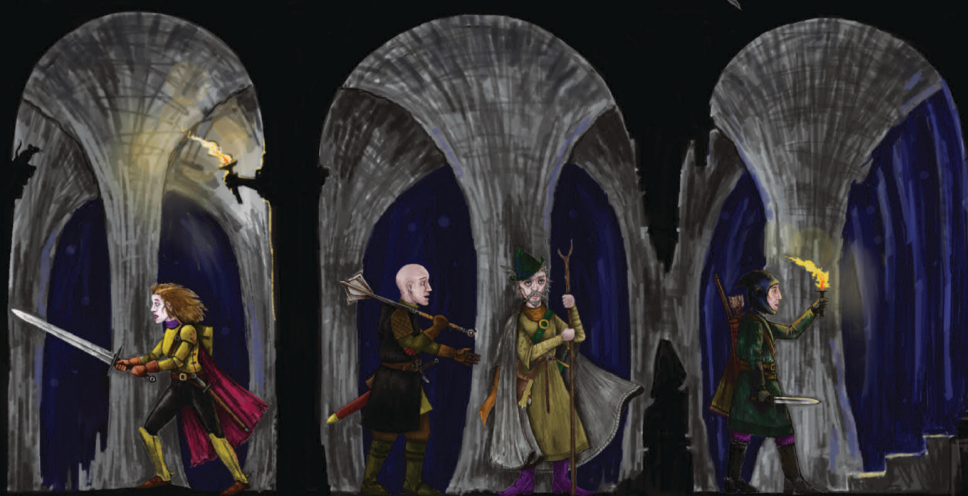
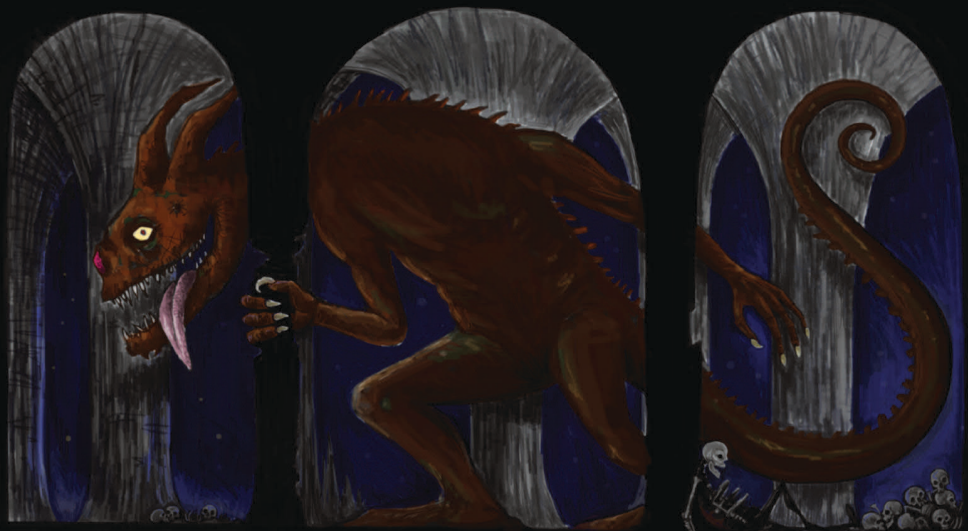


# RELIQS & RUINS





# RELIQS & RUINS

Version 1.0

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Relics&Ruins is based on OGL-licensed games that cannot be mentioned here due to license restrictions. A big thanks to the creators of these games. You know who you are.



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# INTRODUCTION



## WELCOME

In Relics & Ruins the players are adventurers who brave unknown lands and perilous dungeons. In search of forgotten knowledge, to save the village or gold and glory.

## HOW TO PLAY

In a role-playing game you tell a story together. One person takes the role as the Narrator, the person who is responsible for the overall narrative. The rest of the group are all Players, they have one made up character each whose actions they control.

You do not play to win against the other players, you play together, and the goal is to experience an exciting story.

## DICE

Relics & Ruins use the classic seven dice - 100, 20, 12, 10, 8, 6 and 4 sided. 1d20 is short for roll 1 20-sided die. 4d8 is short for 4 8-sided dice, and so on.

Sometimes the rules will state a percentage for a chance or risk. To roll a percent-roll, roll 2d10 where the first die represents the “tens” and the second the “ones”. So that if you roll a 3 and a 7 the result would be 37. It helps to have different colored dice.

## RULINGS... NOT RULES

If all involved are having fun you're doing it right. The Narrator may tweak and bend the rules anyway s/he wants. If it makes your game better and funner - go crazy!

## COMPATABILITY

Feel free to skip this section if you're not planning to run this game with modules from other retro clones or modules for early editions of the original game.

Relics & Ruins is created to be compatible with retro clone games.

AC is ascending but can be inverted with some math:

20-ascending AC = descending AC

20-descending AC = ascending AC

Another thing to keep in mind is that characters in Relics & Ruins are slightly more powerful than in the original game due to feats and quicker leveling. This is intentional and the flavor of the game. If you want to make life harder for the players you can use XP tables from your other game.

There is no named Saving Throws like Poison or Wands. Instead the Narrator decides what attribute makes sense for the situation. Using Dexterity to avoid traps, Constitution to resist poison, Willpower vs. spells and so on.

Part from that your old modules should run just fine without any compatibility issues. Monster stats, spells, deep dungeons and all.

# CHARACTERS



## THE CHARACTER SHEET

Before you begin playing all players must create a character. Take a copy of the character sheet on the last page of this book or write down the statistics on a piece of paper.

## CHARACTER CREATION STEP BY STEP

### Roll Attributes

As described in the Attributes section

### Choose Ancestry

Human, Dwarf, Halfling or Elf. Gives you ancestral traits.

### Choose Class

Determines what Hit Die, To Hit Bonus and special abilities the character get.

### Create a Background

Using the random tables in the Background chapter.

### Buy Equipment

Characters start with 3D6x10 Gold.

**R&R**

NAME: Olin The Barbarian      LEVEL: 2

CLASS: Fighter      XP: 345

ANCESTRY: Human      XP BONUS: 10%

STR +2      AC 14

DEX -1      To Hit Bonus +1

CON +1

INT 0

WIS 0

CHA -2

HP MAX 8      CURRENT 5

SPELL SLOTS

1	2	3	4	5

WEAPON: Battle Axe 1d8 dmg      FEATS: Strike Fear.

EQUIPMENT: Chainmail, Backpack, Torches 1d6, Rope 50 ft., 5 gold 25 silver      Rations 1d8, waterskin 1d12

GRIMOIRE

## ATTRIBUTES

Attributes are values that numerically describe the characters abilities, they range from -2 to +3. To generate the scores roll 3D6 for each and check the attribute table below. A few low scores doesn't necessarily make the character useless.

3D6	DESCRIPTION	ATTRIBUTE SCORE
3	Poor	-2
4-6	Below Average	-1
7-12	Average	0
13-15	Above Average	+1
16-17	Exceptional	+2
18	Legendary	+3

If the sum of all rolled attributes are equal to or lower than -1 the player can choose to reroll the attributes.

When all attributes are rolled the player may choose one attribute score to switch place with another.

## EXPERIENCE BONUS

Each character gets a bonus percentage to their "experience points" (XP) that will increase the amount of experience points gained during an adventure.

All characters add together the following: 5% if the character's Prime Attribute is +2, 5% if Wisdom is +2, and 5% if Charisma is +2. A Cleric with Wisdom of +2 gets the 5% bonus twice: once because it is the Prime Attribute for a Cleric, and again because it is applied to all characters. The maximum attainable bonus from attributes is 15%.

## STRENGTH

The characters physical strength. The strength score is added to all melee to-hit rolls as well as to melee damage.

Prime attribute for fighters who gain a 5% XP Bonus if the score is +2 or higher.

## INTELLIGENCE

Represents a characters wit and ability to understand difficult concepts. For every point over 0 the character may learn an additional language.

Prime attribute for Sorcerers who gain a 5% XP Bonus if the score is +2 or higher.

## WISDOM

A characters insight and perception as well as strength of will.

Prime attribute for Cleric who gain a 5% XP Bonus if the score is +2 or higher.

## CONSTITUTION

The characters health and endurance. The constitution score is added to each hit die.

## DEXTERITY

A representation of the characters coordination and quickness. The dexterity score is added to to-hit rolls for ranged attacks as well as to the characters AC (armor class).

Prime attribute for rogues who gain a 5% XP Bonus if the score is +2 or higher.

## CHARISMA

The characters likability and ability to lead. The charisma score is added to morale checks for hirelings and henchmen and the charisma score decides the maximum number of henchmen a character may have.

All characters with a Charisma score of +2 or higher receive a 5% XP Bonus.

CHARISMA	MAX HIRELINGS
-2	1
-1	2
0	4
+1	6
+2	7

## HEALTH POINTS (HP)

A measurement of how much damage a character can take before s/he is dead. When a character reaches a new level s/he rolls Hit Dice + Constitution and adds the result to total HP. The different classes have different Hit Dice, as stated in their description.

## LANGUAGES

What languages exist in your campaign is up to the Narrator.

Characters starts knowing 1 language. Characters with high intelligence may choose additional languages, as explained in the Intelligence Attribute section.

## BACKGROUND

The more you make up about the character the more alive s/he becomes. Some players might come to the table with a thought out exiting back story. Others want inspiration or just like randomness. Such players should roll the random background tables on page 12.



# ANCESTRY



## DWARF

Short and stout proud people that tend to dwell in big underground cities.

Due to their small size large humanoids such as ogres or giants have trouble hitting them in combat. They get +2 to AC when fighting large humanoid creatures.

They are often talented stone workers and get +2 to perceptions Skill Checks when trying to spot hidden doors.

They can see up to 30 ft. in darkness.

## ELF

Elves are a slender fair people that lives long lives.

They are sworn enemies of goblins and orcs and receive +1 to damage and To Hit rolls against such creatures.

Elves have sharp eyes and can see in very dim light, however not in complete darkness.

They are naturally perceptive and gets +1 to almost any perception related Skill Check.

## HALFLING

Short and nimble, tend to enjoy lots of breakfast, singing and pipeweed.

Just like Dwarves they get +2 to AC when fighting large humanoid creatures, due to their small size.

Their natural nimbleness grants them +2 to sneaking and hiding skill checks.

## HUMAN

+2 to saving throws versus fear and magic.

Due to their short lives they have to learn quickly, +5% XP bonus.

# CLERIC

LEVEL	XP	TO HIT	BIND WOUNDS	1	2	3	4	5
1	0	+0	1d4					
2	300	+0		1				
3	1500	+1	1d6	2				
4	3000	+1		2	1			
5	6000	+1	1d8	2	2			
6	12 000	+2		2	2	1	1	
7	24 000	+2	2d6	2	2	2	1	1
8	48 000	+3		2	2	2	2	2
9	96 000	+4	3d6	3	2	3	2	2
10	192 000	+5		3	3	3	3	3

**HIT DICE: D6**

**PRIME ATTRIBUTE: WISDOM**



A Cleric is priest, cultist or in other ways religious person. Though most Clerics choose quiet lives in monasteries or temples some choose to travel, helping people in need and, at-least in their own mind, rooting out evil.

Can wear any armor but only use blunt weapons. Can cast divine spells.

After a battle, once per wounded character/day, the Cleric can bind wounds healing an amount of HP, as described in the Cleric Advancement Table.

At level 2 the Cleric gains the ability to cast Divine spells.

# FIGHTER

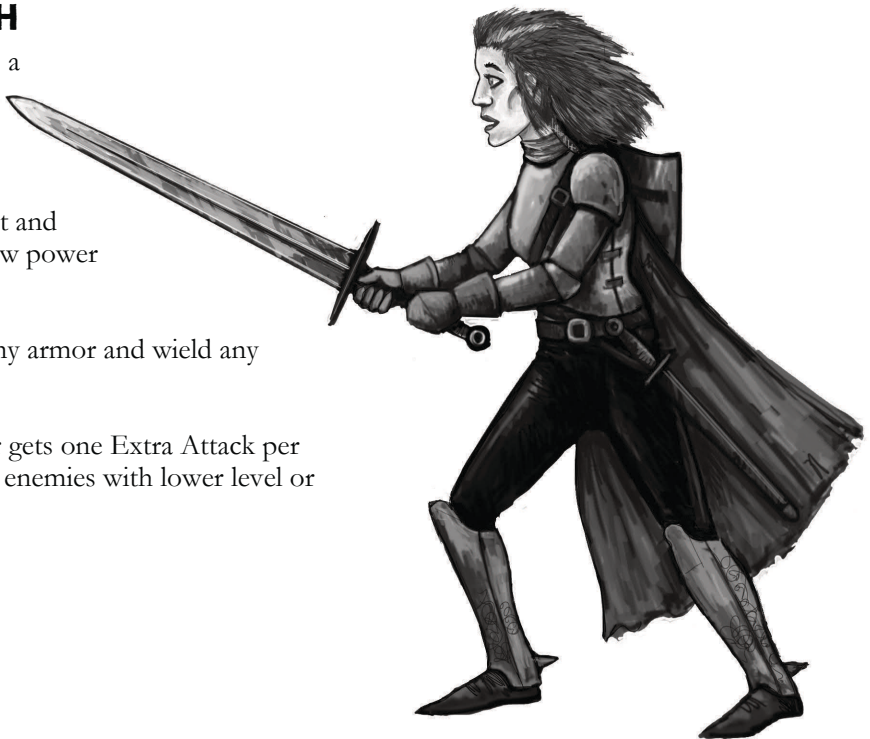
LEVEL	XP	TO HIT
1	0	+1
2	300	+1
3	2000	+2
4	4000	+2
5	8000	+3
6	16 000	+4
7	32 000	+4
8	64 000	+5
9	128 000	+6
10	256 000	+6

**HIT DICE: D8**  
**PRIME ATTRIBUTE:**  
**STRENGTH**

A Fighter is a person who has been trained in the arts of combat and who favors raw power and might.

