS

The spells that you grant your players can be of your own invention or converted from other media sources. The most important thing to remember is that every spell needs four things: a Casting Time (CT), Blood Price (BP), Duration (D), and Effect. Once each of these has been assigned to a spell and you are ready to use that spell. When a player makes a spell as part of their magical research they can follow the same guidelines but you will provide input to make sure that the spell fits into the game.

## Using the Spell Generator

An easy way to create the idea of a spell is to use the spell generator. First roll on either the simple or complex spell table to determine what parts you need for the spell. Then roll on the larger table for those specific parts. Then once you have the pieces of the spell add words to them to make the name sensible. Once you have the name you can determine the exact effect, casting time, blood price, and duration. The name serves as inspiration for the spell, the mechanics of the spell rely on you.



## Boring & Interesting Spells

Boring spells are those whose effects are cut and dry. These are usually, but not always, combat spells with no utility purpose. Try to limit how many of these make it into your game. It is better for your spells to offer players new ways to interact with the world and provide special (and unique) tools. The same way that you should avoid giving magic items that simply boost a character's statistics, you should avoid spells that simply do more damage or improve a character's statistics.

## SPELL-LIKE ABILITIES

Magic isn't limited to the spells that mages can cast or the items that they can craft. Rituals allow people to harness magic of far greater power or complexity than could be found in a single spell. Regional magic is spread across an area and affects the creatures and spells within. Rites are special utility magic that once cast rely on physical props like runes or hieroglyphs to function. Innate magic allows many creatures to simply impose their will onto the world, bending the magic without having to bind it into a spell. Adding these spell-like abilities to your game makes magic feel magical; even though a mage can learn spells and craft items there is even more magic out there for them to discover, and some that they will never be able to learn.

## Rituals

A ritual is like a huge spell. The blood price is too high for a single individual and the casting time is usually measured in hours, if not days. To cast a ritual there are specific rules to follow, unique to the ritual in question. Some rituals can only be cast during a full moon, or on an equinox, or in the midst of a storm. A ritual allows the caster to split the blood price amongst a group of people, some rituals require that it be voluntarily sacrificed, but darker rituals might require that the blood price be paid by an unwilling accomplice. While the ritual is being cast there is an intricate combination of chanting, movement, and ceremony. Regional magic will affect the outcome of rituals.

## Regional Magic

In particularly magical places there is an ambient "flavor" to the magic. This ambiance is called regional magic and can affect a mage's spells, rituals, and rites. Casting a spell in a place where the regional magic is strong affects the expression of the spell. If you are casting a spell roll 1d6, on a 6 the spell is slightly modified to reflect the regional magic. The exact details of how a spell, ritual, or rite is affected is up to you, but it shouldn't make the spell useless.

## Rites

A rite is similar to a ritual in that it often has a blood price that costs more than a single person can afford, and casting it can take hours or days. A rite involves inscribing runes or hieroglyphs into an object to imbue some magical effect. The inscriptions will drain ambient magic from the area and make the effect last for extremely long times; measured in years, decades, or centuries. Magical wards, runic weapons, and enchanted buildings rely on rites for their construction. Rites must be carved into heavy and durable items, like stone or metal. It is faster to make a magical item through a rite, but such items are not truly unique and are usually less powerful than those made by traditional magic experimentation.



## Innate Magic

Innate magic is what most monsters use. While mortal mages are limited in their magical usage to spells, rituals, and rites, monsters might be able to perform magical deeds that are impossible for a mortal mage.

When you make spells for monsters or enemies that are not other mortals you may want to have them be slightly different than those spells that the players can use. Perhaps an ancient fey creature can cast certain spells without ever paying a blood price, but they are limited in how many they can cast in a single day.

# SPELL GENERATOR

D66	ASPECT	EFFECT	ELEMENT	FORM	ITEM
11	Arcane	Avenging	Acid	Aura	Anvil
12	Awful	Banishing	Ash	Beam	Armor
13	Bitter	Binding	Blood	Blade	Arrow
14	Bright	Blinding	Bone	Blast	Beast
15	Charming	Compelling	Cinder	Bolt	Bird
16	Cheerful	Concealing	Clay	Bubble	Blossom
21	Colorful	Consuming	Crystal	Burst	Chain
22	Consoling	Creeping	Dark	Cascade	Chalice
23	Courageous	Crushing	Dust	Circle	Chariot
24	Delightful	Deceiving	Fire	Cloud	Chest
25	Dull	Decoding	Flesh	Coil	Claw
26	Eager	Dividing	Fog	Cone	Cloak
31	Entrancing	Encoding	Glass	Cube	Crown
32	Fearful	Excruciating	Ice	Dance	Dagger
33	Foul	Grasping	Lava	Disk	Door
34	Furious	Imprisoning	Light	Eye	Forge
35	Ghastly	Intoxicating	Lightning	Field	Gate
36	Gluttonous	Levitating	Metal	Gaze	Golem
41	Hateful	Maddening	Oil	Hand	Hammer
42	Hideous	Mesmerizing	Ooze	Moment	Hood
43	Holy	Nullifying	Plague	Pulse	Horn
44	Humble	Paralyzing	Poison	Ray	Key
45	Joyful	Piercing	Rain	Shard	King
46	Lonely	Pursuing	Rot	Sphere	Knight
51	Perfect	Reflecting	Salt	Spray	Mask
52	Proud	Regenerating	Shadow	Storm	Pillar
53	Pure	Rending	Smoke	Swarm	Pit
54	Simple	Repelling	Snow	Thought	Quill
55	Sinful	Revealing	Star	Tongue	Servant
56	Sinister	Screaming	Steam	Torrent	Shield
61	Sorrowful	Scrying	Stone	Touch	Ship
62	Spiteful	Sealing	Time	Vortex	Spear
63	Terrifying	Silencing	Thunder	Wall	Steed
64	Tormented	Shielding	Water	Warp	Sword
65	Vile	Summoning	Wind	Wave	Throne
66	Wrathful	Transmuting	Wood	Word	Trap

D6	SIMPLE SPELLS
1	[Aspect] [Form]
2	[Aspect] [Item]
3	[Effect] [Form]
4	[Effect] [Item]
5	[Element] [Form]
6	[Element] [Item]

D6	COMPLEX SPELLS
1	[Aspect] [Effect] [Form]
2	[Aspect] [Element] of [Effect]
3	[Aspect] [Form] [Item]
4	[Effect] [Element] [Form]
5	[Form] [Item] of [Effect]
6	[Form] [Item] of [Element]

