

# RUNECAIRN



WARDENSAGA



# RUNECAIRN

RESILIENCE

 / 

SPEED

DEF

VIGOUR

SHIELD

VITALITY

ARMOUR




KEY ITEM



WEAPONS









SKILLS/SPILLS
















MEAD

SOULS

NOTES

STR

 / 

DEX

 / 

WIT

 / 

SPI

 / 

CURSED

FATIGUE §§§

DEPRIVED

POISONED

INVENTORY

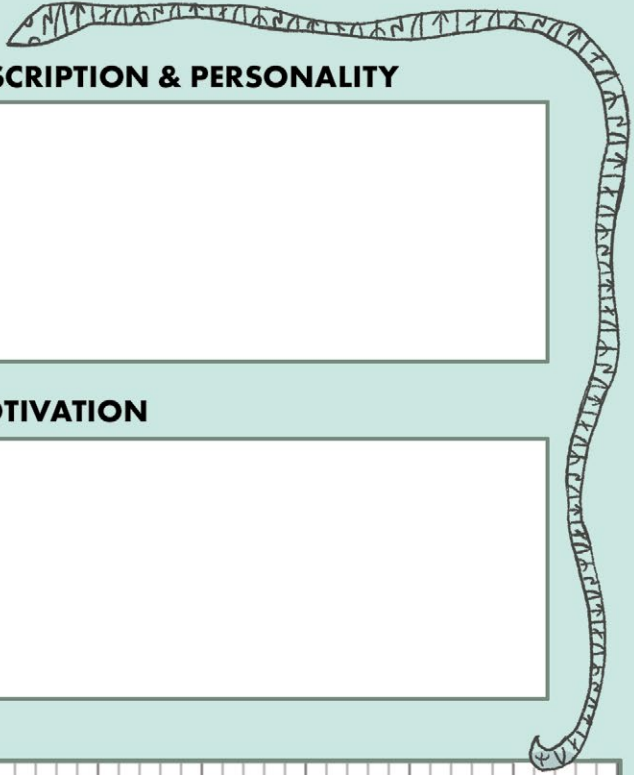
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○ SLOT ↺ REACTION §§§ CAUSES FATIGUE

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# RUNECAIRN



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**BY ODIN'S BEARD RPG**

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# PART 1: CORE RULES

*Þar munu eftir undrsamligar,  
gullnar töflur í grasi finnask,  
þærs í árdaga áttar höfðu.  
Munu ósánir akrar vaxa  
böls mun alls batna.*

In the wondrous beauty of the aftermath,  
Golden tables found among the grass,  
Held by the gods in days of old.  
Then barren fields will bloom and grow,  
All harm shall be undone.  
—Völuspá, 61-62





# OVERVIEW

## What is Runecairn?

**Runecairn** is a Norse fantasy tabletop roleplaying game intended for two players, the **Warden** (the facilitator or game master) and the **Adventurer**.

For **solo play**, or for two or more Adventurers, please see **Advanced Rules**.

## Design Philosophy

**Neutrality.** The Warden's role is to portray the rules, situations, NPCs, and narrative clearly, while acting as a neutral arbiter.

**Classless.** An Adventurer's role or skills are not limited by a single class. Instead, the equipment they carry and their experiences defines their specialty.

**Death.** An Adventurer may be powerful, but they are also vulnerable to harm in its many forms. Death is always around the corner, but it is never random or without warning.

**Fiction first.** Dice do not always reflect an obstacle's difficulty or its outcome. Instead, success and failure are arbitrated by the Warden in dialogue with the player, based on in-world elements.

**Growth.** An Adventurer is changed through in-world advancement, gaining new skills and abilities by surviving hazards and overcoming obstacles.

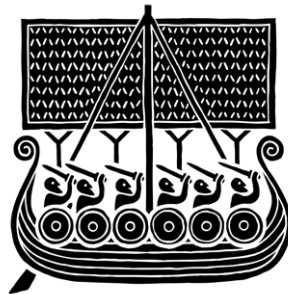
**Player choice.** A player should always understand the reasons behind the choices they've made, and information about potential risks should be provided freely and frequently.

**Principles.** The Warden and Adventurer each have guidelines that help foster a specific play experience defined by critical thinking, exploration, and an emergent narrative.

## Adventures

What type of adventures can a player character expect?

- ♦ **Defend** an isolated village against roving invaders.
- ♦ **Hunt** a monstrous creature stealing lost children.
- ♦ **Reclaim** a family cairn overwhelmed by the hungry dead.
- ♦ **Retrieve** a powerful relic lost in the frozen mountains.
- ♦ **Confront** a raging jotunn blocking supplies reaching a remote settlement.
- ♦ **Broker** peace between warring clans.
- ♦ **Protect** a caravan journey travelling through dangerous territory.
- ♦ **Infiltrate** a secretive cult worshipping forgotten gods.
- ♦ **Explore** newly discovered lands in search of a mythical beast.







# PRINCIPLES OF THE WARDEN

## Information

- ♦ Provide useful information about the game world as characters explore.
- ♦ The player doesn't need to roll dice to learn about their circumstances.
- ♦ Be helpful and direct when answering player questions.
- ♦ Respond honestly, describe consistently, and let them know they can ask questions.

## Difficulty

- ♦ Default to context and realism rather than numbers and mechanics.
- ♦ If something the player wants to do is impossible, no roll can change this.
- ♦ Does the player's approach to a situation make sense? Let it happen.
- ♦ Saves cover many uncertain situations and are often all that is necessary for risky actions.