Can wear any armor and wield any weapon.

The Fighter gets one Extra Attack per round against enemies with lower level or HD.





# SORCERER

LEVEL	XP	TO HIT	I	22	33	44	55
1	0	+0	1				
2	300	+0	2				
3	1500	+1	2	1			
4	3000	+1	3	2			
5	6000	+1	4	2	1		
6	12 000	+2	4	2	2		
7	24 000	+2	4	3	2	1	
8	48 000	+3	4	3	3	2	
9	96 000	+3	4	3	3	3	2
10	192 000	+4	4	4	3	3	2

**HIT DICE: D4**

**PRIME ATTRIBUTE: INTELLIGENCE**

Arcana is a raw force that flows through our world. A Sorcerer is a person who has learned to use that power for his or her benefit.

Can't wear armor and only use simple weapons such as daggers or staves. Can cast Arcane spells.

The Sorcerer knows how to read magic text. Required to read and make sense of Scrolls.

A Sorcerer knows how to cast Arcane spells.



# ROGUE

LEVEL	XP	TO HIT
1	0	+0
2	300	+1
3	2000	+1
4	4000	+2
5	8000	+2
6	16 000	+3
7	32 000	+3
8	64 000	+4
9	128 000	+4
10	256 000	+5

## HIT DICE: D6

## PRIME ATTRIBUTE: DEXTERITY

A Rogue is a sneaky and agile person who knows how to go unseen. A useful member of any adventuring party.

Can wear leather armor but nothing heavier. Can use any weapon.

The Rogue is skilled in performing shady tasks. That typically includes sneak, pick pocket, open locks, disarm traps and anything else that makes sense for a Rogue. To test if a task is successful or not the Rogue rolls a Skill Check.

Can perform a "back stab" if managing to sneak up to the target unnoticed, grants the Rogue +2 to the To Hit Roll and s/he may roll the damage twice.



# BACKGROUND



As inspiration for your characters  
background, roll one or more table.

## BEFORE BECOMING AN ADVENTURER I WAS...

ID20	
1	... a sheep herder
2	... a beggar
3	... a smith's apprentice
4	... a sailor or fisher
5	... a noble
6	... a cook
7	... a gravedigger
8	... a farmer
9	... a bard
10	... a torturer
11	... a merchant
12	... a bandit
13	... a bodyguard
14	... a barber
15	... a member of a cult
16	... a weaver
17	... a tavern keeper
18	... a poet
19	... a baker
20	... an actor

## A PERSON THAT HAVE BEEN OF IMPORTANCE IN MY LIFE...

ID20	
1	... a lord
2	... the captain of the militia
3	... an alchemist
4	... an old wise woman
5	... a cult leader
6	... a traveling minstrel
7	... a knight
8	... a bandit leader
9	... a drunk
10	... an old wizard
11	... a child
12	... a sibling
13	... an infamous pirate
14	... a moneylender
15	... a noble
16	... a bounty hunter
17	... a goat
18	... a farmer
19	... a necromancer
20	... the village bully

## PIVOTAL LIFE EVENT

ID20

1	Addiction. You started to use some drug, rarely a good idea.
2	Dangerous secret. Someone told you something you'd rather not know.
3	Debt. Something you did left you in great debt.
4	Did time. You were convicted for something you did or didn't do and spent a couple of years in a cell or in a prison camp.
5	Duped. Someone made you put all your money into some project but it was all just a scam.
6	Escaped the cult. Becoming part of the cult was easy, leaving was the hard part.
7	Exiled. You and maybe the people near you was exiled for some reason. You had to live in a foreign country for several years.
8	Failure. You failed badly at something when it really mattered.
9	Forced marriage. You were married against your will.
10	Got lost. You got lost in the wild and spent months alone, starving and freezing.
11	Heretic. You were wrongfully or rightfully accused with heresy, you had to escape the inquisition or the religious fanatics.
12	Humiliated Person of Standing. Somehow you humiliated an important person who did not take it lightly.
13	Kidnapped. You were kidnapped by a group or a person for some reason.
14	Killed someone. You killed someone, by accident or by choice.
15	Secret Relationship. You had a secret and forbidden relationship with someone. Maybe someone with a higher social standing or someone married.
16	Severe Accident. You were hurt really bad but have recovered. Maybe you carry some nasty scars?
17	The right place at the right time. You were lucky, met the right person or won a lottery. This may have made you wealthy in some way or another.
18	The wrong place at the wrong time. You saw something you shouldn't have seen or you was wrongfully accused for a crime you didn't commit.
19	Village hero. You killed a monster or did some other deed that made you the village hero.
20	Witness to massacre. Everybody you loved was murdered, you were the only one left alive.

## QUOTE

### ID20

- 1 A great one must have a long heart.
- 2 A rule isn't unfair if it applies to everyone.
- 3 Hatred is one long wait.
- 4 If it scares you, it might be a good thing to try.
- 5 If you have the courage to begin, you have the courage to succeed.
- 6 If you live among wolves you have to act like a wolf.
- 7 Ignorance is always afraid of change.
- 8 It is better to be the head of a chicken than the rear of an ox.
- 9 Kindness is more persuasive than force.
- 10 Not all fish are... uhm.. Can't remember.
- 11 Self-preservation is the first principle of our nature.
- 12 Sometimes the remedy is worse than the disease.
- 13 The most sublime act is to set another before you.
- 14 Trust, but verify.
- 15 United we stand; divided we fall.
- 16 Whatever the boss says goes.
- 17 When money speaks, truth keeps silent.
- 18 When one is hungry, everything tastes good.
- 19 You can never have too many knives.
- 20 You cannot be lost on a road that is straight.



# EQUIPMENT



## CURRENCY

1 Gold Penny (gp) equals 10 Silver Pennies (sp) and 100 Copper Pennies (cp).

## ENCUMBRANCE

A character is encumbered at Narrators discretion. Generally a character can carry a backpack or sack with minor items, armor and 1-2 weapons.

## USAGE DICE

Most consumable equipment is not measured in exact quantity but in a more abstract form, the Usage Dice (UD). Anytime you use a consumable object you roll the UD. If the result is 1-2 then the dice is reduced to a lower dice according to the Usage Dice Ladder below. If you roll 1-2 and your current UD is a d4 you have run out.

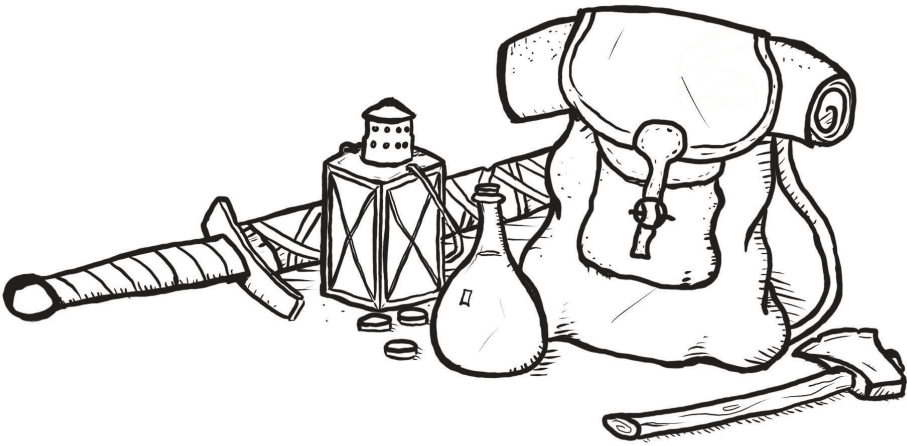
## USAGE DICE LADDER

UD	AMOUNT
d12	Highest quantity a person can carry
d10	Plenty
d8	A fair amount
d6	Some
d4	Just a few

*Example 1: Freja shoots an arrow at the approaching giant centipede. After the attack have been resolved she rolls her current Usage Dice for arrows (which is a d4). She rolls a 1. Blast! That was the last arrow. She drops the bow and reach for the dagger in her belt.*

*Example 2: Olin is camping in the wilderness, he eats a frugal dinner from the rations he brought. His current amount is "A fair amount" (d8) so he rolls a d8. The result is 2. After the meal he only have "Some" (d6) rations left.*

The cost for consumables is described as per UD. Meaning that if you have nothing and want to buy so that you have "A fair amount"(UD d8) then the cost would be 3 x the cost per UD.



## ADVENTURING GEAR

ITEM	COST
Backpack (30 lb. capacity)	5gp
Bedroll	2gp
Crowbar	3gp
Flint and Steel	1gp
Grappling Hook	5gp
Holy Symbol	5gp
Lantern	10gp
Lantern Oil	5sp/UD
Lock Picks	3gp/UD
Pole 10 ft.	2sp
Rations	5sp/UD

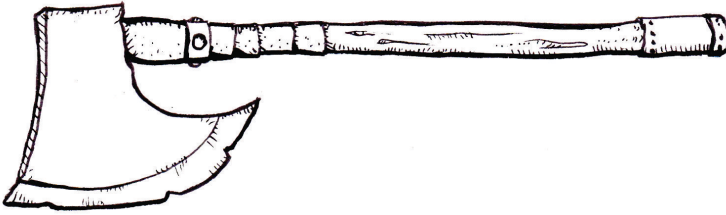
ITEM	COST
Rope (50 ft.)	3gp
Sack	1sp
Shovel	3gp
Grimoire (blank)	50gp
Tent (1 person)	20gp
Tent (4 persons)	50gp
Torches	1sp/UD
Water Skin*	2sp

\*The cost is for the water skin itself. It can contain UD d12 water and may be refilled at a any source of fresh water.



## ARMOR

ARMOR	ARMOR CLASS (AC)	COST (GP)
Chain Mail	15	35
Leather	13	15
Plate Mail	17	90
Shield	+1	10
Half Plate	16	50
No Armor	11	-



## MELEE WEAPONS

WEAPON	DAMAGE	COST (GP)
Axe, Battle*	1d8	7
Axe, Hand	1d6	3
Club	1d4	1
Dagger	1d4	3
Dagger, Silver	1d4	20
Flail	1d6	8
Lance	1d6	10
Mace	1d6	6
Morning Star	1d6	6
Spear	1d6	3
Staff	1d4	1
Sword, Long	1d8	10
Sword, Short	1d6	7
Sword, Two Handed	1d10	15
War Hammer	1d6	8

*\*Two handed, can not be used together with a shield and not by characters with a Strength lower than +1*

## RANGED WEAPONS

WEAPON	DAMAGE	RANGE	COST (GP)
Arrows	-	-	3/UD
Arrow, Silver	-	-	15/UD
Axe, Hand	1d6	10 ft.	3
Bolt, crossbow	-	-	5/UD
Bow, Long	1d6	70 ft.	40
Bow, Short	1d6	50 ft.	25
Case	-	-	5
Crossbow, Heavy	1d6+1	80 ft.	25
Crossbow, Light	1d6-1	60 ft.	15
Pouch	-	-	1
Quiver	-	-	5
Sling	1d6-1	30 ft.	2
Spear	1d6	20 ft.	2
Stones	1d6-1	-	0.5/UD

## TRANSPORTATION

TYPE	COST(GP)
Armor, Horse	300
Bag, Saddle	10
Boat	100
Cart	80
Galley, Large	30 000
Galley, Small	10 000
Horse	30
Mule	20

TYPE	COST(GP)
Raft	40
Saddle	25
Ship, Sailing (Large)	20 000
Ship, Sailing (Small)	5000
Wagon	150
Warhorse	120
Warship	40 000

## ARMOR CLASS (AC)

The AC is a value on how hard a character is to hit and hurt, higher is better. A characters total AC is armor +Dexterity.

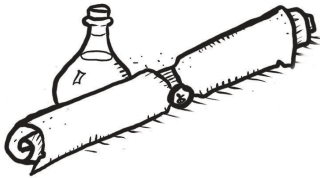
## POTIONS

Any divine spell with range Caster can be captured in liquid through special rituals. It takes a Cleric 2h \* spell level hours to create a single potion and that is why they are both rare and expensive.

The potions effect is just as if the corresponding spell was cast.

The price for a potion is 50 gold \* spell level. High level potions are extremely rare and it's hard to find someone that sells them.

A player Cleric can create a potion from a spell s/he knows granted that he or she has access to an alchemy lab.



## SCROLLS

A scroll is a magic spell trapped in a piece of paper. The spell can be “set free” by anyone that knows how to read arcane symbols.

A Sorcerer must spend 2h \* spell level to create a scroll.

The price for a scroll is 50 \* spell level. High level scrolls are extremely rare and it's hard to find someone that sells them. A player Sorcerer can create a scroll from a spell s/he knows granted that he or she has access to a scriptorium or arcane library.

## MAGIC ITEMS

Magic items is the stuff of legend and quite impossible to buy. Occasionally some lucky adventurer lays his or her hands on such thing deep in a forlorn dungeon.

There is no rule for what kind of enchantment a magic item may have, it could be anything from +1 to an attribute to conjuring demons from the crawling chaos.

A general trait of magic items are that they're virtually indestructible, except by powerful magic.

Here follows a few examples:

### Elder Blade

+1 to attack and damage.

### Bag of Holding

Looks like a normal backpack but the inside is 5x5x5 feet. Weights like a normal backpack no matter what is crammed in there.