**RANDOM MAGIC**

D66	MAGES	MUTATIONS	OMENS	RITUAL COMPONENTS
11	Arcanist	Arms Lengthen	Absolute Silence	A Lock of Hair
12	Archmage	Arms to Wings	Animals Fleeing	Abbott's Hand
13	Arithmancer	Blue Fur	Animals Staring	Basilisk's Egg
14	Artificier	Extra Fingers	Bird Calls	Bone of a Child
15	Astrologer	Extra Joints	Black Vomit	Book of 666 Demons
16	Binder	Extra Nose	Changed Painting	Dragon Scale
21	Blood Mage	Face Tentacles	Children Staring	Drop of Royal Blood
22	Cultist	Fat Bloating	Cloudless Rain	Dust from a Tomb
23	Dark Disciple	Feet to Flippers	Cloudless Thunder	Earwax Candle
24	Diabolist	Feet to Hooves	Crow's Caw	Golden Dagger
25	Diviner	Fifth Limb	Drowned Fish	Griffon's Feather
26	Druid	Grow a Beak	Eagles at Dawn	Head of a Goat
31	Elementalist	Grow a Tail	Glowing Mark	Heart of a Lion
32	Enchanter	Grow an Eye	Goosebumps	Lightning Glass
33	Hedge Mage	Grow Extra Arms	Illusory Wounds	Liquid Lead
34	Hermetic Master	Grow Horns	Iron Rusts	Manticore Fur
35	Hierophants	Hands to Claws	Lightning Strike	Moth Dust
36	Illusionist	Insect Legs	Nightmare	Nails from a Coffin
41	Magician	Legs Shorten	Phantom Pains	Newt Eye
42	Magus	Legs to Ooze	Plants Rotting	Oaken Cross
43	Mystic	Limbs to Fins	Prey Eating Flesh	Pickled Tongue
44	Necromancer	Lose Mouth	Prophetic Dream	Ring of Iron
45	Oracle	Lose Nose	Purple Sunset	Salamander, Living
46	Orthodox Mage	Lungs to Gills	Rainbow	Skin of a Mage
51	Pyromancer	Only One Eye	Rose Blooming	Spider Venom
52	Rune Smith	Purple Skin	Sealed Door	Stillborn Kitten
53	Sage	Second Head	Shattered Glass	Stomach Bile
54	Shaman	Second Mouth	Shifting Sky	Tar
55	Soothsayer	Shark Teeth	Shooting Star	Tears of Sorrow
56	Sorcerer	Sheds Skin	Spontaneous Fire	Teeth of a Beggar
61	Summoner	Skin to Scales	Stone Breaking	Thrice-Blessed Coin
62	Theurgist	Slimy Skin	Tears of Blood	Tongue of a Liar
63	Transmuter	Tentacle Hair	Tingling Sensation	Unicorn Horn
64	Warlock	Tongue Distortion	Uncovered Bones	Witch's Kidney Stone
65	Witch	Translucent Skin	Water Freezes	Wolf's Teeth
66	Wizard	Useless Wings	Wolf Howls	77 Pearls

D6	LOCATIONS OF ARCANES POWER	D6	IMPLEMENTS OF MAGIC
1	Caldera of a Volcano	1	Fetish
2	Circle of Standing Stones	2	Orb
3	Heart of a Deep Forest	3	Rod
4	Magic User's Sanctum	4	Staff
5	Sanctified Temple	5	Tome
6	Top of a Sacred Mountain	6	Wand

# Nonplayer Characters

**N**onplayer characters (NPCs) bring the world to life. They are the people with whom the characters interact during their adventures. Not every nonplayer character needs to be important, or even have a name. It is often enough to simply state the NPC's profession and let the characters interact. Retainers are a type of NPC that the characters can hire to work for them. Retainers are simple NPCs and should not distract from the main characters, those directly controlled by the players.

## BASIC STATISTICS

Nonplayer characters use the same statistics as monsters. Every NPC has the following:

***Attack Value:*** An NPC's AV is used in combat to make attack, and anytime an NPC needs to make an attribute check that they should be particularly skilled at.

***Armor Class:*** An NPC's AC is used in combat the same way as a normal character. For mortal NPCs you should follow the AC as prescribed for normal armor worn by players.

***Saving Throw:*** An NPC's saving throw is used whenever the NPC needs to make a saving throw, or anytime an NPC needs to make an attribute check that they should not be particularly skilled at.

***Hit Dice:*** For any NPC that is not a combatant they only have one hit die. For leveled retainers and combat focused NPCs choose a number of hit dice appropriate to their strength.

***Hit Points:*** For each hit die an NPC has they can have one to six hit points. You can randomly roll the amount or determine their exact hit points yourself.

***Slots:*** This is the number of equipment slots that the NPC has; use the same rules for encumbrance that the characters follow.

## REACTIONS

In most situations the reaction that an NPC will have to the characters is clear from context and common sense. In situations where it is unclear how a random nonplayer character would react use the table below. Add one to the roll for each character that has a Charisma score of 13+.

2D6	GENERAL REACTION
2	Hostile or Violent
3-5	Unfriendly or Suspicious
6-8	Neutral or Uncaring
9-11	Friendly or Talkative
12+	Helpful or Deferential

## RETAINERS

As the characters get wealthier they may find themselves wanting to hire retainers to assist them in their endeavors. Retainers come in three types: noncombatants, leveled retainers, and specialists. Noncombatants are manual workers that can be used to carry things, set up camp, and perform a wide variety of basic tasks. Leveled retainers are NPCs similar to characters, they have levels and classes. Specialists are NPCs that are specially trained in a specific skill or trade.

When the characters want to hire retainers they will spend time searching for hired help in a town or city. The amount of retainers for hire in a given settlement reflects the size of that settlement. Usually, in a small village there might be one or two, towns might have up to ten, and cities can have entire guilds based on adventuring that the characters can hire people from. The amount of retainers that a character can hire is limited to their Charisma score.

Retainers can be a very important part of being an adventurer. While robbing tombs and ruins might not require a lot of people, other jobs common to adventurers (killing dragons, saving hostages, defeating warlords) may need more people than there are characters. Retainers follow the same rules as the characters.

## Retainer Equipment

The equipment that a retainer has is determined by you. They should have the basic tools that are required for their role and some money. A common retainer starts with d6 crowns to their name. A retainer has a number of slots of a value between their saving throw and attack value.

## Leveled Retainers

When you make a leveled retainer they have a class; they have the class boons just like a normal character. You can choose the boon or randomly determine it. Leveled retainers that are in the employ of the characters long term level up at half the speed of the characters (when a character levels up to four, the retainer gets to level two).



