CROWN

An Old School Fantasy Roleplaying Game
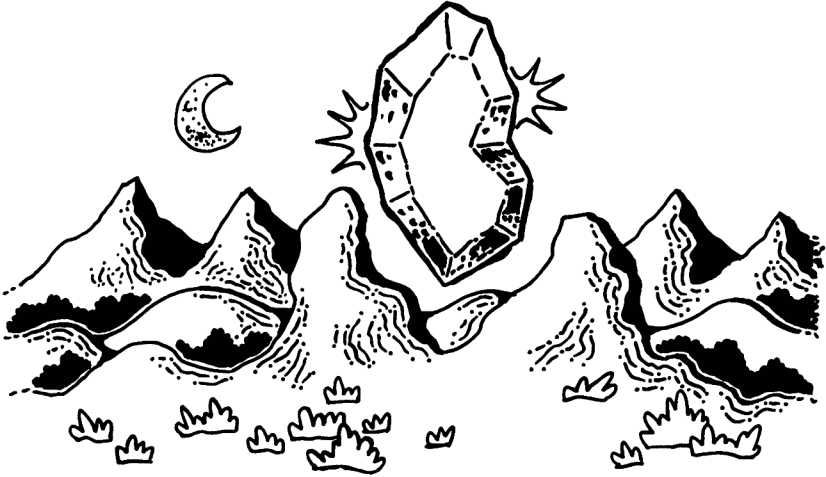
CROWN

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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.

Player Rules

These are the rules that a player needs to have to play Crown. If you are interested in the rules for strongholds, warfare, and Game Mastering you'll need to get the full Crown rulebook.

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 characters 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 the 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 1d3, roll 1d6 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 1d20. 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, middling 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 craftsperson (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 payed 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.
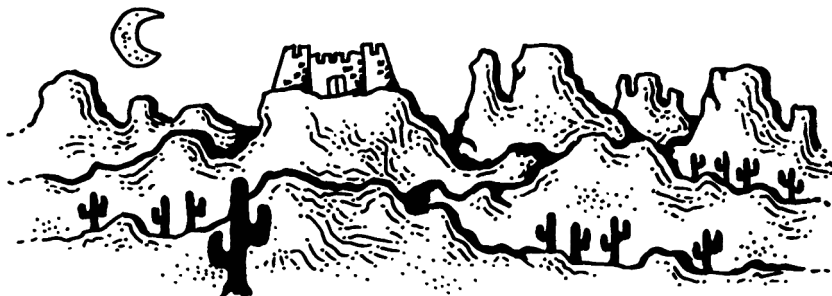
TRAVEL – SEA

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 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.

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

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

Magic 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 × 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 × 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 × 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 × 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.

1D6	Class	Starting Crowns
1-3	Lowborn	(1d6+3) × 10
4-5	Middling	(2d6+3) × 10
6	Highborn	(3d6 + 3) × 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.
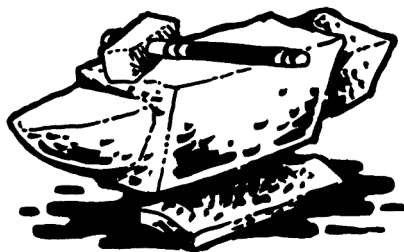
CLERIC

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.

LICENSE

Crown Character Sheet

Name:

Class: | **XP:** | **Level:**

	Charisma
	Constitution
	Dexterity
	Intelligence
	Strength
	Wisdom

Boons & Class Abilities

COMBAT

HD	
AV	
AC	
Initiative Bonus	
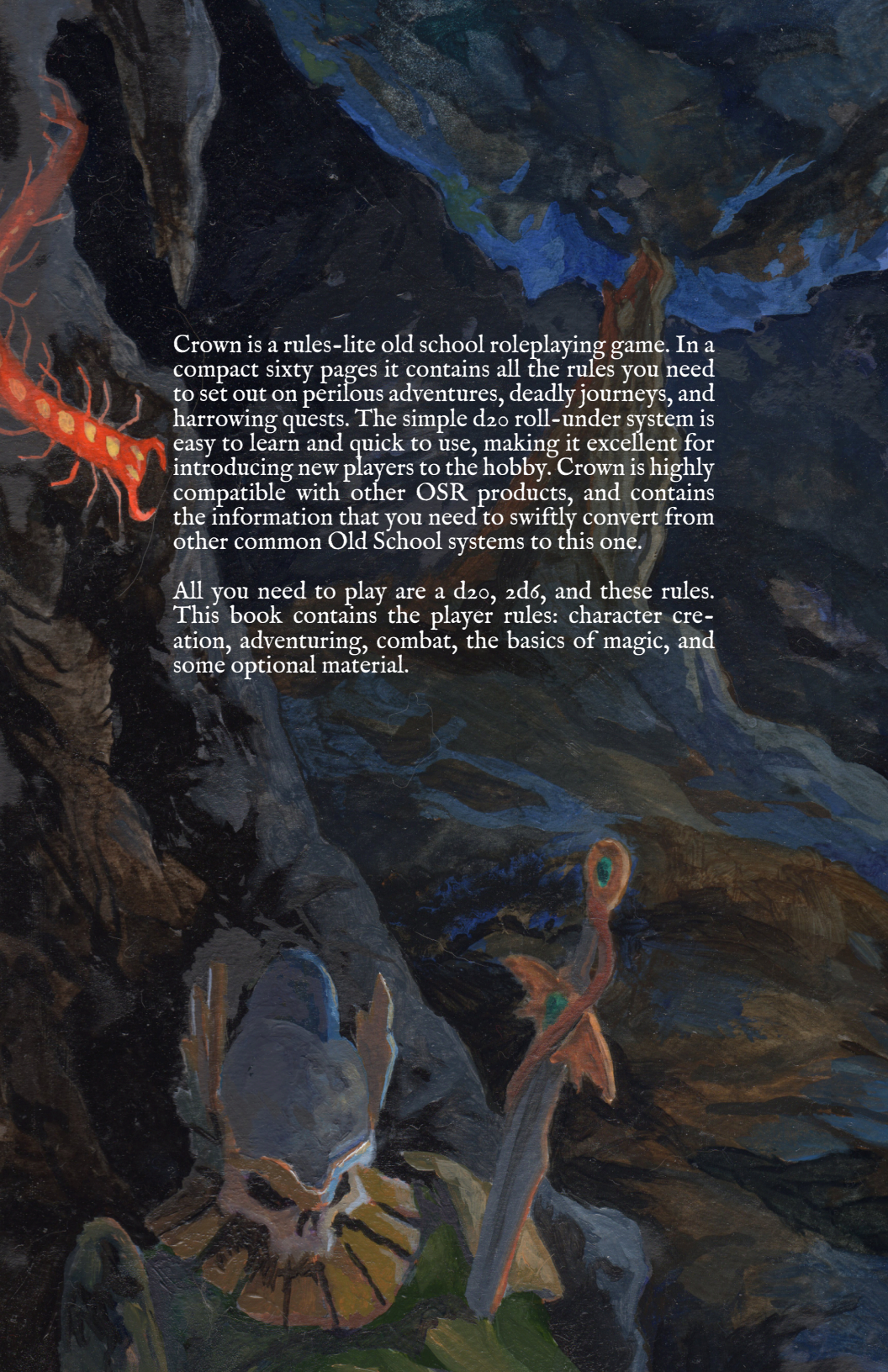
HIT POINTS

Max
Current

WEALTH

	Crowns
	Shillings
	Pennies

Additional Notes

Slot	Equipment
1	
2	
3	
4	
5	
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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 player rules: character creation, adventuring, combat, the basics of magic, and some optional material.