### Boots of Speed

Grants the wearer double movement speed.

### Chime of Opening

The tingling from this little bell opens any locked door.

### Cloak of the Fox

Anyone wearing the cloak gets +5 to sneak and hide Skill Checks.

# FEATS



## FEATS

Each player may choose a new feat at the following levels: 2, 4, 7, 9. From feats specific to their Class or from the general feats.

## GENERAL FEATS

### DODGE

+1 to AC.

### LUCKY

+2 to all Saving Throws. And Skill Checks for any kind of gambling.

### SWIFT LEARNER

5% XP Bonus.

### TOUGH

+1 to Hit Die Rolls.

### FAVORED WEAPON

Select a type of weapon that is your favored. You get +1 To Hit when wielding weapons of that type.

### FORAGER

While camping in the wilderness you can forage 1 UD rations.

## CLERIC FEATS

### WISE

Add Wisdom to healing and damage.

### SENSE MOTIVE

You can make a Wisdom Skill Check to sense if a person have evil intentions.

### HERBAL KNOWLEDGE

The Cleric have +5 to Skill Checks to recognize plants and know their effect.

### TURN UNDEAD

Once per day the Cleric can make 1d4 undead of lower HD(than the Clerics current Level) turn and flee.

## FIGHTER FEATS

### CLEAVE

If the fighter strikes a killing blow the blade continues it's swing and hit an adjacent enemy. The fighter rolls against AC as usual for the second attack.

### STRIKE FEAR

Growling and spitting blood the fighter strikes fear into the hearts of his or her enemies. All foes in a 20 ft. radius must save or get -2 on all attack rolls throughout the battle. Can be used once per day.

### BULL RUSH

Once per battle the fighter can rush 30 ft and smash into 1D4 adjacent enemies. The targets must Save or fall prone.

## SHATTER WEAPON

If you roll 19-20 on the attack roll you may choose to shatter an opponent's weapon instead of inflicting damage. Only works on non magical weapons.

## SORCERER FEATS

### COUNTERSPELL

Once per day you can sacrifice a memorized spell to fully dispel the effects of a hostile spell. The discarded spell must be of equal or higher spell level than the hostile spell.

### MAGIC RESISTANCE

You get an extra +3 to Saving Throws vs any kind of magic.

### SPARK

A tiny electrical spark bursts out from the casters fingertips. It works like a normal ranged attack and caster does not need to expand a spell slot. The attack does 1d6-1 damage.

## SCATTERBRAIN

Once per day the Sorcerer may exchange one prepared spell for another of the same spell level or lower.

## ROGUE FEATS

### DEAD AIM

The Rogue may fire a ranged weapon into a melee without any penalties and without risk of hitting an ally.

### HIT WHERE IT HURTS

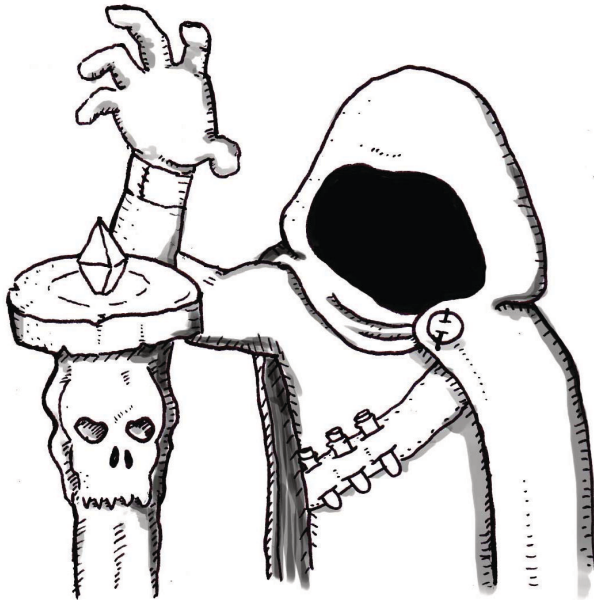
The Rogue adds his or her Dexterity instead of Strength to melee attacks (To Hit and damage). As long as s/he's attacking with an agile weapon such as a rapier, dagger or short sword.

### TRAP SENSE

+4 notice traps Skill Checks.

### SNEAKY

+4 to hide and sneak Skill Checks.



# RULES



## SKILL CHECKS

Normal tasks do not require a Skill Check. If the player, for example, says s/he wants to walk up the stairs or put on a coat that is an automatic success. Only when something is at stake a Skill Check should be rolled, like when a player is trying to jump between rooftops or sneak past a sleeping guard.

First the Narrator should decide whether it's likely that the character knows how to perform the task at all. For example a Rogue knows how to pick a lock but a fighter doesn't. The Narrator should take in consideration the characters class but also the characters background.

If the Narrator decides that the character has the required knowledge the player rolls  $1d20 + \text{relevant attribute} + \text{Level}$  and tries to roll equal to or higher than 15.

If the rules states that a Wisdom Skill Check is required it means  $1d20 + \text{Wisdom} + \text{Level}$  vs. 15, a Strength Skill Check  $1d20 + \text{Strength} + \text{Level}$  vs 15, and so on.

### EXAMPLE 1:

*Olin the Barbarian (Fighter) is trying to break down a closed dungeon door, that is a Strength Skill Check. He rolls 1d20 and gets 11, he adds his Strength that is +2 and his Level +2 and gets a total of 15. That is enough, and the door breaks open.*

### EXAMPLE 2:

*Olin the Barbarian (Fighter) tries to pick a lock using a lock pick that he found on a dead*

*bandit. The narrator rules that, since Olin is a Fighter and not a Rogue, the task automatically fails, no Skill Check needed. The lock pick breaks and is now stuck in the lock.*

## SKILL CHECK DIFFICULTY

If a task is easy roll 2d20 and take the highest roll. If it's hard roll 2d20 and keep the lowest.

### EXAMPLE:

*Olin (Fighter) and Jenny (Rogue) are trying to sneak past a guard. Since Jenny is a Rogue the Narrator rules that she can roll a normal Skill Check while Olin has to roll the Skill Check at hard difficulty.*

## SAVING THROWS

Sometimes an unforeseen danger may require a player to roll a Saving Throw. It could be to avoid being crushed by a trap or to avoid being paralyzed by a spell. It works exactly like a normal Skill Check.

## TIME

In most situations time passes as the Narrator see fit and according to what feels natural for the situation. It could be "you wait for several hours" or "you spend four days on the boat...".

For more dramatic situations there are two measurements of time, the Turn and the Combat Round. A Turn equals 10 minutes and a Combat Round 10 seconds.

## LIGHT

A torch or lantern illuminate a 30- foot radius. Roll the Usage Dice (UD) every 6 turns for torches and every other hour for lantern oil.

Unless the character have dark-vision all Skill Checks and Attack rolls are done with a -5 penalty if in complete darkness.

## TRAPS

To discover a trap roll a Wisdom Skill Check. Normal traps trigger on 1-2 on a d6 and do 1d6 damage.

## HENCHMEN LOYALTY

Sometimes it makes sense, at the Narrators discretion, to test the reaction of the henchmen. Do they stick and face certain death with their leader or do they turn and flee?

### HENCHMEN LOYALTY

ID6 CHARISMA	LOYALTY
1	Traitor
2	-2 on next loyalty roll
3	-1 on next loyalty roll
4	Loyal for now
5	+1 on next loyalty roll
6	+2 on next loyalty roll

## EXPERIENCE AND LEVELS

The characters gain levels by collecting Experience Points (XP). This is mainly done by defeating monsters and collecting treasure.

Each monster has an XP value stated in their description, this is the amount of XP gained from defeating it. Slaying monsters is not the only way of defeating them, at the Narrators discretion XP can also be gained by tricking or escaping or surviving a monster.

One gold equals 1 XP. The treasure have to be carried to a safe civilized area in order to gain XP from it.

The Narrator is encouraged to award XP for anything else that s/he sees fit like finishing quests, good role playing and attending game sessions.

When reaching a new level the character may get more health points, additional spell slots, higher Caster Level, better To Hit bonus, a better Attribute Score and a new Feat.

Check the class description to find out what improvements a character get for a certain level.

All characters may raise one Attribute Score of choice with +1 at levels 3, 6 and 10. No attribute score may ever be higher than +2.

All characters may choose an additional feat on levels 2,4,7,9.





## COMBAT

During combat time is measured in Rounds, one round equals 10 seconds.

Every round all involved characters may move and make an action. An action is normally making an attack or casting a spell but could also be something else like helping a friend up or changing weapon.

Speaking does not count as an action.

## SURPRISE

If failing to notice being sneaked up on (Willpower Skill Check), the person or party is surprised.

## INITIATIVE

If one involved party is caught off guard (surprised) the opposite party gets one “free” round. Else determine initiative and order as stated below.

All involved rolls 1d6 adding their Dexterity. They are then sorted in order, from highest result to lowest.

## MOVEMENT IN COMBAT

Humanoids can move 30 ft. every round, if not encumbered or hindered. A player may choose to move two times and not do an action moving the double length, 60 ft. Handy when fleeing.

## MELEE ATTACKS

To do a melee attack roll  $1D20 + To\ Hit\ Bonus + Strength$ . If the result is higher than the targets AC the attack is successful.

If the attack inflicts damage the attackers Strength is added to the damage roll.

## RANGED ATTACKS

To do a ranged attack roll  $1D20 + To\ Hit + Dexterity$ . If the result is higher than the targets AC the attack is successful.

## ATTACK CRITICAL SUCCESS

If rolling a natural 20 on the attack roll the attacker may roll the damage twice and add the results.

## FIRING INTO MELEE

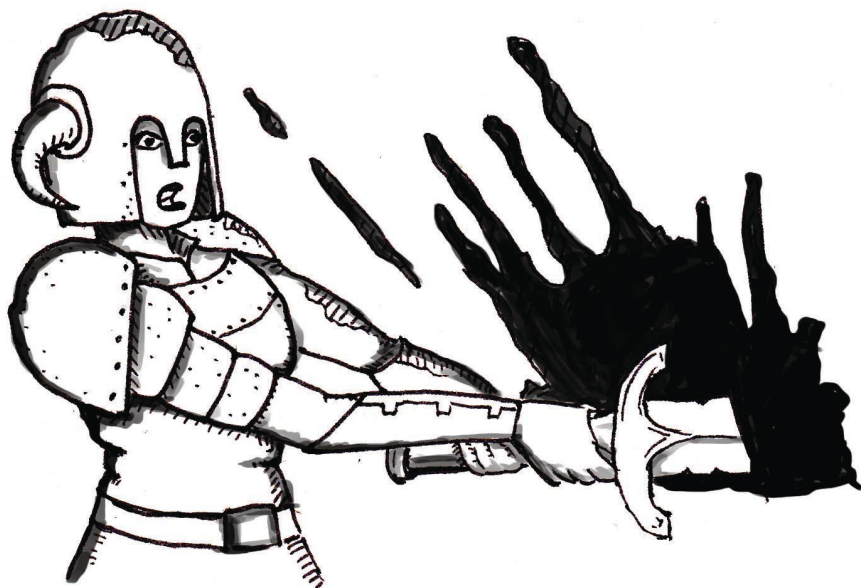
To fire into a melee is tricky. You get -2 to the attack roll and if you roll a natural 1 you’ve hit the closest ally!

## FALLING PRONE

A prone character has -2 to attack rolls but +2 to AC vs ranged attacks. It takes one action to get back onto your feet.

## REST AND HEALING

Sleeping one night (approximately 6 hours) heals 1d6 hit points.



## DAMAGE AND DEATH

When a monster or NPC reaches 0 HP it is dead.

When a character's HP is reduced to 0 s/he must roll the Death & Peril Table.

### DEATH & PERIL

ID4	CONSEQUENCE
1	The character is dead
2	The character dies within 1D4 rounds without healing. Roll Injury table.
3	The character is unconscious, stable at 0 hit points. Roll Injury table.
4	The character is unconscious, stable at 0 hit points.

All injuries from the Injury table is life lasting and cannot be healed by normal healing or magic. How this injury will affect the character's abilities is at the Narrator's discretion.

### INJURY

ID6	CONSEQUENCE
1	Lost an eye
2	Lost left arm
3	Lost right arm
4	Lost a leg
5	Face ruined
6	Ear smashed, deaf on one side



# MAGIC

## CASTING SPELLS

On his or her turn the spell caster states what spell s/he is casting. The spells description states whether the target may roll a Saving Throw to avoid the spells effects or if any other roll is needed from the spell caster.

## CONCENTRATION

If the caster have been injured on the same combat round as s/he is casting a spell the Narrator may rule that a concentration check is needed in order for him or her to successfully cast the spell. This is rolled as a Intelligence Skill Check for Sorcerers and a Wisdom Skill Check for Clerics.

## MEMORIZING SPELLS

Every morning the caster (Clerics and Sorcerers alike) needs to take a while and meditate over the spells s/he wants to memorize for the day.

Only memorized spells can be cast, until next day when new spells may be memorized.

A Cleric can choose to memorize any spell from the divine spell list (granted s/he got a corresponding spell slot). they

are granted to him or her by divine inspiration.

Sorcerers can only memorize spells that they have written down in their grimoire. A Sorcerer can copy spells from scrolls onto his or her grimoire, this process destroys the magic in the scroll and renders it useless. A Spell can also be copied from another grimoire. To copy a spell takes approximately 1 hour per spell level.