## Warbands

A single character can usually hire anywhere between 8 and 13 retainers. If you have four players and each of their characters hires as many retainers as they can, the group could be upwards of forty people. Once you have twenty or more people your adventuring party is now a warband. A warband starts to be more than a simple adventuring group. Now the focus of the group should shift to reflect the force that they can bring to bear. They can function as a small mercenary company, take on more dangerous creatures, and work as a special operations group. Combat with this many creatures can be difficult; simplify the combat by using the initiative from mass combat, avoid getting bogged down with the minutiae of the exact positioning of creatures, and judiciously apply morale rules. Once it is clear which side will win, have the losers flee immediately.

d6	RANDOM RETAINER TYPE
1-3	Noncombatant
4-5	Leveled Retainer
6	Specialist

d6	RANDOM LEVELED RETAINER CLASS
1-3	Fighter
4-5	Rogue
6	Mage

d66	SPECIALIST	ROGUE SKILL
11	Accountant	Acting
12	Alchemist	Arcane Lore
13	Baker	Cartography
14	Barber	Caving
15	Barrister	Climbing
16	Blacksmith	Cooking
21	Brewer	Dancing
22	Butcher	Diplomacy
23	Carpenter	Disguise
24	Chef	Drawing
25	Clergy	Farming
26	Courier	Fast-Talking
31	Fence	Fishing
32	Herbalist	Foraging
33	Jeweler	Gambling
34	Leather Worker	Heraldic Lore
35	Mason	Historical Lore
36	Miller	Hunting
41	Miner	Intimidation
42	Minstrel	Musical Instrument
43	Painter	Natural Lore
44	Physician	Navigating
45	Sailor	Pick-pocketing
46	Scout	Prospecting
51	Scribe	Public Speaking
52	Spy	Religious Lore
53	Steward	Riding
54	Surveyor	Rumor Mongering
55	Tailor	Sailing
56	Tanner	Savoir-Faire
61	Tattooist	Searching
62	Taxidermist	Singing
63	Tracker	Smuggling
64	Trapper	Sneaking
65	Weaver	Swimming
66	Woodcutter	Tracking

# NPC GENERATORS

D66	APPEARANCE	CONNECTION	NAME, FEMALE	NAME, MALE	PERSONALITY
11	Athletic	Acquaintance	Ainsley	Alarik	Aggressive
12	Beautiful	Adviser	Alice	Atticus	Bitter
13	Bony	Buyer	Audrey	Basil	Brave
14	Brawny	Captor	Beatrix	Brendan	Cautious
15	Bulky	Child	Brienne	Claeton	Condescending
16	Chalky	Client	Catelyn	Clovis	Cowardly
21	Chiseled	Confidante	Daphne	Edmund	Cruel
22	Chubby	Cousin	Diana	Elijah	Cunning
23	Corpulent	Coworker	Elain	Erik	Eccentric
24	Curvy	Debtor	Elizabeth	Finn	Entitled
25	Cute	Disciple	Fiona	Garrick	Friendly
26	Delicate	Friend	Fleur	Godwin	Generous
31	Flabby	Hostage	Freja	Hugh	Gregarious
32	Gaunt	Idol	Gwendolyn	Ian	Helpful
33	Greasy	Informant	Helga	Jasper	Hotheaded
34	Grizzled	Lover	Hylde	Jonah	Humble
35	Haggard	Master	Isolda	Jory	Jealous
36	Handsome	Mentor	Jasmine	Liam	Kind
41	Hideous	Nemesis	Jeyne	Marl	Lecherous
42	Hulking	Parent	Kaya	Milo	Loyal
43	Lanky	Partner	Luella	Odrick	Naive
44	Lithe	Patron	Lysandra	Otto	Narcissistic
45	Pampered	Prisoner	Minerva	Quentin	Nervous
46	Ripped	Protege	Mira	Ramsey	Passive
51	Rugged	Relative	Nadya	Randall	Petty
52	Scarred	Rival	Olga	Reinhold	Pious
53	Scrawny	Servant	Phoebe	Robert	Pleasant
54	Short	Sibling	Rosa	Silas	Righteous
55	Slender	Spouse	Samara	Straton	Rude
56	Slumped	Stalker	Shae	Taldor	Sarcastic
61	Statuesque	Student	Sybil	Tommen	Stern
62	Stout	Suitor	Thalia	Vanir	Stoic
63	Tall	Supplicant	Ursula	Walder	Stubborn
64	Unbowed	Supplier	Vivian	Warren	Suspicious
65	Willowy	Teacher	Winnifred	Wolfram	Vain
66	Wiry	Traitor	Yvonne	Xavier	Witty

D6	BENEVOLENT GOALS
1	Assist the Unfortunate
2	Educate the Ignorant
3	Help an Ally
4	Lift a Curse
5	Protect the Weak
6	Save a Friend

D6	MALEVOLENT GOALS
1	Dominate the Weak
2	Kill an Enemy
3	Release the Evil
4	Steal from the Unwary
5	Trap the Unsuspecting
6	Trick the Innocent

D66	PROFESSION	QUIRK	SECRET	SURNAME	TITLE
11	Architect	Accent	Abandoned	Almira	Abbess/Abbot
12	Baker	Bald	Addiction	Barrow	Admiral
13	Barber-surgeon	Branded	Adultery	Cadwaller	Baroness/Baron
14	Basket-maker	Breathy	Bankrupt	Carvolo	Baronet
15	Blacksmith	Cryptic	Bastard	Chester	Captain
16	Bookbinder	Deep Voice	Beholden	Coombs	Castellan
21	Bridle-maker	Drawl	Bewitched	Daeron	Chancellor
22	Broom-maker	Exotic Hair	Blackmailed	Dunlow	Chieftain
23	Butcher	Facial Hair	Black Magic	Eldath	Colonel
24	Carder	Fake Teeth	Cursed	Fisk	Councilor
25	Carpenter	Fast Speech	Demon Worship	Gimble	Countess/Count
26	Cartwright	Flowery Speech	Deserter	Girdwood	Dame
31	Charcoal Burner	Hook Hand	Disowned	Hale	Doctor
32	Dyer	Laughs	Ex-convict	Harlow	Duchess/Duke
33	Embroiderer	Loud	Exile	Howland	Earl
34	Farrier	Melodious	Fence	Keene	Elder
35	Felt-maker	Missing Ear	Forbidden Love	Kelgore	Empress/Emperor
36	Fletcher	Missing Eye	Framed	Lain	General
41	Furbisher	Missing Finger	Fugitive	Langston	Judge
42	Goatherd	Missing Tooth	Has a Child	Merranyth	Knight
43	Jailer	Monotone	Heretic	Norred	Lady/Lord
44	Midwife	Mumbles	Lover	Oakes	Maid
45	Miller	Overly Pious	Married	Orsmonder	Marchioness/Marquis
46	Potter	Peg Leg	Necromancy	Rummage	Mistress/Master
51	Poultry-keeper	Piercings	Polygamist	Sallow	Priestess/Priest
52	Rat Catcher	Rambles	Relative	Skorbek	Princess/Prince
53	Rope-maker	Rhymes	Revolutionary	Stanhope	Professor
54	Sailor	Robotic	Rich	Tamzin	Saint
55	Salter	Slang	Scandal	Tattersall	Seigneur
56	Scullion	Slow Speech	Serial Killer	Ulrick	Senator
61	Shepherd	Squeaky	Sibling	Villamor	Sergeant
62	Stonecutter	Stutter	Smuggler	Wellbelove	Sheriff
63	Swineherd	Talks to Self	Spy	Wexley	Squire
64	Tax Collector	Tattoos	Thief	Whitby	Thane
65	Wet Nurse	Tells Stories	Traitor	Yardley	Viceroy
66	Woolwinder	Whispers	War Criminal	Yorke	Vizier