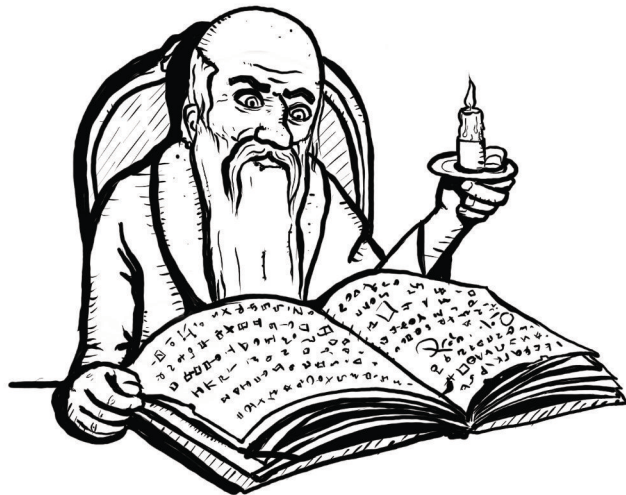
## SPELL SLOTS

A caster can cast as many spells as he or she have spell slots, as defined in the appropriate class table.

Sleeping 6 hours or more restores all spent spell slots.

## MYTHIC SPELLS

The mythic spells is a collection of spells that are very rare and powerful. Learning such spell could be the target of a dangerous quest or the treasure found after defeating a extraordinarily powerful foe. Only level 10 casters can learn mythic spells. Casting a mythic spell consumes 2 level 5 spell slots.



# SPELLS



## DIVINE SPELL LIST (CLERIC)

LEVEL 1	LEVEL 2
Cure Light Wounds	Bless
Detect Chaos	Curse
Detect Magic	Find Traps
Light (Dark)	Hold Person
Protection from Chaos	Speak with Animals
Purify Food and Drink	

LEVEL 3	LEVEL 4
Cure Disease	Cure Serious Wounds
Light & Dark, Continual	Neutralize Poison
Locate Object	Protection from Chaos, 10 ft. radius
Remove Curse	Speak with Plants
	Sticks to Snakes

LEVEL 5
Commune
Create Food and Drink
Dispel Chaos
Insect Plague

MYTHIC SPELLS	
Anti-Magic Shell	Move Earth
Control Weather	Move Water
Death Spell	Project Image
Disintegrate	Quest
Invisible Stalker	

## ARCANE SPELL LIST (SORCERER)

LEVEL 1		LEVEL 2		LEVEL 3		LEVEL 4	
Charm Person		Detect Chaos		Alter Time		Charm Monster	
Detect Magic		Detect Invisibility		Crystal Ball		Confusion	
Hold Portal		Detect Thoughts		Dark-vision		Dimension Portal	
Light & Dark		Invisibility		Dispel Magic		Hallucinatory Terrain	
Protection from Chaos		Knock		Fireball, Large		Massmorph	
Sleep		Levitate		Fly		Plant Growth	
		Light, Continual		Hold Person		Polymorph	
		Locate Object		Invisibility, 10 ft. radius		Remove Curse	
		Phantasmal Force		Lightning Bolt		Wall of Fire or Ice	
		Web		Protection from Chaos, 10 ft. radius		Wizard Eye	
		Wizard Lock		Protection from Normal Missiles			
				Water Breathing			
LEVEL 5							
Animal Growth		Hold Monster					
Animate Dead		Magic Jar					
Cloudkill		Passwall					
Conjure Elemental		Telekinesis					
Feeblemind							

## **ALTER TIME**

**Spell Level:** S3

**Range:** 240 ft.

**Duration:** 30 min.

Up to 2d10 creatures are affected. The Sorcerer can choose if the spell reduce the targets speed to half or double it.

## **ANIMAL GROWTH**

**Spell Level:** S5

**Range:** 120 ft.

**Duration:** 2 hours

This spell causes 1d6 normal creatures to grow immediately to giant size. This generally adds a d6 to the animals attack damage.

## **ANIMATE DEAD**

**Spell Level:** S5

**Range:** Near within sight

**Duration:** Permanent

Turns 1d6 dead bodies or skeletons into zombies/skeletons under the Sorcerers command.

## **ANTI-MAGIC SHELL**

**Spell Level:** Mythical

**Range:** Caster

**Duration:** 2 hours

An invisible bubble of force surrounds the caster, impenetrable to magic. Spells and other magical effects cannot pass into or out of the shell.

## **BLESS**

**Spell Level:** C2

**Range:** Near

**Duration:** 1 hour

The recipient is granted a +1 bonus to all attack rolls, spell checks and skill checks.

## **CHARM MONSTER**

**Spell Level:** S4

**Range:** 60 ft.

**Duration:** Until dispelled

This spell operates in the same manner as Charm Person, but can affect more powerful monsters. Up to 3d6 monsters (HD 3 or less) are affected.

## **CHARM PERSON**

**Spell Level:** S1

**Range:** 120 ft.

**Duration:** Special

Works on intelligent humanoids. The target is allowed a Saving Throw. If he or she fails s/he is now under the Sorcerers command and consider the Sorcerer a dear friend and a leader. The target is allowed a new Saving Throw every time s/he is commanded to do something that s/he normally wouldn't do.

## **CLOUDKILL**

**Spell Level:** S5

**Range:** Close

**Duration:** 1 hour

A 15 ft. wide foul poisonous cloud appears in the air. Wind will move the cloud 5ft per round and strong wind will disperse it. Anyone standing in the cloud takes 1d6 damage per round. Monsters of 5 HD or more are permitted a saving throw every round to avoid taking damage.

## **COMMUNE**

**Spell Level:** C5

**Range:** Caster

**Duration:** 1 questions

The Cleric reach out to his or her deity trying to get an answer to a question. The answer might be cryptic and a wise Cleric is careful to not overuse the spell since most deities don't like to be disturbed.



## CONFUSION

Spell Level: S4

Range: 120 ft.

Duration: 1 hour

The spell affects targets in a 50 ft. wide area. Creatures of HD 5 or more are permitted a Saving Throw to avoid the effect. To determine how the targets react on the confusion roll the table below:

ID6	REACTION
1	Attack the caster (and his or hers allies)
2-3	Stand baffled and inactive
4-5	Attack each other
6	Flee

## CONJURE ELEMENTAL

Spell Level: S5

Range: 240 ft.

Duration: Until dispelled

The caster summons an elemental of HD 16. The caster must make an Intelligence Skill Check every round or risk losing control of the elemental. If control is lost roll the table below:

ID6	REACTION
1-2	Attack the caster (and his or hers allies)
3-4	Disappears
5-6	Continues to do the casters bidding

The caster can dispel the elemental by casting Conjure Elemental again.

## CONTROL WEATHER

Spell Level: Mythical

Range: Narrators discretion

Duration: Narrators discretion

The caster makes a cold day warm, a sunny day rainy, conjures a tornado or a thunderstorm. The sky is (literally) the limit.

## CREATE FOOD AND DRINK

Spell Level: C5

Range: Close

Duration: Instantaneous

The caster creates food and water out of thin air, a days rations for 3d10 humanoids.

## CRYSTAL BALL

Spell Level: S3

Range: 60 ft.

Duration: 1 hour

The caster can see and hear through a solid objects (like a wall) up to 10 ft.

## CURE DISEASE

Spell Level: C3

Range: Touch

Duration: Instantaneous

The target is cured from disease.

## CURE LIGHT WOUNDS

Spell Level: C1

Range: Touch

Duration: Instantaneous

Heals the target for 1d6+1 HP.

## CURE SERIOUS WOUNDS

Spell Level: C4

Range: Touch

Duration: Instantaneous

Heals the target for 3d6+3 HP.

**CURSE**

Spell Level: C2

Range: Near

Duration: 1 hour

The target is cursed with a -1 penalty to all attack rolls, spell checks and Skill Checks.

**DARKVISION**

Spell Level: S3

Range: Touch

Duration: 1 day

The target can see in total darkness, 60 ft.

**DEATH SPELL**

Spell Level: Mythical

Range: 240 ft.

Duration: Permanent

Within a 60 foot radius, up to 2d8 creatures with fewer than 7 HD perish.

**DETECT CHAOS**

Spell Level: C1, S2

Range: 100 ft.

Duration: 1 hour

The caster detects (sense) creatures with evil intentions.

**DETECT INVISIBILITY**

Spell Level: S2

Range: 10 ft./Caster Level

Duration: 1 hour

Caster can perceive invisible creatures and objects.

**DETECT MAGIC**

Spell Level: C1, S1

Range: 60 ft.

Duration: 20 min.

The caster sense any magic within the range. Can determine if an object is magic and (at the Narrators discretion) make an educated guess on what the active spell is.

**DETECT THOUGHTS**

Spell Level: S2

Range: 60 ft.

Duration: 1 hour

The caster can hear the thoughts of a person. The spell is blocked by lead and thick stone.

**DIMENSIONAL PORTAL**

Spell Level: S4

Range: near

Duration: Instantaneous

The caster can teleport him or her self up to 400 ft. away.

**DISARM**

Spell Level: S1

Range: 60 ft.

Duration: Instantaneous

The target drops his or her weapon, it falls 2d8 ft. from the target.

**DISINTEGRATE**

Spell Level: Mythical

Range: 60 ft.

Duration: Permanent

The caster disintegrates an object or a being, turning it into dust. The target cannot be larger than 20 ft.

**DISPEL CHAOS**

Spell Level: C5

Range: 30 ft.

Duration: 10 min.

Dispells harmful evil sendings like spells, magic curses and evil dreams conjured by magic.

**DISPEL MAGIC**

Spell Level: S3

Range: 120 ft.

Duration: 10 min.

Dispels a spell or enchantment. Cannot dispel instantaneous spells since... it's too late.

**FEEBLEMIND**

Spell Level: S5

Range: 240 ft.

Duration: 1d10 rounds

The target is permitted a Saving Throw. If the save fails s/he is feebleminded for 1d10 rounds and cannot cast spells.

**FIND TRAPS**

Spell Level: C2

Range: 30 ft.

Duration: 20 min.

The caster detect any trap within the range.

**FIREBALL. LARGE**

Spell Level: S3

Range: 240 ft.

Duration: Instantaneous

A big fireball shoots out from the casters hands and explodes at the target. The explosion has a 20 ft. radius and anyone in the affected area takes 1d6 damage per Caster Level. If a target makes a successful saving throw s/he only takes half the damage.

**FLY**

Spell Level: S3

Range: Touch

Duration: 1d6 turns + 1 turn/level

The target get the ability to fly at a speed of 100 ft. per round. The target is not aware of how long the spell lasts.

**HALLUCINATORY TERRAIN**

Spell Level: S4

Range: 240 ft.

Duration: Until touched by an enemy or dispelled

This spell changes the appearance of the terrain into the semblance of what the caster desires. A hill can be made to disappear, or could be replaced with an illusory forest, for example.

**HOLD MONSTER**

Spell Level: S5

Range: 120 ft.

Duration: 1d10 rounds

The target monster cannot move for the duration of the spell. The target is allowed a saving throw to avoid the effect.

**HOLD PERSON**

Spell Level: C2, S3

Range: 130 ft.

Duration: 1d10 + Caster Level rounds

The target person cannot move for the duration of the spell. The target is allowed a saving throw to avoid the effect.

**HOLD PORTAL**

Spell Level: S1

Range: 60 ft.

Duration: 2d6 turns

Magically holds a door or gate for the duration of the spell. A creature with magic resistance ignores the effect and shatter the spell.

**INSECT PLAGUE**

Spell Level: C5

Range: 480 ft.

Duration: 1 day

A 20 x 20 ft. big insect swarm appears and moves as the caster directs. All creatures with HD 3 or lower flee in panic. Can only be cast outdoors.

## **INVISIBILITY**

**Spell Level: S2**

**Range: 240 ft.**

**Duration: 3d10 turns**

A person or an object turns invisible for the duration of the spell. The spells effect is broken if the object or person gets touched or makes an attack. While invisible a person have +5 to AC.

## **INVISIBILITY. 10 FT. RADIUS**

**Spell Level: S3**

**Range: 240 ft.**

**Duration: 3d10 turns**

Creatures or objects within a 10 ft. radius turns invisible for the duration of the spell. The spells effect is broken if the objects or persons gets touched or makes an attack. If one persons invisibility is broken it does not affect the invisibility of the others. While invisible a person have +5 to AC.

## **INVISIBLE STALKER**

**Spell Level: Mythical**

**Range: Near Caster**

**Duration: Until mission is completed**

This spell summons an Invisible Stalker with 8 HD. The stalker will perform one task as commanded by the caster, regardless of how long the task may take or how far the stalker may have to travel. The stalker cannot be banished by means of Dispel Magic; it must be killed in order to deter it from its mission.

## **INFUSE WEAPON**

**Spell Level: S1**

**Range: Caster**

**Duration: 1D8 rounds**

This spell infuse a weapon with either fire or ice (the caster may choose). While infused it does 1D4 extra fire or ice damage.

## **KNOCK**

**Spell Level: S2**

**Range: 60 ft.**

**Duration: Instantaneous**

This spell unlocks and unbars all doors, gates, and portals within its range, including those held or locked by normal magic.

## **LEVITATE**

**Spell Level: S2**

**Range: 20 ft./level**

**Duration: 10 min./level**

This spell allows the Sorcerer to levitate him or herself slowly upwards or downwards. It's not like flying and the caster cannot move horizontally in the air by means of the spell.

## **LIGHT & DARK**

**Spell Level: C1, S1**

**Range: 120 ft.**

**Duration: 1 hour + 10 min./level**

The caster may choose weather to create light or darkness. If creating light it makes a 20 ft. area as bright as if lit by a torch. If creating darkness a 20 ft. area is covered in complete darkness.

## **LIGHT & DARK. CONTINUAL**

**Spell Level: C3, S2**

**Range: 120 ft.**

**Duration: Permanent until dispelled**

The caster may choose weather to create light or darkness. If creating light it makes a 20 ft. area as bright as if lit by a torch. If creating darkness a 20 ft. area is covered in complete darkness.

## **LIGHTNING BOLT**

**Spell Level: S3**

**Range: 60 ft.**

**Duration: Instantaneous**

A nearly ten foot wide bolt of lightning extends 60 feet from the fingertip of the caster. Anyone in its path suffers 1d6 points of damage per level of the caster, though a successful saving throw halves damage.

## **LOCATE OBJECT**

**Spell Level: C3, S2**

**Range: 60 ft. + 10 ft./level**

**Duration: 1 min./level**

This spell gives the caster the correct direction toward an object the caster specifies with a description. The object cannot be something the caster has never seen, although the spell can detect an object in a general class of items known to the caster: stairs, gold, etc.

## **MAGIC JAR**

**Spell Level: S5**

**Range: See below**

**Duration: See below**

This spell relocates the caster's life essence, intelligence, and soul into an object (of virtually any kind). The "jar" must be within 30 feet of the caster's body for the transition to succeed.

Once within the magic jar, the caster can possess the bodies of other creatures and people, provided that they are within 120 feet of the jar and fail a saving throw.

The caster can return his or her soul to the magic jar at any time, and if a body s/he controls is slain, his or hers life essence returns immediately to the jar.

If the caster's body is destroyed while his or hers soul is in the magic jar, the soul no longer has a home other than within the magic jar (although the disembodied Sorcerer can still possess other bodies as before).

If the jar itself is destroyed while the Sorcerer's soul is within, the soul is lost.

The Sorcerer can return from the jar to his or her own body whenever desired, thus ending the spell.

## **MASSMORPH**

**Spell Level: S4**

**Range: 240 ft.**

**Duration: Until negated or dispelled**

One hundred or fewer man-sized creatures are changed to appear like innocent trees. The illusion is so perfect that creatures moving through the "forest" will not detect the deception.

## **MOVE EARTH**

**Spell Level: Mythical**

**Range: 240 ft.**

**Duration: Permanent**

This spell can only be used above ground. It allows the caster to move hills and other raised land or stone at a rate of 6 feet per minute for 1 hour.

## **MOVE WATER**

**Spell Level: Mythical**

**Range: 240 ft.**

**Duration: See below**

The caster must announce which of the two options are being cast:

1. The spell lowers the depth and water level of lakes, rivers, wells, and other bodies of water to 1/2 their normal levels. Used this way, the spell lasts for 10 turns.
2. Alternately, this spell creates a gap through water, but only to a depth of 10 feet. Used this way, the spell lasts for 6 turns.

## **NEUTRALIZE POISON**

**Spell Level: C4**

**Range: Narrators discretion**

**Duration: 10 min.**

This spell counteracts poison, but does not bring the dead back to life.

## **PASSWALL**

**Spell Level: S5**

**Range: 30 ft.**

**Duration: 30 min.**

This spell creates a hole through solid rock. The hole or tunnel is up to 10 feet deep and is large enough to allow the passage of an average sized man.

## **PHANTASMAL FORCE**

**Spell Level: S2**

**Range: 240 ft.**

**Duration: Until negated or dispelled**

This spell creates a realistic illusion in the sight of all who view it. The illusion disappears when it is touched, but if the viewer believes the illusion is real s/he can take damage from it.

## **PLANT GROWTH**

**Spell Level: S4**

**Range: 120 ft.**

**Duration: Permanent until dispelled**

Up to 300 square feet of ground can be affected by this spell; undergrowth in the area suddenly grows into an impassable forest of thorns and vines.

## **POLYMORPH**

**Spell Level: S4**

**Range: See below**

**Duration: See below**

The caster must announce which of the two options are being cast:

1. The caster assumes the form of any object or creature, gaining the new form's attributes (the use of wings, for example), but not its hit points or combat abilities.

The Narrator might allow the benefit of the new form's armor class, if it is due to heavily armored skin. A great deal of the spell's effect is left to the Narrator to decide. This form of the spell lasts for roughly one hour plus one additional hour for each level of the caster.

2. Alternately, this spell allows the caster to turn another being into a different type of creature (such as a dragon, a garden slug, and of course, a frog or newt). The polymorphed creature gains all the abilities of the new form, but retains its own mind and hit points. Used in this way, the range on this spell is 60 feet. This form of the spell lasts until dispelled.

## **PROJECT IMAGE**

**Spell Level: Mythical**

**Range: 240 ft.**

**Duration: 1 hour**

The caster projects an image of his or her person to a maximum range of 240 feet. Not only does the projected image mimic the caster's sounds and gestures, but any spells he casts will appear to originate from the image.

## **PROTECTION FROM CHAOS**

**Spell Level: C1, S1**

**Range: Caster only**

**Duration: 1 hour**

The caster is surrounded by a magical shield that protects him or her from harm. The caster get +1 to AC and Saving Throws for the duration of the spell.

## **PROTECTION FROM CHAOS 10 FT. RADIUS**

**Spell Level: C4, S3**

**Range: 10 ft. radius around caster**

**Duration: 1 hour**

Allies to the caster get +1 to AC and Saving Throws for the duration of the spell.

## **PROTECTION FROM NORMAL MISSILES**

**Spell Level:** S3

**Range:** 30 ft.

**Duration:** 1 hour

The recipient becomes invulnerable to small non-magical missiles.

## **PURIFY FOOD AND DRINK**

**Spell Level:** C1

**Range:** Close/Touch

**Duration:** Instantaneous

The caster purifies food and water from spoilage and poisons.

## **QUEST**

**Spell Level:** Mythical

**Range:** 30 ft.

**Duration:** Until completed

The caster dictates a task for a target humanoid, a task that s/he must complete. If trying to ignore the task s/he will eventually perish.

## **RAISE DEAD**

**Spell Level:** Mythical

**Range:** Line of sight

**Duration:** See below

Raise Dead allows the caster to raise a corpse from the dead, provided it has not been dead for longer than 4 days.

There is a risk that this process brings back a demon from the beyond instead of the intended soul. The dead character rolls a saving throw, if successful s/he returns to life, if not a demon returns instead. See Ghoul in the monster chapter.

If this happens the character is gone forever and cannot be brought back.

## **READ LANGUAGES**

**Spell Level:** S1

**Range:** Reading distance

**Duration:** 1 or 2 readings

This spell allows the caster to read directions, instructions, and similar notations that are written in unfamiliar or even unknown languages. It is especially useful for treasure maps.

## **REMOVE CURSE**

**Spell Level:** C3, S4

**Range:** Close/Touch

**Duration:** Instantaneous

This spell removes one curse from a person or object.

## **SLEEP**

**Spell Level:** S1

**Range:** 240 ft.

**Duration:** Narrators discretion

This spell puts 1d8 targets into an enchanted slumber. Saving throw is permitted and a sleeping creature wakes up if hurt, slapped in the face or similar. Only works on foes with 4 HD or less.

## **SPEAK WITH ANIMALS**

**Spell Level:** C2

**Range:** 30 ft.

**Duration:** 1 hour

The caster can speak with animals within range.

## **SPEAK WITH PLANTS**

**Spell Level:** C4

**Range:** 30 ft.

**Duration:** 1 hour

The caster can speak to and understand the replies of plants. Most plants will agree to help the caster in some way that is not beyond a plants capabilities – like dropping fruit from a high branch or some such.

## **STICKS TO SNAKES**

**Spell Level:** C4

**Range:** 120 ft.

**Duration:** 1 hour

The caster may turn as many as 2d8 normal sticks into snakes, each one having a 50% chance of being venomous. The snakes follow his or hers commands, but turn back into sticks at the end of the spell (or when killed).

## **TELEKINESIS**

**Spell Level:** S5

**Range:** 120 ft.

**Duration:** 1 hour

The caster can move objects using mental power alone. The amount of weight s/he can lift and move is 20 pounds per level.

## **TELEPORT**

**Spell Level:** S5

**Range:** Touch

**Duration:** Instantaneous

The caster transports him or herself together with one other person to a location. How well the caster is familiar with the location affects the arrival.

1. The caster have been at the location and is well familiar with it. 1 in d6 risk of arriving 1d4x5 ft. above the ground.

2. The caster is only familiar with the location from pictures and or maps. 4 in d6 risk of arriving 1d10 x 10 ft. above ground. This means that they could end up in solid rock immediately killing them.

## **TRANSFORM ROCK-MUD**

**Spell Level:** S5

**Range:** 120 ft.

**Duration:** 3d6 days, or spell reversal

This spell transforms rock into mud, or mud to rock. Can affect an area up to 200 x 200 feet.

## **TRANSFORM STONE-FLESH**

**Spell Level:** Mythic

**Range:** 120 ft.

**Duration:** Permanent until reversed

This spell transforms flesh into stone or stone into flesh, as desired by the caster. A saving throw is permitted to avoid the effect.

## **WALL OF FIRE OR ICE**

**Spell Level:** S4

**Range:** 60 ft.

**Duration:** Concentration

The caster must announce which of the two options are being cast:

1. As a Wall of Fire spell, the caster conjures a wall of fire that flares into being and burns for as long as the caster concentrates upon it. Creatures with 3 or fewer hit dice cannot pass through it, and no creature can see through it to the other side. Passing through the fire inflicts 1d6 hit points of damage (no saving throw) and undead creatures sustain twice the normal damage. The caster may choose to create a straight wall 60 feet long and 20 feet high, or a circular wall with a 15 foot radius, also 20 feet high.

2. As a Wall of Ice spell, the caster conjures up a 6 foot thick wall of ice. The caster may choose to create a straight wall 60 feet long and 20 feet high, or a circular wall with a 15 foot radius, also 20 feet high. Creatures with 3 or fewer hit dice cannot affect the wall, but creatures of 4+ hit dice are able to smash through it, taking 1d6 points of damage in the process. Creatures with fire-based metabolisms take 2d6 instead of the normal 1d6. Fire spells and magical effects are negated in the vicinity of the wall.



**WALL OF STONE****Spell Level: S5****Range: 60 ft.****Duration: 2 hours**

The caster conjures a 3 ft. thick stone wall into existence. It can be any size and shape up to 1000 square ft.

**WATER BREATHING****Spell Level: S3****Range: 30 ft.****Duration: 2 hours**

This spell grants the ability to breathe underwater until the spell's duration expires.

**WEB****Spell Level: S2****Range: 30 ft.****Duration: 8 hours**

Fibrous, sticky webs fill an area up to 10 × 10 × 20 feet. It is extremely difficult to get through the mass of strands. Humanoids with weapons or tools generally break through in 3-4 turns. Fire weakens it and reduce the time to break through to 1 turn.

**WIZARD EYE****Spell Level: S4****Range: 240 ft.****Duration: 1 hour**

The caster conjures up an invisible, magical "eye," that can move a maximum of 240 feet from its creator. It floats along as directed by the caster, at a rate of 120 feet per turn.

**WIZARD LOCK****Spell Level: S2****Range: Close****Duration: Permanent until dispelled**

As with a Hold Portal spell, but it is permanent until dispelled. Creatures with magic resistance can shatter the spell without effort. Any Sorcerer three levels or higher than the caster can open the portal, and a Knock spell will open it as well.

# MONSTERS



## READING MONSTER DESCRIPTIONS

The following is a quick reference guide for how to read monster descriptions.

### AC

Works just like for player characters, as described in the combat section.

### ATTACKS

“Attacks” lists the number of attacks a monster has and the damage they inflict.

### TO HIT

Monsters To Hit bonus is equal to its HD, capped at +15.

### EXPERIENCE POINTS

The number of XP the adventuring party gains as a result of killing (or in some other way defeating) the creature.

### HIT DICE (HD)

“Hit Dice” is the number of dice (d6) rolled to determine an individual creature’s HP. If there is a plus or minus after the number, add or subtract that number once from the total rolled.

### CHALLENGE LEVEL (CL)

A measurement of how dangerous the monster is. A party of level 2 characters should be able to tackle a CL 2 monster, a party of level 3 characters a CL 3 monster and so on.

### SPECIAL

Many monsters have special abilities and features that make them extra dangerous. It could be the ability to cast a spell or some type of resistance.

### MOVE

“Move” is the monster’s movement rate and is handled like it is for PCs, feet per move action.

### SKILL AND SAVING THROW

Functions just like for player characters, as described in the rules chapter, use the monster HD instead of Level.

## BASILISK

HD	CL	AC	MOVE
6	8	15	30

**Attack:** Bite (1d10)

**Special:** Petrifying gaze

**XP:** 800

Big vicious lizards. Once per round they can try to petrify a person with their gaze, saving throw is permitted.

## BLACK PUDDING

HD	CL	AC	MOVE
10	11	13	30

**Attack:** Strike (3d8)

**Special:** Acidic

**XP:** 1,700

Acidic globs that dwell underground. Any weapon or armor that comes in contact with it gets eaten away by acid in 1d4 rounds. 2d4 rounds for magic items.

## BUGBEAR

HD	CL	AC	MOVE
3+1	3	14	30

**Attack:** Weapon or Bite (1d8+1)

**Special:** Sneaky

**XP:** 120

Somewhere between goblin and bear, hairy and strong humanoids. Often found as leaders for goblin tribes. They are very sneaky and get +4 to sneak Skill Checks.

## CENTIPEDE, GIANT

HD	CL	AC	MOVE
2	3	10	30

**Attack:** Bite (poison)

**Special:** Poison (see below)

**XP:** 30

Roughly 5 ft. long. Their bite is

poisonous and lethal. Someone bitten is permitted a +4 Saving Throw, if failed s/he dies in terrible pain during 1d10 rounds.