D6	POSITIVE REPUTATIONS
1	Believes in Traditional Hospitality
2	Chivalrous to Friends and Enemies
3	Feeds the Poor and Needy
4	Helps Children and the Elderly
5	Pays Fair Wages
6	Treats Everyone Equally

D6	NEGATIVE REPUTATIONS
1	Cruel to Animals and Children
2	Disdainful of Non-Aristocrats
3	Disregards Tradition
4	Doesn't Respect Bargains or Oaths
5	Hoards Wealth and is Miserly
6	Rude to Women (or Men)

# Treasure

As the characters explore the world or delve into dungeons they will accumulate treasure. A good portion of the treasure that they will accumulate should be spent on training to gain experience points; this is a gold-for-XP style game. While the characters can gain experience points from defeating monsters and completing story milestones, the majority of their experience should come from the treasure that they sell and use to pay for training.

As you grant the characters treasure, avoid simply filling rooms with ridiculous amounts of gold and silver coins. Use art, precious materials, and rare artifacts to help spice up the treasure. Bulk trade goods can be used as well. Part of the game is a risk-reward analysis based on trying to carry the treasure out of the dungeon while still having all the equipment that they will need.



## Treasure Hoards

How do you decide how much treasure a given dungeon or treasure hoard should have? This is based on how fast you want your characters to advance or gain new equipment. You should roughly assume that the characters should level up after their first adventure (short dungeon or few days of wilderness exploration), and then from there level up every few adventures. Remember, you have to put enough treasure into the adventure that each character can level once the treasure has been split between the characters. A group of three characters need less treasure to level up than a group of seven. Some treasure, like armor and weapons, won't be converted into XP and instead be used directly.

## MAGIC ITEMS

Magic items are the rarest and most coveted of all treasures. While magic weapons and armor are what most people imagine when they think of magic items, as the Game Master you should try to give your players magic items that aren't just simple bonuses to their combat statistics. Cursed items are considered magic items; they will hinder their users rather than help them.

Armor and defensive items can be things like protective amulets, chalices that nullify poison, or armor that makes the wearer immune to fire. Grimoires and spell scrolls are excellent magic treasures when one of the characters is a mage, allowing them to learn new spells. Utility items allow the characters to do things that, while not directly related to combat, are extremely useful and make life easier; things like bottomless bags, cloaks of invisibility, and flying sandals. Wands and potions are consumable items that are used a certain number of times and then are left inert. Magic weapons are weapons that have been enchanted or items that allow a character to make esoteric attacks, like a ring of fireballs.

Magic trinkets are small items that have a very minor magical effect. These items are more about their flavor and roleplaying; they shouldn't be particularly useful in combat or other high-tension situations.

## Rarity of Magic Items

How rare magic items depends on your setting. Generally, consumable magic items like wands and potions will be more common. In settings where magic is widespread the likelihood of different kinds of magic items might be completely even as indicated in the following charts.

Also consider the location that the characters are finding their magic items. The items might not be suited to the characters or may be actively malevolent towards them.

D66	MATERIALS	TOOLS	TREASURE ITEMS	WEAPONS
11	Agate	Bear Trap	Amulet	Battle Axe
12	Amber	Bellows	Anklet	Bearded Axe
13	Beryl	Bolt Cutters	Armor	Blowgun
14	Bone China	Chain	Book	Bola
15	Bronze	Chisel	Boots	Crossbow
16	Chalcedony	Compass	Bracelet	Dagger
21	Cherry Wood	Crowbar	Cape	Flail
22	Copper	Door Ram	Carpet	Garrote
23	Coral	Fishing Hook	Carving	Glaive
24	Diamond	Flask	Coins	Great Sword
25	Ebony Wood	Grappling Hook	Crown	Halberd
26	Emerald	Grease	Earrings	Hand Axe
31	Fur	Hacksaw	Embroidery	Javelin
32	Garnet	Hammer	Figurine	Katar
33	Gold	Hand Drill	Fine China	Lance
34	Iron	Lantern	Instrument	Longbow
35	Ivory	Lens	Magic Item	Longsword
36	Jade	Lock/Key	Mirror	Mace
41	Lapis Lazuli	Lockpicks	Necklace	Mancatcher
42	Linen	Manacles	Orrery	Morningstar
43	Maple Wood	Metal File	Painting	Pike
44	Moonstone	Mortar/Pestle	Pendant	Rapier
45	Onyx	Needle	Perfume	Recurve Bow
46	Opal	Pickaxe	Pottery	Scimitar
51	Pearl	Pitchfork	Rare Liquor	Scythe
52	Porcelain	Pliers	Rare Spices	Shortbow
53	Ruby	Pole	Relic	Short Sword
54	Sapphire	Pulleys	Ring	Sickle
55	Shell	Rope	Robes	Sling
56	Silk	Scissors	Scrimshaw	Spear
61	Silver	Shovel	Sculpture	Staff
62	Steel	Sieve	Shield	Throwing Knife
63	Tin	Spikes	Silverware	Trident
64	Topaz	String	Tapestry	Warhammer
65	Turquoise	Tongs	Tunic	War Pick
66	Wool	Wire	Weapon	Whip

D6	BULK GOODS
1	Alcohol or Spirits
2	Dry Grain or Rice
3	Fresh Water
4	Hardtack or Bread
5	Salt or Spices
6	Salted or Smoked Meat

D6	MAGIC ITEM
1	Armor or Defensive Artifact
2	Grimoire or Spell Scroll
3	Unique Tool or Totem
4	Utility Item
5	Wand or Potion
6	Weapon

# Monsters

**M**onsters are the archetypal enemies for adventurers of all stripes. Dungeons are full of undead and the wilderness is full of mythical creatures. The monsters included in this book are given little specifics because you should adapt them to best suit your setting. Not every monster needs to adhere to their typical representation and not every setting needs to include every monster. Rules for converting monsters from other popular OSR products are also included in this section.

## BASIC STATISTICS

Monsters use the same statistics as nonplayer characters. Every monster has the following:

*Attack Value:* A monster's AV is used in combat to make attacks.

*Armor Class:* A monster's AC is used in combat the same way as a normal character. A monster does not necessarily need to abide by the same armor as the characters. Their AC might be a result of a magical effect or an inherent result of their physical form.

*Saving Throw:* A monster's saving throw is used whenever the monster needs to make a saving throw, or anytime a monster needs to make an attribute check.

*Hit Dice:* Monsters have a number of hit dice to represent the lower and upper limits of their hit points. Individual monsters are given HD but you decide how many actual hit points the monsters you use have.

*Hit Points:* For each hit die a monster has they can have one to six hit points. You can randomly roll the amount or determine their exact hit points yourself.

*Slots:* This is the number of equipment slots that the monster has; only monstrous humanoid needs to worry about carrying things.

## Experience Points for Monsters

Characters gain experience points for killing monsters based on the number of hit dice the monster has. You may choose to award the characters an extra 50% experience if the monster in question had magical abilities, can cast spells, or uses a powerful artifact.

HD	XP	HD	XP
1	15	11	1700
2	30	12	2000
3	60	13	2400
4	120	14	2700
5	240	15	3000
6	400	16	3400
7	600	17	3700
8	800	18	4000
9	1000	19	4500
10	1400	20	5000

## Monster Movement

Most roughly human creatures should be able to move at the same rate as the characters, thirty feet in a single turn given normal terrain. Faster creatures or creatures that are much larger than the characters should move 45 or 60 feet in a single turn. If a creature can fly, the distance that it can travel during combat is limited compared to the speed that they may be able to travel overland. Special movement, like burrowing and swimming should be used to make an encounter more interesting; if your characters will be completely outmatched make sure to clearly telegraph that to your players.

## Running Enemies

You should assume that the creatures the characters are fighting know what they are doing and truly want to win. They will try to gang-up on weaker characters, use cunning tactics, and flee if a combat starts going poorly for them. In old school games fair fights are something that the players should try to avoid and the players should scheme to try and leverage their advantages - so should the monsters.

## Monster Attacks & Damage

The attacks that a monster can make rely on the weapons (natural or otherwise) that the monster has. A monster's attacks and damage are listed after their basic statistics.

*Attacks:* A monster's attacks (listed as "atk") determine the type of attack the monster will use. If a monster uses multiple types of attacks each will be listed. Most monsters have one attack per turn. Monsters with five or more HD will have two attacks, and monsters with ten or more HD will have three. Some monsters might break this general convention.

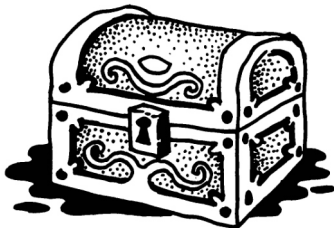
*Damage:* A monster's damage (listed as "dmg") determine how many hit points an enemy will lose if it by the attack.

## Monster Special Abilities

Any special abilities that a monster has will be listed in their explanation. Special abilities might have unique rules applied to them. You will want to create your own special abilities for monsters as you play to keep the monsters interesting and unique. When you create your own special abilities for monsters leave yourself room to modify them based on the situation that you deploy the monsters.

## Monsters & Treasure

Not every monster should have treasure. If the characters kill a wolf they shouldn't be able to find a few crowns in its stomach. But, monsters that don't have treasure might have useful body parts that the players can sell for money. Monsters that do have treasure should have an amount that reflects their wealth and means; an ancient dragon can have a huge hoard while a goblin warlord may have a few prized treasures.



## CONVERTING TO CROWN

The basic statistics for enemies are simple enough to allow quick conversion between different OSR systems. The core of the conversion is based on a creature's hit dice. Hit dice (HD) are equivalent between Crown and most other OSR games.

Attack value is a creature's HD + 10. Saving throw is a creature's HD + 5. No matter what the creature's hit dice are, a roll of 20 on attacks or saving throws always fail. Creatures with 5 or more hit dice may make multiple attacks per turn, the exact amount is left to the Game Master. For simplicity you can have all creatures deal 1d6 damage, but if you want to convert the damage dice you can refer to the table below.

ORIGINAL DAMAGE	CROWN DAMAGE
1d4	1d3
1d6	1d6
1d8	1d6+1
1d10	1d6+2
1d12	1d6+4
2d6	2d6

Special abilities should be converted to Crown by the Game Master to best match the intended effect of that ability.

The creature's armor class is converted according to the following table. Reference the AC given for the creature and determine if it the creature was intended for an ascending or descending armor class system. Locate that value on the table and use the associated Crown AC.

CROWN	ASCENDING	DESCENDING
0	10	9
1	11	8
2	12	7
3	13	6
4	14	5
5	15	4
6	16	3
7	17	2
8	18	1
9	19	0
10	20	-1

## BESTIARY

This bestiary is a compilation of some of the most common enemies adapted from various classic OSR games and provide some of the most common monsters. You can use these entries as written, but feel free to modify their stats and flavor to make them unique to your game.

### Animal, Small

AC 0 AV 10 HD 1 MV 30 ST 6

Attk: Varied Dmg: 1d6

An animal generally the size of a domestic dog or smaller. It may have unique features based on the nature of the animal in question.

### Animal, Medium

AC 1 AV 13 HD 3 MV 30 ST 8

Attk: Varied Dmg: 1d6

An animal generally between the size of a domestic dog and a black bear. It may have unique features based on the nature of the animal in question.

### Animal, Large

AC 2 AV 15 HD 5 MV 45 ST 10

Attk (2): Varied Dmg: 1d6

An animal generally the size of a black bear or larger. It may have unique features based on the nature of the animal in question.

### Banshee

AC 9 AV 17 HD 7 MV 45 ST 12

Attk (2): Claws Dmg: 1d6+1

These hideous, ghostly undead creatures moan and bawl in the swamps and other desolate places of the world. Gaunt and glowing, banshees float a few inches above the ground but cannot truly fly. Magic or silver weapons ignore the Banshee's AC. Banshees have a 50% resistance to magic and are completely immune to spells that affect their autonomy. Once per day they may use their Banshee scream. All living creatures that hear them must make a Constitution saving throw or die in 2d6 rounds. Banshees willingly associate with fey creatures for unknown reasons. Banshees that cross running water lose their magic resistance for 6 hours.

### Basilisk

AC 5 AV 16 HD 6 MV 30 ST 11

Attk (2): Claw or Tail, Bite Dmg: 1d6, 1d6+1

This massive six-legged lizard has a gaze that turns to stone anyone who meets their eyes (you can fight it without looking by taking disadvantage on attacks). If the basilisk's gaze is reflected back at it there is a 10% chance that it must make a saving throw or turn to stone.