## COCKATRICE

HD	CL	AC	MOVE
5	7	13	40

**Attack:** Bite (1d6)

**Special:** Bite turns bitten into stone

**XP:** 600

Resembles a bat-winged rooster with a long, serpentine tail. Its bite turns enemies to stone unless a successful saving throw is made.

## DOPPELGANGER

HD	CL	AC	MOVE
4	5	14	30

**Attack:** Claw (1d10)

**Special:** See below

**XP:** 40

A creature that can transform itself to resemble gear, clothes or a person/creature that it's seen. They are immune to sleep and charm spells.

## DRAGON, YOUNG

HD	CL	AC	MOVE
3	8	17	45

**Attack:** 2 Claws (1d4) and Bite (2d6)

**Special:** Dragon Breath

**XP:** 800

Dragons are dangerous foes, even the young ones. They can use their breath attack 3 times per day and it makes 3d6 damage, a successful saving throw indicates half damage.

## DRAGON, OLD

HD	CL	AC	MOVE
9	11	17	45

**Attack:** 2 Claws (1d6) and Bite (2d6)  
**Special:** Dragon Breath  
**XP:** 1700

Old, wise, likes treasures and setting villages on fire. The breath attack can be used 3 times per day and does 6d6 damage, a successful saving throw indicates half damage.

## ELEMENTAL, AIR

HD	CL	AC	MOVE
16	17	17	200

**Attack:** Strike (3d8)  
**Special:** Whirlwind  
**XP:** 3400

Air elementals can turn into a whirlwind of air with a diameter of 30 feet, hurling any creature of 1 HD or less for great distances (almost certainly killing them). Elemental whirlwinds are approximately 100 feet tall.

## ELEMENTAL, EARTH

HD	CL	AC	MOVE
16	17	17	30

**Attack:** Fist (3d8)  
**Special:** Stone destruction  
**XP:** 3400

Huge man shaped rock creatures. Can tear down castle walls and fortifications in minutes.

## ELEMENTAL, FIRE

HD	CL	AC	MOVE
16	17	17	50

**Attack:** Fist (3d8)  
**Special:** Ignite materials  
**XP:** 3400

A huge man shaped mass of fire. Their attacks cause flammable materials to ignite.

## ELEMENTAL, WATER

HD	CL	AC	MOVE
16	17	17	100

**Attack:** Strike (3d8)  
**Special:** Overturn boats  
**XP:** 3400

Can be man shaped or shaped like some kind of sea creature.

It can overturn small boats and ships (if given 1d4+4 rounds).

It has to stay in a large body of water.

## GELATINOUS CUBE

HD	CL	AC	MOVE
4	5	11	15

**Attack:** Pseudopod strike (2d4)  
**Special:** Engulf, paralyze  
**XP:** 240

Gelatinous cubes are semi-transparent cubes, roughly 10 x 10 ft. in size. They slosh through underground tunnels looking for things to devour. A target that gets hit by its pseudopod attacks have to succeed a Constitution base Saving Throw or get paralyzed for 1d4 rounds. The cube will try to devour a paralyzed victim. Every round a creature is being devoured it takes 1d4 damage.

A gelatinous cube takes double damage from fire.

## GOUL

HD	CL	AC	MOVE
2	3	13	30

**Attack:** 2 Claws (1d4) and Bite (1d4)  
**Special:** Immune to sleep and charm spells  
**XP:** 60

Ghouls are undead corpse eaters. They are immune to charms and sleep spells. A hit from a ghoul requires a saving throw or the victim becomes paralyzed for 3d6 turns.

## GIANT

HD	CL	AC	MOVE
10	12	15	50

**Attack:** Weapon (5d6)  
**Special:** Hurls boulders  
**XP:** 2,000

Giants live in remote mountain areas and commonly just mind themselves. They do however like the taste of grilled human being. They throw rocks for 3d8 points of damage.

## GNOLL

HD	CL	AC	MOVE
2	2	14	30

**Attack:** Bite (1d4) or Club (1d4)  
**Special:** None  
**XP:** 30

Gnolls are tall humanoids with hyena-like heads. They may be found both above ground and in subterranean caverns. They form into loosely organized clans, often ranging far from home to steal and kill with rapacious ferocity.

## GOBLIN

HD	CL	AC	MOVE
1	0	13	30

**Attack:** Short spear (1d4), club (1d4) or short bow (1d6)  
**Special:** -1 To Hit in sunlight  
**XP:** 10

Goblins are small evil creatures with sharp teeth. They are about 4 ft. and green skinned. They live in tribes.

## GOLEM

HD	CL	AC	MOVE
10	12	10	30

**Attack:** 2 Fists (2d8)  
**Special:** Healed by lightning, slowed by cold  
**XP:** 2000

Bits and pieces of human body parts and flesh sewed together to create a "servant" by unholy means. A golem is slowed by cold but healed by lightning. Only magical weapons and/or spells can harm them.

## HOBGOBLIN

HD	CL	AC	MOVE
1+1	1	10	30

**Attack:** 1 Sword or Club (1d8)  
**Special:** None  
**XP:** 15

Hobgoblins are large brutish goblins. They're often leaders of goblin tribes.

## HUMAN, BANDIT

HD	CL	AC	MOVE
1	1	12	30

**Attack:** 1 Sword or Club (1d8)

**Special:** None

**XP:** 15

Bandits are roving groups of thieves, sometimes organized into small armies led by more powerful bandit chiefs.

## INVISIBLE STALKER

HD	CL	AC	MOVE
8	9	16	30

**Attack:** 1 Claw (1d8)

**Special:** Invisible

**XP:** 1100

Invisible stalkers are generally only found as a result of the spell Invisible Stalker. They are invisible flying beings created to follow a single command made by the caster.

## KOBOLD

HD	CL	AC	MOVE
1d4	0	13	30

**Attack:** 1 Sword or Club (1d6)

**Special:** None

**XP:** 15

Kobolds are humanoid-lizard like creatures that dwell underground, often in tribes.

## LICH

HD	CL	AC	MOVE
15	18	19	30

**Attack:** Touch

**Special:** See below

**XP:** 3800

A lich is an undead sorcerer, most often

turned undead of his or her own free will to "live" forever.

Have spell casting capabilities equal to a lvl 10 sorcerer.

The touch of a lich is paralyzing.

## LYCANTHROPE

HD	CL	AC	MOVE
3	4	12	30

**Attack:** Claw or Bite (1d6)

**Special:** Lycanthropy

**XP:** 120

Lycanthropes are were-creatures, poor humans transformed to a half animal state. Common were-types are were rats and were-wolves.

Anyone brought to below 50% of his or her health by a lycanthrope have to succeed a Constitution based Saving Throw or turn into a lycanthrope himself.

## MANTICORE

HD	CL	AC	MOVE
7	8	15	50

**Attack:** Claws (1d6)

**Special:** Iron spikes

**XP:** 800

Body of a lion, bat wings and a human face. The tail has 24 iron spikes, it can hurl up to 6 spikes per round towards opponents (counts as a ranged attack vs. AC, 1d6 damage).

## OGRE

HD	CL	AC	MOVE
4	4	14	25

**Attack:** Club (1d10+1)

**Special:** None

**XP:** 120

Big, strong and highly unintelligent. Likes to enjoy a good bowl of halfling stew.

## ORC

HD	CL	AC	MOVE
1	1	13	30

**Attack:** Sword (1d8)

**Special:** -1 To Hit in sunlight

**XP:** 15

Orcs are stupid, brutish humanoids that gather in tribes of hundreds. Most are subterranean dwellers, and fight with a -1 penalty “to-hit” in sunlight.

## OWLBEAR

HD	CL	AC	MOVE
5	5	14	30

**Attack:** 2 Claws (1d6) or Bite (2d6)

**Special:** Crushing Hug

**XP:** 240

Looks like a mix of a bear and an owl. If it rolls a natural 18+ on an attack it grabs the opponent and hugs it for 2d8 additional damage.

## RAT, GIANT

HD	CL	AC	MOVE
1	1	12	20

**Attack:** 1 Bite (1d4)

**Special:** 5% are diseased

**XP:** 15

A rat the size of a cat. If bitten (and the rat is diseased) the target must save or become diseased. The exact effects of the disease is up to the Narrator.

## SEA SERPENT

HD	CL	AC	MOVE
30	30	15	100

**Attack:** 1 Bite (1d4)

**Special:** Swallow Whole

**XP:** 8400

Big serpents that lives in oceans and lakes. On a natural 18-20 attack it can swallow a person whole. A swallowed person suffocates in 2d6 rounds.

## SKELETON

HD	CL	AC	MOVE
1	1	11	30

**Attack:** 1 Weapon (1d6)

**Special:** None

**XP:** 15

Skeletons are animated bones of the dead and are usually under the control of some evil master.

## SPIDER, GIANT

HD	CL	AC	MOVE
2+2	5	11	30

**Attack:** 1 Bite or claw (1d6)

**Special:** Poison

**XP:** 240

Giant spiders are aggressive hunters. Only the greater giant spiders are web builders. Giant spider webs require a Dexterity Saving Throw to avoid becoming stuck. Those who make their Saving Throw can fight and move (5 feet per round) in the webs. Giant spiders surprise on a roll of 1–5, being able to hide well in shadows. A giant spider's bite is very poisonous.

## WIGHT

HD	CL	AC	MOVE
4	4	15	30

**Attack:** 1 Weapon (1d6)

**Special:** Create Spawn

**XP:** 800

Wights live in tombs, graveyards, and burial mounds. They are undead, and thus not affected by sleep or charm spells. Wights are immune to all non-magical weapons, with the exception of silver weapons. Any human killed by a wight becomes a wight.

## WORG

HD	CL	AC	MOVE
4	4	13	40

**Attack:** 1 Bite (1d6+1)

**Special:** None

**XP:** 120

Worgs are large, intelligent, and evil wolves. They are sometimes ridden by orcs.

## ZOMBIE

HD	CL	AC	MOVE
2	2	11	20

**Attack:** 1 Bite or Strike (1d6)

**Special:** Immune to sleep and charm

**XP:** 30

Zombies are mindless creatures, the walking dead. These are merely animated corpses, not carriers of any sort of undead contagion as ghouls are.



# RUNNING THE GAME



## CREATE A SETTING

*"Don't go to the vale of Murkelmire. All food, and damn it even the drinks, tastes a little like fish. Even though it is far away from the sea. The only city is controlled by criminals and the one decent inn is built inside a huge mushroom. Devourmoss slowly eats the forests turning beasts into abominations. So as a friend I do tell you, don't go to the vale of Murkelmire."*

Here are some advice on creating a setting for your game.

## DON'T MAKE IT TO BIG

When the game begins the players will be dropped down into an unfamiliar world. Start small and only tell them things about the world that it makes sense that the characters know.

They will learn more about the world as the story progresses.

## THE BIG PICTURE

What lies beyond the area that your players are in? It's good to have an idea. No need to flesh out the details too much though. You can always come back and fill it out later.

## BREATH LIFE INTO IT

What are the food like? What do people do for fun? What are the weather like? Who lives there and what do they dream about.

## CREATE CONFLICT

Potentially the most important step. Conflicts are the source of all drama. Are there several claims to the throne? Is a cult threatening to overthrow the government? What should be done about the slavers and the smugglers?

Create different factions and define what they're after. Don't settle for one epic conflict, create many.

## CREATE ADVENTURES

*A relic has been stolen from then Temple of Ygakka. Clues point towards the forbidden ruins of Nagurth. Is there a connection between the lost relic and the sudden emergence of undead?*

Depending on what length you want for your adventure you should define a series of milestones. A one session adventure should be straight forward and only have one or two milestones, like: enter the dungeon and get the treasure!

A longer adventure spanning over several sessions should have more milestones like: break into a bandit camp to get the map, make it through the sunken city, enter the dungeon and get the treasure!

A good approach is to come up with a beginning and an end and then place milestones in between.

If you want inspiration the adventure tables on the following pages might help.

## ADVENTURE STARTS WITH:

ID20	EVENT
1	Mysterious Stranger
2	Murder
3	Theft of an Object
4	Kidnapping
5	Shady Deal
6	Bad Omen
7	Bad dreams
8	Attack
9	Treasure Map
10	Rumours
11	Fire
12	Earthquake
13	Curse
14	Disease
15	False Accusation
16	Formal Invitation
17	Blood Stained Note
18	Poison
19	Political Scandal
20	Monster

## AN IMPORTANT OBJECT:

ID20	EVENT
1	Sword
2	Ring
3	Amulet
4	Letter
5	Crown
6	Antidote
7	Stone
8	Cloak
9	Key
10	Map
11	Recipe
12	Ladder
13	Scepter
14	Helm
15	A bottle of wine
16	Jewel
17	Box
18	Treasure chest
19	Boat
20	Book

## LOCATION

ID20	LOCATION
1	Woods
2	Hills
3	Cave
4	Crypt
5	Temple
6	Fort
7	Town
8	Village
9	Prison
10	Slum
11	Sewer
12	Sea
13	Island
14	Cementary
15	Farmstead
16	Lighthouse
17	Mansion
18	Tavern
19	Labyrinth
20	Ruins

## IMPORTANT NPC:

ID20	NPC
1	Hermit
2	Sage
3	Cleric
4	Thief
5	Smith
6	King or Baron
7	Queen or Baroness
8	Knight
9	Merchant
10	Noble
11	Tyrant
12	Sorcerer
13	Bandit Leader
14	Ghost
15	Witch
16	Spy
17	Gladiator
18	Peasant
19	Cult Leader
20	Necromancer

## NON PLAYER CHARACTERS (NPC)

As Narrator you play every person (and monster) that the players encounter. Giving NPCs some special quirk or trait helps to make them more memorable.