### Black Pudding

AC 3 AV 20 HD 10 MV 15 ST 15

Attk (3): Ooze Pseudopod Dmg: 1d6

These amorphous blobs with acidic surfaces are predators and scavengers deep underground in tunnels and caverns. Weapons and armor hit by the Black Pudding will be eaten away by the acid (whenever the black pudding hits the enemy their armor is damaged as if the black pudding made a critical hit; whenever the enemy hits the black pudding their weapon is damaged as if they had made a critical miss). Magical armor and weapons may last slightly longer than mundane ones.

### Centaur

AC 4 AV 14 HD 4 MV 45 ST 9

Attk: Weapon, Hooves Dmg: Weapon, 1d6

Half man and half horse, centaurs roam the wild places of the world. They use weapons and have societies. They may use magic.

### Chimera

AC 5 AV 19 HD 9 MV 30 ST 14

Attk (2): Claws, Bite Dmg: 1d6, 1d6 (+ poison)

The chimera is a winged, three headed creature. One head is a lion, one is a goat, and the last head is a dragon. The bite from any head is poisonous, the victim must make a Constitution saving throw or lose 1d3 points from their Strength. The dragon head can breath fire three times a day. This is a breath attack with the normal range of 50 feet. Any creature within the area affected by the breath attack takes 3d6 damage (they make a Dexterity saving throw to halve that damage). The chimera's wings are functional and they may fly at double their normal speed.

## Dragon

AC 7-9 AV 20 HD 12-14 MV 45 ST 17-19

Attk (3): Claws and Tail, Bite Dmg: 1d6+2, 2d6

The power and strength of a dragon increases with its age. They are massive, winged reptiles of no little intelligence. They can fly at 60 feet per turn. Every dragon has a breath attack with the normal range of 50 feet; the exact nature of that attack is determined by the color of the dragon's scales. Black dragons have acid, blue dragons have lightning, green dragons have poison, red dragons have fire, and white dragons have frost. A dragon may use their breath weapon three times per day. The amount of damage the dragon's breath weapon is equal to  $[HD-10]d6$ . So a 12 HD dragon deals 2d6 damage with their breath attack. Creatures hit by the breath attack may make a Dexterity saving throw to halve the damage that they take. Young dragons gain an extra 1 hit point per HD. Adult dragons gain an extra 2 hit points per HD. Elder dragons gain an extra 3 hit points per HD. Adult and elder dragons may be able to use magic.

## Dwarf

AC 5 AV 12 HD 2 MV 30 ST 7

Attk: Weapon Dmg: Weapon

Short and stocky humanoids that live underground in great cities and fortresses. They use weapons and have societies. They may use magic.

## Elemental

AC 5 AV 18, 20 HD 8, 12 MV 30 ST 13, 17

Attk (1, 2): Elemental Strike Dmg: 2d6

A reflection of a pure element or concept given physical form. The most common types are Air, Earth, Fire, and Water. Elementals have innate magical abilities related to their element and immune to attacks from their own element.

## Elf

AC 4 AV 12 HD 2 MV 30 ST 7

Attk: Weapon Dmg: Weapon

Lithe and beautiful humanoids that live in forests and on islands. They use weapons and have societies. They may use magic.

## Gargoyle

AC 4 AV 14 HD 4 MV 30 ST 9

Attk: Claw Dmg: 1d6

Winged monstrosities that resemble the stone carvings on cathedrals and other Gothic buildings. They can fly at double their normal speed.

## Gelatinous Cube

AC 0 AV 14 HD 4 MV 15 ST 9

Attk: Touch Dmg: 1d6

Semi-transparent cubes of ooze that slosh and slime their way through dungeons. They absorb and consume the various detritus that litter the dungeon, but metals and other indigestible objects stay suspended within their body. The entire body of the cube is covered in acid and on critical hits the target of the cube must make a Constitution saving throw or take an additional 1d6 damage from the acid. Gelatinous cubes are immune to acid, cold, and lightning damage sources.

## Ghoul

AC 0 AV 12 HD 2 MV 30 ST 7

Attk: Claw, Bite Dmg: 1d6, 1d6 (+ paralysis)

A horrid undead creature that hungers for the flesh of the living. Traveling in packs, these corpse-eaters can paralyze their victims with a bite. Victims of a ghoul's bite need to make a Constitution check or become paralyzed for 3d6 segments.

## Giant

AC 4 AV 16 HD 6 MV 30 ST 11

Attk: Giant Weapon Dmg: 2d6

Massive humanoid creatures once ruled the land in times immemorial. They use weapons (all of which deal 2d6 damage due to their size) and have societies based on different elements or terrain. They may use magic.

## Gnoll

AC 4 AV 12 HD 2 MV 30 ST 7

Attk: Weapon Dmg: Weapon

Savage hyena-like humanoids that stalk the steppe and savanna searching for their next meal. They use weapons and have societies. They may use magic.

## Gnome

AC 2 AV 11 HD 1 MV 30 ST 6

Attk: Weapon Dmg: Weapon

Short, fey humanoids that live in hidden groves or underground citadels. They use weapons and have societies. They may use magic.

## Goblin

AC 2 AV 11 HD 1 MV 30 ST 6

Attk: Weapon Dmg: Weapon

A short, common greenskin that can survive in almost any environment. They use weapons and have societies. They may use magic.

## Golem

AC 0 AV 20 HD 12 MV 15 ST 17

Attk (2): Bludgeoning Fist Dmg: 2d6

A magical construct formed from a combination of ritual magic and traditional crafting. All Golems have advantage on saving throws against magic, and creatures making magical attacks against them have disadvantage. Golems are naturally immune to poison and disease. Golems can be made from different materials: Clay, Flesh, Metal, and Stone. Different construction material confer different benefits to the golem. Clay golems take half damage from all normal weapons and attacks. Flesh golems can only be injured through frost or fire attacks; lightning heals flesh golems. Metal golems have AC 8 and completely ignore attacks that would deal 3 or less damage to them. Stone golems are immune to magic spells that are not specifically meant to target them. Golems may be conferred additional effects by inscribing runic magic onto their bodies; this must be done before the golem is activated. A golem obeys its creator or performs a specific task. They are neither sentient nor sapient, but operate like a limited artificial intelligence.

## Gorgon

AC 7 AV 18 HD 8 MV 30 ST 13

Attk: Horns Dmg: 1d6+2

A bull-like creature covered in dragon scales. They have a fearsome breath attack. All creatures affected must make a Dexterity saving throw or be turned to stone (major curse).

## Grey Ooze

AC 0 AV 13 HD 3 MV 15 ST 8

Attk: Metallic Ooze Psuedopod Dmg: 1d6

Grey ooze looks like wet rock from a distance, but it is actually a formless substance that actively seeks out prey. This creature is immune to bludgeoning or crushing style attacks. Metal weapons that make attacks against a grey ooze are damaged as if they had suffered a critical miss. Metal armor that is hit by the grey ooze is damaged as if it had been a critical hit.

## Griffon

AC 4 AV 17 HD 7 MV 45 ST 12

Attk (2): Claw, Bite Dmg: 1d6, 1d6+2

A magical hybrid of lion and eagle, this creature has the front half of a predatory bird and the back half of a great cat. This creature can fly at sixty feet per turn.

## Harpy

AC 2 AV 13 HD 3 MV 40 ST 8

Attk: Talons Dmg: 1d6

Large bird people whom have wings instead of arms. They can fly. Once per day a harpy may sing a song to curse their victims. The victim that is targeted by the harpy song makes a Wisdom saving throw. If they fail the harpy may order them to perform a simple action, like attack an ally or flee the battle.

## Hell Hound

AC 4 AV 15 HD 5 MV 45 ST 10

Attk(2): Claw, Bite Dmg: 1d6

Hell hounds are fire-breathing dogs of magical origin. A hell hound can choose to breath fire instead of making normal attacks once per battle. Any targets that would be hit by the fire breath may make a Dexterity saving throw to halve the damage they take.

## Hippogriff

AC 4 AV 13 HD 3 MV 45 ST 9

Attk: Claws, Bite Dmg: 1d6

Hippogriffs are magical eagle-horse hybrids. They have the front half of a predatory bird and the back half of a horse. They can fly and are often trained as mounts.

## Hobgoblin

AC 4 AV 12 HD 2 MV 30 ST 7

Attk: Weapon Dmg: Weapon

A larger and more intelligent cousin to the common goblin. They use weapons and have societies. They may use magic.

## Hydra

(Body) AC 4 AV 15 HD (1 + heads) MV 30 ST 10

(Head) AC 3 AV 12 HD 2 MV (as neck) ST 7

Attk (1 + heads): Claws, Bite Dmg: 1d6, 1d6+2

A hydra is a massive, lizard like creature with multiple heads. Each head sits at the end of a long, snake-like neck that can move independently of the other heads. The more heads that a hydra has the more dangerous it becomes. Each head of the hydra has its own hit dice and the body of the hydra has a number of hit dice equal to one more than the number of heads it has. The heads of the hydra can spit fire or acid depending on the hydra (using the normal breath attack rules). If the body is destroyed the hydra dies, or if all of the heads are destroyed the hydra dies. Anytime that a head is killed there is a 50% chance that two new heads sprout from the stump (a hydra may never have more than 12 heads at a time). This chance is negated if the head was destroyed using fire or acid. The smallest hydra have 3 heads and the largest of their kind can sustain up to 12 heads. During combat the heads of the hydra and its body act on separate turns.

## Insect, Giant

AC 3 AV 11 HD 1 MV 30 ST 6

Attk: Varied Dmg: 1d6

A gigantic version of a normal insect, usually more aggressive than their diminutive cousins. They may have unique features based on the nature of the insect.

## Insect, Swarm

AC 0 AV 11 HD 1 MV 45 ST 6

Attk: Swarm of bites Dmg: 1d6

A writhing mass of insects is a foe unto itself. Mundane attacks against a swarm have disadvantage and deal half damage. Swarm attacks always have advantage.

## Kobold

AC 3 AV 11 HD 1 MV 30 ST 6

Attk: Weapon Dmg: Weapon

Short, reptilian creatures that worship dragons and live underground. They use weapons and have societies. They may use magic.

## Lizardfolk

AC 4 AV 12 HD 2 MV 30 ST 7

Attk: Weapon Dmg: Weapon

Crocodiles and lizards are the most similar creatures to these reptilian, semi-aquatic humanoids. They use weapons and have societies. They may use magic.

## Mimic

AC 1 AV 15 HD 5 MV 5 ST 10

Attk: Bite Dmg: 1d6+2

This creature can take the form of any moderately sized inanimate object. When a creature attempts to touch it, the mimic reveals itself and attempts to eat the creature. They can be detected after a period of close observation.

## Mummy

AC 6 AV 16 HD 6 MV 30 ST 11

Attk (2): Claw, Weapon Dmg: 1d6, Weapon

Mummies are extremely powerful undead protected by their funerary enchantments. Only magic weapons and spells may injure them. Successful attacks by a mummy require the victim to make a Wisdom saving throw or suffer a curse which stops all healing except rest (which is only half as effective) for the next 1d6 days.

## Ogre

AC 1 AV 14 HD 4 MV 30 ST 9

Attk: Weapon Dmg: Weapon + 1

Large, fat humanoids which can and will eat anything they find or kill. They use weapons and have societies. They may use magic.

## Orc

AC 3 AV 12 HD 2 MV 30 ST 7

Attk: Weapon Dmg: Weapon

Muscular greenskins that live both above and underground. They use weapons and have societies. They may use magic.

## Pegasus

AC 3 AV 12 HD 2 MV 45 ST 7

Attk: Hooves Dmg: 1d6

A winged horse often trained as a mount for valiant and famous knights. A pegasus may fly at 60 feet per turn.

## Rat, Giant

AC 0 AV 11 HD 1 MV 30 ST 6

Attk: Bite Dmg: 1d6

A rodent of unusual size and unreasonable aggression. When a giant rat lands a critical hit the victim must make a Constitution saving throw against disease (infected bite). The incubation period is one hour. The duration is 1d6 days. Each day that the disease persists the victim suffers cold sweat, exhaustion, and loses 1 point of Constitution.

## Skeleton

AC 2 AV 11 HD 1 MV 30 ST 6

Attk: Weapon Dmg: Weapon

The animated bones of the long dead, often controlled by a necromancer or some powerful, unique undead creature. A larger skeleton may be raised and have more HD.

## Spider, Giant

AC 3 AV 12 HD 2 MV 45 ST 7

Attk: Bite Dmg: 1d6+1 (+ poison)

A huge spider. Aggressive and hungry. They can spin giant webs in their lairs given enough time. A giant spider's bite delivers a potent venom; anyone bitten by a spider must make a Constitution saving throw or suffer an additional 1d6 poison damage.

## Troll

AC 5 AV 17 HD 7 MV 30 ST 12

Attk (2): Claw Dmg: 1d6+2

Trolls are large vaguely humanoid creatures that are almost exclusively feral. They are constantly searching for food and are generally solitary creatures; although wicked troll-kings have been known to rally their brethren into warbands. Every round in combat the troll heals for 3 hit points. Fire and acid are used to bypass a troll's regeneration and truly kill them.