### NPC BEHAVIOUR

ID20	BEHAVIOUR
1	Mumbles
2	Likes to hum and/ or whistle
3	Skeptical towards.. (roll NPC table 2)
4	Frindly towards... (roll NPC table 2)
5	Zealous
6	Burdened by guilt
7	Lethargic
8	Dutiful
9	Manipulative
10	Mythomaniac
11	Flirting
12	Loves food and drink
13	In love with him/her self
14	Zones out
15	Serious all the time
16	Loner
17	Cynical
18	Happy drunk
19	Polite
20	Guiltig others

## NPC TABLE 2

IDIO	TARGET
1	Dwarves
2	Elves
3	Halfings
4	Strangers
5	Foreigners
6	Women
7	Men
8	Followers of certain deity or religion (choose one)
9	Sorcerers
10	Everybody and Anyone

## CREATING MONSTERS

Creating custom monsters is a good way to make your setting more alive and unique.

Normally a monster's CL equals its HD but may vary if the monster has extra features or spells.

The To-Hit bonus for monsters generally equals the monster's HD.

### MONSTER XP TABLE

HD (CL)	XP
>1	10
1	15
2	30
3	60
4	120
5	240
6	400
7	600
8	800
9	1100
10	1400
11	1700
12	2000

### CHALLENGE LEVEL MODIFICATION

FEATURE	CL MOD
2 Extra Attacks	+1
High AC	+1
Spell or spell like ability	+1
High level spell or spell like ability	+2
Poison	+1

## RANDOM ENCOUNTERS

As the characters travel uncivilized lands or explore dark dungeons there's always a risk that they encounter monsters.

During overland travel you normally roll for random encounters once or twice per day. In dungeons once every 3-4 turns. A random encounter occurs on 1 on d6.

The table below is an example of how a random encounter table may look. You should create tables that make sense for your setting, dungeon and adventure.

### DUNGEON ENCOUNTERS (BY DUNGEON LEVEL)

ID#	LEVEL 1	LEVEL 2
1	Goblins 1d4	Zombies 1d4
2	Kobolds 1d4	Hobgoblins 1d4
3	Bandits 1d4	Lycanthrope
4	Orc	Centipede, Giant 1d4
5	Skeleton	Orcs 1d4
6	Wolf	Whight
7	NPC Adventurer	Skeletons 1d6
8	Spider, Giant	Ghoul

# THE HAUNTED VALE



This is an introductory adventure for a group of level 1 characters. The following text is for the Narrators eyes only, if you're a player you should stop reading immediately.

Player Characters will be referred to as PC in the following text.

## ADVENTURE SYNOPSIS

The PCs set out to stop a group of bandits from terrorizing the region.

They explore an area known as the Haunted Vale to find the bandits hideout. When they enter the old fort where the bandits dwell it becomes evident that the sinister legend about the Haunted Vale is not entirely unfounded.

## BACKGROUND

### THE REIGN OF THE ASHENHEIMS

Some 500-600 years ago the Ashenheim family ruled the region today known as Hunted Vale. They were a cruel family who led a cult in worship of the demon Ygakka. Eventually their reign was ended by a peasant uprising. Ashenheim Fort was burned to the ground and all the members of the cult were executed.

### THE BANDITS

In present time a group of bandits entered the ruins of Ashenheim Fort. Under some rubble they found stairs leading down to the ancient fort

dungeons. They thought they had found the perfect hideout, but in the darkness they found an old Ygakka altar. And then the dark dreams began.

The leader of the bandits, a woman named Yrsa Egildottre, realized that the place was dangerous and wanted to leave but by then the influence of Ygakka had already corrupted the mind of one of the bandits, a sorcerer named Troggvult. He led a mutiny against Yrsa and they imprisoned her in a cell within the dungeon.

### TROGGVULT AND THE NEW YGAKKA CULT

With Yrsa out of the way Truggvult became a cult leader and pushed the former bandits to do sinister attacks, slaughtering innocents along the trade route. Sometimes bringing victims back to the Ashenheim dungeon as human sacrifice.

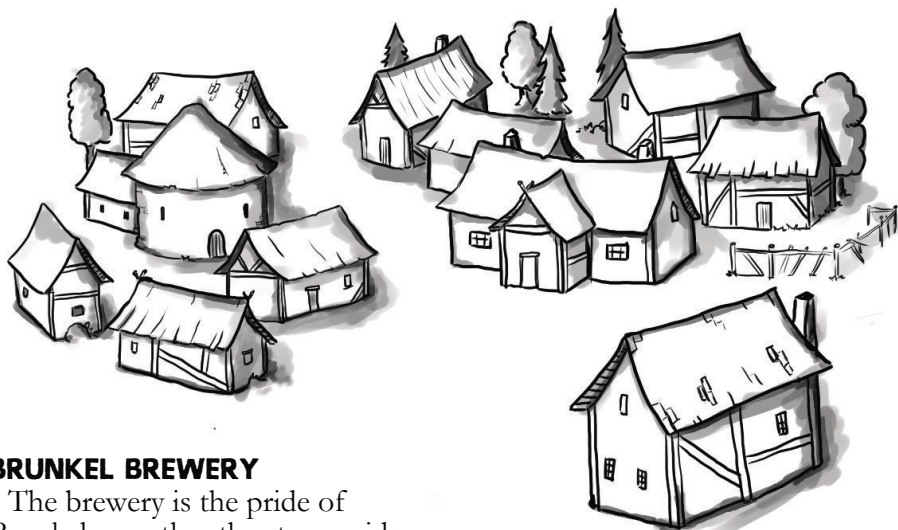
## CAMPAIGN SETTING

The adventure starts in the village of Brunkel.

Brunkel is a small village, most known for its apple orchards and unusually strong apple cider. It lies along a small trade route, a few days of travel from the nearest settlement.

You can place Brunkel in any setting you prefer.

# BRUNKEL



## BRUNKEL BREWERY

The brewery is the pride of Brunkel, or rather the strong cider is.

The owner, Mathilda Brynn, is a woman in her early fifties. She is extremely proud of her brewery and she's the acting townmaster of the village.

## THE RIPE APPLE

This is a cosy little tavern with several rooms in good condition. This is where merchants stay when they pass Brunkel on the trade route.

The tavern is run by Geroff and Agda Krasse. Their specialty is strong sausages and mashed turnips.

## THE TEMPLE

An old cleric, Father Kråka looks after this minor temple devoted to the deity Hoghal (feel free to replace with a deity from your setting).

Kråka is cheerful and he can often be seen at The Ripe Apple.

## STUBBE TRADEHOUSE

Tuve Stubbe takes care of this small trade-house. She just took over the business from her father and is constantly trying to prove her skills as a merchant. Anything from the normal equipment list can be found here but Tuva will try to haggle and push additional wares when she can.

## ADVENTURE START

Everyone in the village is talking about the bandits, it's likely that the PC's are already familiar with the rumors, unless they literally just arrived in Brunkel.

The group of bandits are lead by a woman named Yrsa Egildottre. They've been a minor annoyance in the region for years but up to this day they have never killed anyone. Sometimes they'd let victims off with half their coin still in their pockets.

The reports that now are coming in from the trade route paints another picture. Gruesome stories of mutilated corpses and kidnappings.

Mathilda Brynn has put up a notice on the wall of The Ripe Apple, it reads:

*"The bandits must be stopped!*

*Brave adventurers, hear this plea, there is good coin to make if you do.*

*Contact Mathilda Brynn for more information."*

It's easy to find Mathilda at the brewery. She is happy to see that someone is willing to take the bandits on, even though she was hoping for someone slightly more experienced. All recent bandit attacks have taken place along the area known as the Haunted Vale. She encourages the PCs to search that area for the bandit camp.

She will pay them 150 gold if they return with the head of Yrsa, the bandit leader.

The PCs probably have questions for Mathilda, this is her answers:

### **Why is the area called the Haunted Vale?**

*"Some old ghost story about a cursed fort, nothing to worry about, just peasant superstition that's all."*

### **What do you know about the bandit leader, Yrsa Egildottre?**

*"She is a tough fighter. You'll recognize her on the eye-patch.*

*This recent violence seems unlike her, she used to be an honorable thief, if such a thing ever existed."*

### **How many are the bandits?**

*"We estimate that there's about five or six of them. Most of them are simple thugs but rumors are that they've recruited some kind of sorcerer."*

## RUMORS

These are rumors that any villager in Brunkel would know. If the PCs are talking to the villagers you can let them hear one or more rumors at your own discretion.

*Yrsa once lived here in the village. Her dad was a drunk and lost the farm gambling, so he joined a group of bandits and brought his daughter with him. She was eleven years old at the time.*

(All of this is true)

*A long time ago the Ashenheim family ruled the region of the Haunted Vale. They where evil demon worshipers and their evil spirits still haunt the vale.*

(Mostly true. The spirits of the Ashenheims are however not haunting the vale)

*An old wicked hag lives in the Haunted Vale, she kidnap stray children and eat them.*

(False. The old woman living in the vale is not eating children and she's actually a nice person. As detailed in the section Bagabbas Cabin.



## EXPLORING THE HAUNTED VALE

The exploration of the vale is set up as a miniature hex-crawl.

The PCs decide what hexagon(hex) on the map that they want to explore. Every time they enter a new hex the Referee secretly rolls the Haunted Vale Exploration table below to see what the PCs find in the entered hex.

Each result can be used a limited number of times, as represented by the "used" checkboxes on the table. If a rolled

result have been used its maximum number of times instead use the nearest unused result, rounding down.

If you roll a 6 on the first or second entered hex you may re-roll, at your own discretion.

The map and track-sheet on the following page can be handed out to the players. They can use it to track their progress through the vale.

Each hex represents 1 miles.

### HAUNTED VALE EXPLORATION

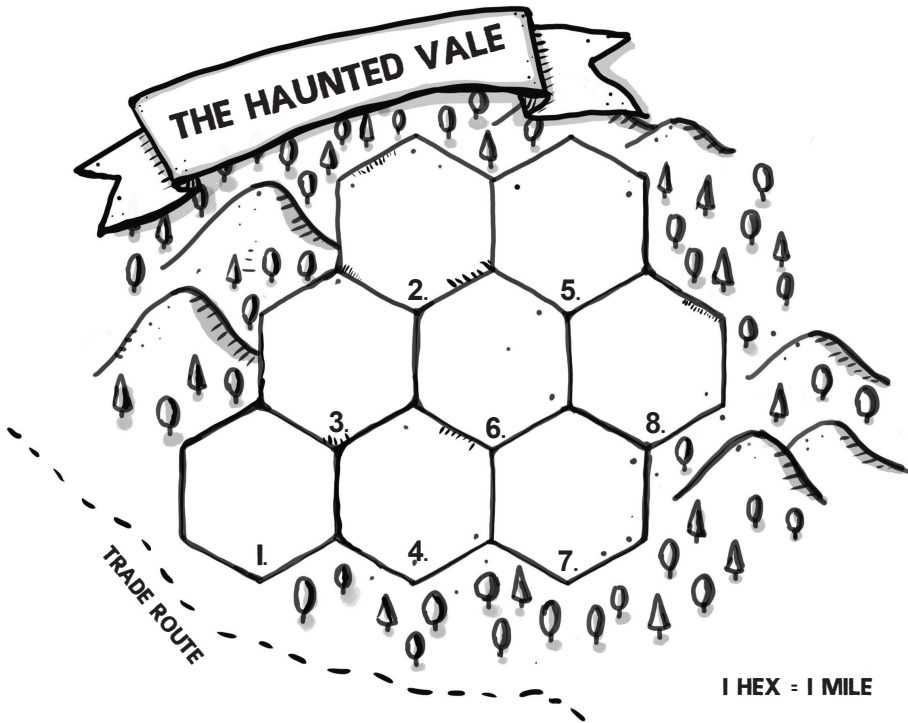
ID6	HEX	USED
1-2	Random Encounter Table	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
3	The Black Pond	<input type="checkbox"/>
4	Bagabbas Cabin	<input type="checkbox"/>
5	Forgotten Crypt	<input type="checkbox"/>
6	Ashenheim Fort Ruins	<input type="checkbox"/>

### RANDOM ENCOUNTERS

ID6	ENCOUNTER
1-2	Empty Forest
3	1 Centipede, Giant
4	1d6 Rat, Giant
5	1d4 Wolf
6	1d4 Skeletons*

*\*Skeletons are not a common occurrence in the Brunkel area. These ones were created by the Ashenbeims to guard the valley and they've been roaming the vale ever since. They*

*carry armor and shields marked with the Ashenheim coat of arms (a raven sitting on a human skull).*



HEX 1: \_\_\_\_\_

HEX 2: \_\_\_\_\_

HEX 3: \_\_\_\_\_

HEX 4: \_\_\_\_\_

HEX 5: \_\_\_\_\_

HEX 6: \_\_\_\_\_

HEX 7: \_\_\_\_\_

HEX 8: \_\_\_\_\_

## THE BLACK POND

*Where the PCs are lured by illusions and might end up drowned and eaten.*

The PCs encounter a pond, the water is dark and still. In the ponds murky depths resides an ancient and evil monster whose name is long forgotten.

Anyone approaching the pond will see the target of his or hers deepest desire in the water. This is the monsters way of luring it's victims into the pond. The visions are sent into the victims minds directly and PCs cannot see each others visions.

Example visions are: a pot of gold on a island, some tome of lost knowledge on a small rock or a long lost lover skinny-dipping. Try to come up with something that makes sense for the characters in your adventure, it could be a good opportunity to deepen and develop the characters backgrounds.

A successful Will Saving Throw let's the PC see through the illusion, else he or she will be compelled to step into the water.

A few steps into the pond tentacles appear to drag the victim down. A grappled person immediately stops being affected by the illusion but takes 1d4-1 crushing damage every round. A grappled person is allowed a Dexterity Saving Throw every round to break free. If the monster takes 10 or more damage it releases anyone or anything it's currently grappling and disappears into the depths of the pond to lick it's wounds.

Surviving the monster grants 300 XP.

## THE THING IN THE POND (I)

HD	CL	AC	MOVE
11	12	11	30

**Attack:** 2 Tentacles 1d4

**Special:** Create Illusions

**XP:** 2000

## BAGABBAS CABIN

*Where the PCs meet Bagabba.*

The tree stump from a once huge and hollow tree has been converted to a ramshackle cabin. Outside the cabin is a small garden with herbs and edible vegetables.

The cabin belongs to a hunchback elderly lady named Bagabba. Once she was a herbalists, but when she was wrongfully accused of witchcraft she moved out here to live out her life in solitude.

She is very suspicious to strangers but if someone earns her trust she can prove a good allied. The PCs may stay the night in her cabin and she can offer surprisingly tasty mushroom stew as well as herbal healing (1d4 hit points per person/day).

# FORGOTTEN CRYPT

*Where the PCs get ambushed by guarding skeletons and find a mysterious key in a coffin.*

An overgrown mausoleum. It's rusty metal door is hanging from its hinges. On the doors are the Ashenheim coat of arms (a raven sitting on a human skull). Inside the mausoleum stairs are leading down to a dark crypt.

The crypt is the burial place for a member of the Ashenheim family, buried together with his wife.

## I. CRYPT ENTRANCE

The stairs from the mausoleum end in this room.

On both sides of the stairs are big statues of armored guardians. Behind the statues are hidden rooms (room 3A and 3B), this is extremely difficult to spot. Examining the statues a whole turn and making a hard Wisdom Skill Check lets the PC find out that there is something hidden and that, whatever it is, it is triggered from room 2 somehow.

The big door to room 2 have actual human skulls and bones attached to it as morbid ornaments. It's unlocked.

## 2. BURIAL CHAMBER

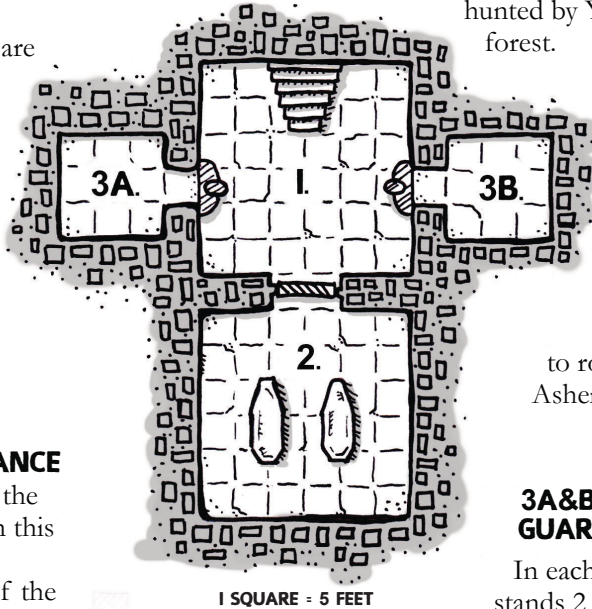
Two big stone coffins stands in the middle of the room, covered in spiderwebs.

As soon as someone, not of Ashenheim

blood, enters the room the statues in room 1 slide away releasing the skeletons from room 3A and 3B.

In the left coffin lies the skeleton of a woman. She wears a golden tiara worth 100 gp. Anyone putting on the tiara will be haunted by terrible nightmares for 1d6 nights, dreams of being hunted by Ygakka in a dark forest.

In the right coffin there's a male skeleton. A big key hangs around its neck. The key opens the door to room 10 in the Ashenheim Fort Ruins.



## 3A&B. HIDDEN GUARD ROOMS

In each of the rooms stands 2 skeletons. The skeletons are wearing rusty armor and are wielding swords or spears. If the statues slide away the skeletons immediately move towards room 2.

## SKELETON (4)

HD	CL	AC	MOVE
1	1	11	40

**Attack:** 1 Weapon 1d6

**Special:** None

**XP:** 15

## ASHENHEIM FORT RUINS

Where the PCs battle bandits, rescue (or capture Yrsa) and finally encounter the evil cult leading sorcerer Troggvult.

Above ground is mostly overgrown rubble, it's however possible to see that this was once a mighty fortress. One tower is still partially intact and this is where the bandits found stairs to the old dungeon.



### I. CRUMBLED TOWER

One of the bandits stand guard in the towers doorway. If alerted (and outnumbered) he will try to run down the stairs to warn the others and barricade in room 6. The tower have no intact floors above ground but inside the tower is a stairway leading down to the dungeon below.

### BANDIT (I)

HD	CL	AC	MOVE
1	1	11	30

**Attack:** 1 Weapon 1d6

**Special:** None

**XP:** 15

### 2. DUNGEON ENTRANCE

The stairs from the crumbled tower ends here. The room is empty, dark and damp.

### 3. EMPTY ROOM

This room is filled with rubble. The bandits where planning to eventually clear the room but they still haven't.

### 4. TROGGVULTS CHAMBER

Troggvult had them clear this room for him. He sleeps very little and spends most of his time by the altar in room 8 so there is little chance to encounter him here.

Text is written on he walls, prayers to Ygakka. Most is unreadable and some of the text looks to be written with blood.

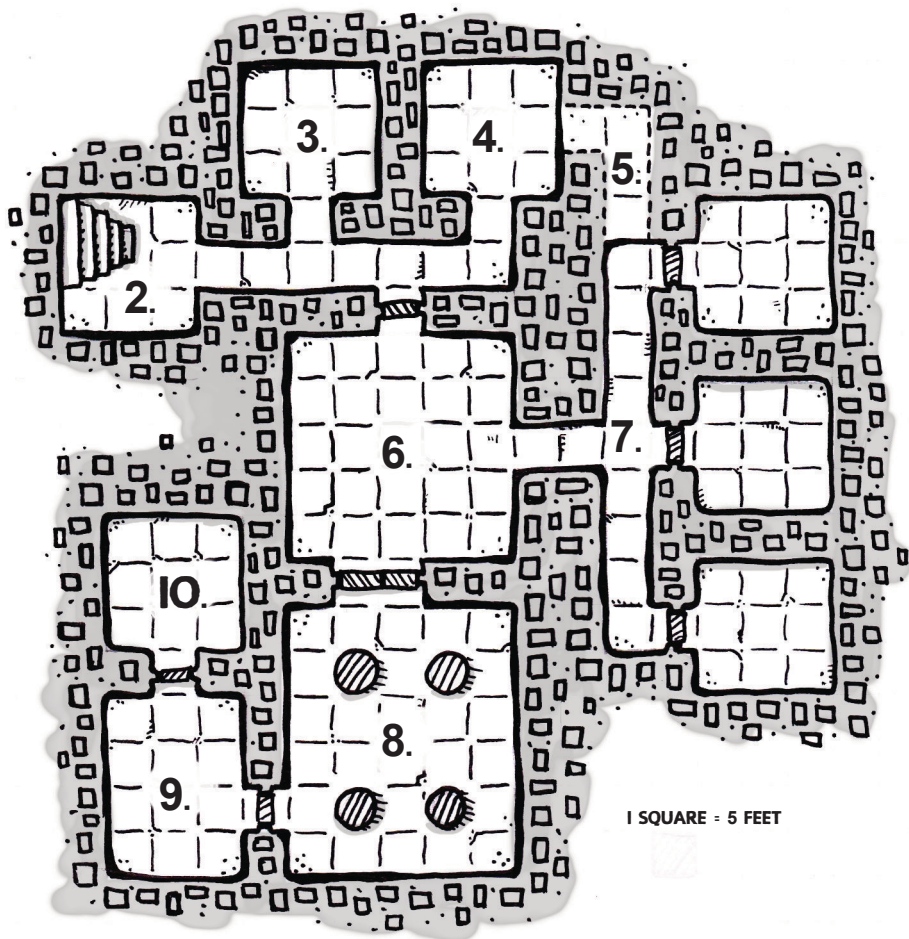
In the room there's a comfortable bed and a coffin that contains two scrolls, Detect Thoughts and Knock.

There is a drainage grate in the room, it's quite easy to lift which lets someone (a nimble person not wearing heavy armour) get into the drainage tunnel.

### 5. DRAINAGE TUNNEL

This is a small tunnel. It was originally a lot smaller but was made wider in an escape attempt back in the time of the Ashenheims. A successful Intelligence Skill Check let's someone deduct that it has been expanded with crude tools.

It leads to a grate in the room 7. The grates in both ends are easy to lift as the have been tempered with.



## 6. BANDITS CAMP

If the bandits have been alerted to the PCs approach the door is barricaded. It is wooden and can be broken, it has 12 hit points and AC 0. When it reaches 6 hit points the bandits starts to shoot arrows through the holes.

Inside the room there's 3 bandits, 4 if the guard from the entrance (room 1) managed to get down there. Simple beds are on the floor, made from blankets and fur. There is a fireplace in the middle of the room and some cooking equipment. In a corner stands a barrel containing food that the bandits have robbed, mostly cheese, bread and dried meat. One of the bandits carry a key to the cells in room 7.

In the southern end of the room is a big black gate, it has menacing pictures painted on it in red, strange scenes of torture and humiliation centered around Ygakka, depicted as a little girl with an evil grin.

### BANDIT (3 OR 4)

HD	CL	AC	MOVE
1	1	11	30

**Attack:** 1 Weapon 1d6

**Special:** None

**XP:** 15



## 7. PRISON CELLS

A corridor with 3 cells. The only current captives is an old man named Hugo and a woman with an eye-patch, which turns out to be the former bandit leader Yrsa Egildottre. Hugo will stay in his cell until the bandits are gone and then flee towards Brunkel. Yrsa has been held here ever since Troggvult seized leadership. Troggvult would like to sacrifice her to Ygakka but he believes that it could be unpopular with the other bandits. She tells the PCs anything they want to know. About how the bandits found this place, how they got nightmares about the demon Ygakka, Troggvults mutiny and how he now commits terrible acts of torture and sacrifice to honor the demon. She will help them fight Troggvult if they wish, hoping that by doing so the PCs might let her go afterwards.

### YRSA EGILDOTTRE (I)

HD	CL	AC	MOVE
2	2	14	30

**Attack:** 1 Sword 1d6

**Special:** None

**XP:** 30

## 8. ALTAR ROOM

In the middle of this room there's a statue of Ygakka, a young girl with long hair standing on a pile of human skulls. 2 mutilated human corpses have been strung up on the walls.

Troggvult stands by the altar, he has painted weird patterns with blood on his face and arms and he looks utterly insane.

He asks the PCs to submit to Ygakka, assuming they do not take the bait he speaks a command and the corpses on the walls suddenly animate and rise as zombies.

Troggvult and the zombies attack together.

### TROGGVULT (I)

HD	CL	AC	MOVE
2	2	11	30

**Attack:** 1 Dagger 1d4

**Spells:** Protection from chaos (1), Charm Person (1)

**XP:** 120

### ZOMBIES (2)

HD	CL	AC	MOVE
2	2	11	20

**Attack:** 1 Bite or Strike 1d6

**Special:** Immune to sleep and Charm spells

## 9. TRAPPED ROOM

A corpse lies on the floor, it is charred black as if it has been burned badly. The corpse is holding a pickax.

In the far end of the room there's a black iron door. Right in the middle of the door there's a key hole. There's no door handle.

The key that opens the door is in room 2 of the Forgotten Crypt.

If the lock is being tampered with or if someone attempts to break open the door a magical trap is triggered. The corpse on the floor is one of the bandits who tried to break the door open.

A rogue can spot the trap with a successful Intelligence Skill Check.

If the trap is triggered the room gets filled with fire, lasting for 1d4 rounds. Anyone in the room takes 1d4 damage per round, a successful Dexterity Save halves the damage. The trap is running out of power and only has two charges left.

## **IO. TREASURE ROOM**

Some of the valuables in here have perished over the years, the velvet pillows are molten and the once expensive cheese is now dust. Some things still remain though:

- 300 gp
- 2200 sp
- A silver dagger with a bejeweled hilt worth 150 gp.
- Two paintings of members of the Ashenheim family worth 30gp each.

Feel free to add some mysterious item here that may lead the PCs onward to new adventures, a mysterious map or a cursed object.

## **CONCLUSION**

If the PCs doesn't return with Yrsa captured or dead then Mathilda will cut the reward in half, and pay only after been given sufficient proof that the bandits are no longer terrorizing the region.

If the PCs freed Hugo from the prison cells he will have returned to Brunkel and is spreading the word about how he was saved by the PCs. This is one way of providing proof for Mathilda.



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**R&R**


**NAME:** \_\_\_\_\_ **LEVEL** \_\_\_\_\_

**CLASS:** \_\_\_\_\_ **XP** \_\_\_\_\_

**ANCESTRY:** \_\_\_\_\_ **XP BONUS** \_\_\_\_\_

**STR**  **AC** 

**DEX**  **To Hit Bonus** 

**CON**  **HP** 

**INT**  **SPELL SLOTS**

1	2	3	4	5

**WIS**

**CHA**

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**WEAPON** | **FEATS**

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**EQUIPMENT** | **GRIMOIRE**