## Unicorn

AC 7 AV 14 HD 4 MV 45 ST 9

Attk: Horn or Hooves Dmg: 1d6

Unicorns are pure and shy creatures who will only approach those who are pure of heart. Once per day a unicorn may teleport up to 360 feet with a rider. A unicorn takes half damage from all magical damage sources. When a unicorn charges into combat with their horn, they deal double damage on their first attack.

## Werewolf

AC 4 AV 13 HD 3 MV 30 ST 8

Attk: Bite or Claw Dmg: 1d6+1

Werewolves are the most common type of lycanthropes. Most of the time a werewolf appears human but has a few unique quirks: a taste for raw meat, an improved sense of smell, and an aversion to silver. Werewolves can only be injured by silver or magic weapons. Any creature that is wounded to half their maximum hit points or less by a werewolf will take the curse and become werewolves themselves. Currently there is no known cure to lycanthropy.

## Wyvern

AC 6 AV 17 HD 7 MV 45 ST 12

Attk (2): Bite and Claw, Tail Dmg: 1d6+2

A wyvern is a large, two-legged creature similar to a dragon. They are smaller, lack a breath weapon, and have less intelligence. They have a poisonous tail, any creature struck by the tail must make a Constitution saving throw or suffer an additional 1d6+2 damage. In one turn a wyvern may either make two attacks (bite and claw) or use their poisonous tail. A wyvern may fly at 60 feet per turn. Elder wyverns grow much larger than their common cousins and may have higher HD than shown here.

## Zombie

AC 0 AV 11 HD 1 MV 15 ST 6

Attk: Unarmed Strike Dmg: 1d6

Zombies are mindless undead, walking corpses that even the weakest necromancer can raise. They are clumsy, but are usually employed in large numbers as cannon fodder to protect more powerful troops or leaders.

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# Crown Character Sheet

Name:		
Class:	XP:	Level:

	Charisma
	Constitution
	Dexterity
	Intelligence
	Strength
	Wisdom

Boons & Class Abilities

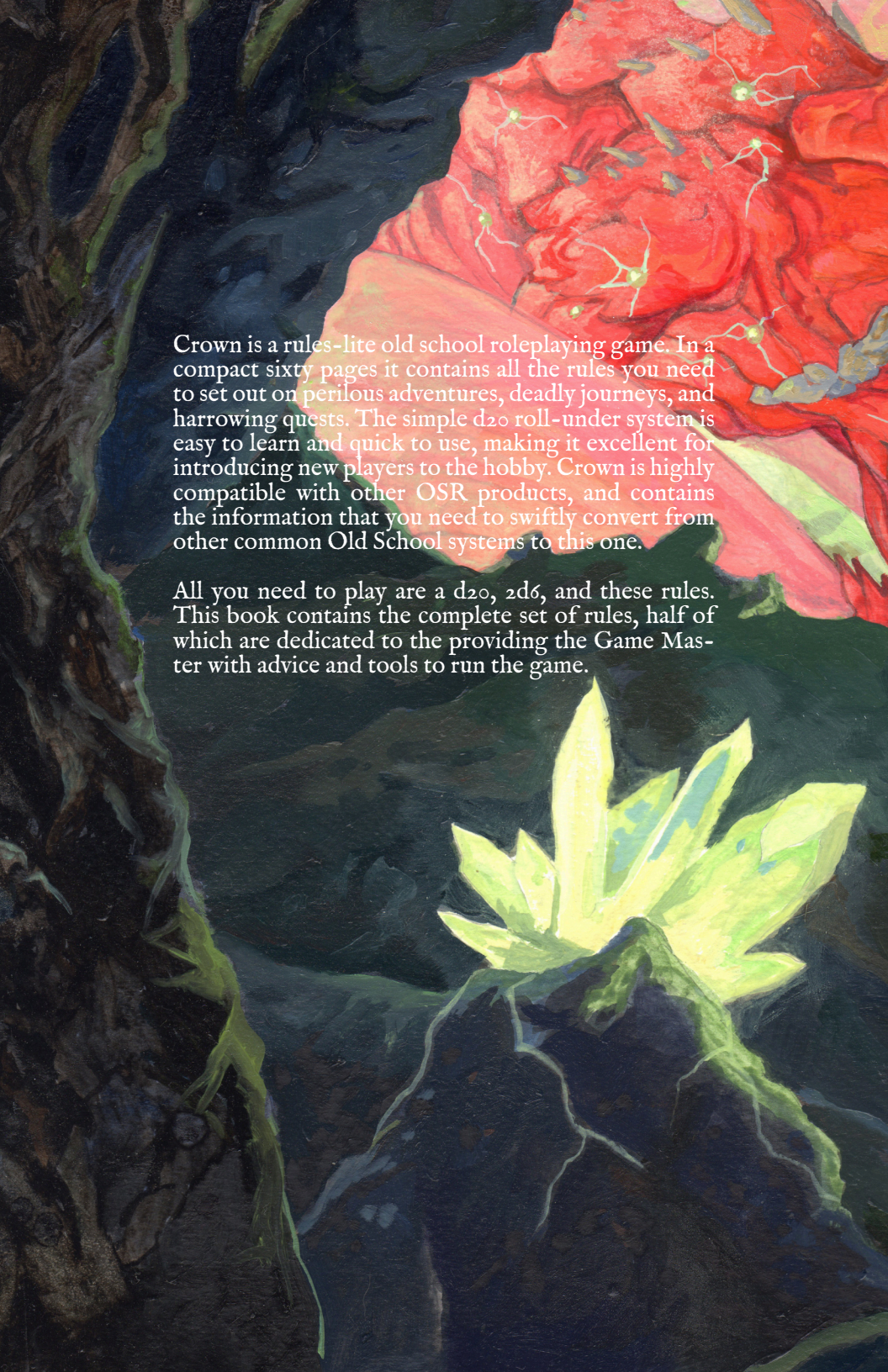
COMBAT	
HD	
AV	
AC	
Initiative Bonus	

HIT POINTS	
Max	
Current	

WEALTH	
	Crowns
	Shillings
	Pennies

Additional Notes	

<b>Slot</b>	<b>Equipment</b>
<b>1</b>	
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<b>18</b>	



Crown is a rules-lite old school roleplaying game. In a compact sixty pages it contains all the rules you need to set out on perilous adventures, deadly journeys, and harrowing quests. The simple d20 roll-under system is easy to learn and quick to use, making it excellent for introducing new players to the hobby. Crown is highly compatible with other OSR products, and contains the information that you need to swiftly convert from other common Old School systems to this one.

All you need to play are a d20, 2d6, and these rules. This book contains the complete set of rules, half of which are dedicated to the providing the Game Master with advice and tools to run the game.