## Preparation

- ♦ The world is malleable and random—it intuitively makes sharp turns.
- ♦ Use random tables and generators to develop choices, not stories or plots.
- ♦ NPCs remember what the Adventurers say and do.
- ♦ Infuse NPCs' self-interest and will to live into their personality.

## Narrative focus

- ♦ Emergent experience matters, not maths or Adventurer skills. Provide weapon trainers and personal quests to foster improvement and specialisation.
- ♦ Observe player needs and wants, then provide realistic opportunities.
- ♦ A dagger to the throat is fatal, regardless of armour or training.

## Danger

- ♦ The game world produces real risk of pain and death.
- ♦ Telegraph danger when present. The more dangerous, the more obvious.
- ♦ Put traps in plain sight and let players generate a solution.
- ♦ Provide chances to solve problems and interact with the world.

## Choice

- ♦ Provide a solid choice to force outcomes when the situation lulls.
- ♦ Use binary "so, A or B?" questions when responding to vague intentions.
- ♦ Collaborate the conversational progress, keeping the game moving.
- ♦ Ensure Adventurer actions leave their mark on the world.

## Die of fate

Occasionally you want an element of randomness (for changing weather, unique character knowledge, roadside encounters, etc.):

Roll d6: 3 or less favours the player, 4 or more means bad luck.









# PRINCIPLES FOR THE PLAYER

## Agency

- ♦ Attributes and saves do not define your Adventurer—they're tools.
- ♦ Don't only ask what your character would do but what you would do.
- ♦ Be creative with your intuition, items, and connections.

## Exploration

- ♦ Asking questions and listening is more useful than stats or skills.
- ♦ Take the Warden's description without suspicion but don't be afraid to seek more information.
- ♦ There is no single right way forward.

## Talking

- ♦ Treat NPCs as real people, relying on your curiosity to safely gain information and solve problems.
- ♦ Most people are interesting and want to talk things through before getting violent.

## Caution

- ♦ Fighting is a choice and rarely a wise one; consider whether violence helps to reach your goals.
- ♦ Try to stack the odds in your favour and retreat from adverse situations.

## Planning

- ♦ Avoid obstacles through reconnaissance, subtlety, and fact-finding.
- ♦ Do some research and ask around about your objectives.

## Ambition

- ♦ Set goals and use your meagre means to take steps forward.
- ♦ Expect nothing—earn your reputation.
- ♦ Keep things moving forward and play to see what happens.



# PRINCIPLES OF THE WORLD

## The Nine Realms

- ✦ The battle of Ragnarok is over, the worlds long broken.
- ✦ Danger and wonder is everywhere.
- ✦ Echoes of the old world remain.
- ✦ Travel into other realms is perilous.

## The Gods

- ✦ The Aesir and the Vanir are dead or missing.
- ✦ Mjöltnir is lost and Gungnir is broken.
- ✦ The Jotunn are scattered, most fled to Jotunheim or realms unknown.

## The Titans

- ✦ The Sons of Fenrir wander hungry and feral.
- ✦ Jörmungandr is dead, their skeleton long picked clean.
- ✦ Strange new titans roam unchallenged and dominant.

## Magic

- ✦ Magic is wild and unpredictable, with behaviour changing from one realm to another.
- ✦ The use of magic draws unwanted attention.

## Bonfires

- ✦ The light of a bonfire always leads you to safety.
- ✦ Bonfires link the Nine Realms.
- ✦ The flames of a bonfire never dwindle.
- ✦ Bonfires are kindled by the dead.

## Secrets

- ✦ Secrets are worth seeking out but all are well guarded and dangerous.
- ✦ Each secret reveals more of the world.
- ✦ Some mysteries can never be solved.

## Defeat

- ✦ When one path leads to defeat, try another.
- ✦ Some obstacles cannot be overcome immediately.
- ✦ With every failure comes new knowledge and opportunities.

## Death

- ✦ Spirits gather in places of the dead.
- ✦ Remnants of the wars wander as shades, all humanity lost.
- ✦ Death is not the end.

## The Viking Age

Though inspired by the actual Viking Age (roughly 800-1200 CE), the realms of Runecairn exist in a Norse fantasy world brimming with mythology and folklore, ever changing and evolving.





# ADVENTURER CREATION

## 1. Name & traits [rear inner cover]

Choose or roll your Adventurer's **name** and determine **pronouns**.

Next, roll your **traits** (appearance, personality, etc.).

## 2. Ability scores

**Strength (Str)** Brawn, toughness, and resistance.

**Dexterity (Dex)** Agility, sneaking, and reflexes.

**Wits (Wit)** Intellect, memory, and cunning.

**Spirit (Spi)** Resolve, charm, and force of will.

Roll **3d6** for each in order, swap any two.

## 3. Vigour

Roll **d6** for your **Vigour**, which is your drive, self-determination, and focus and is what stands between you and the hollow void.

You lose 1 point of vigour at death. At 0 Vigour, you become a **shade**, a hollow being neither dead nor alive, lost to the darkness.

## 4. Vitality

Roll **d6** to determine your **Vitality**, how hale and hearty you are.

## 5. Resilience (Res)

**Resilience** is your ability to avoid damage in combat.

Add **Vitality** and **Vigour** to get **Resilience**.

If your **Resilience** drops below 0, you start taking **Str** damage. If that happens, prepare to die.

## 6. Background (pg. 16-19)

Provides **initial equipment** and **skills**.

Each background has a **key ability** and **key item**. Your key item adds new **skills**. Change your playstyle by picking up a new key item, provided you meet the requirements.

You can only carry **1** key item at a time.

*Your background does not determine what type of Adventurer you are, only who you were.*

*Who you were before does not limit who you can become.*







# BACKGROUNDS

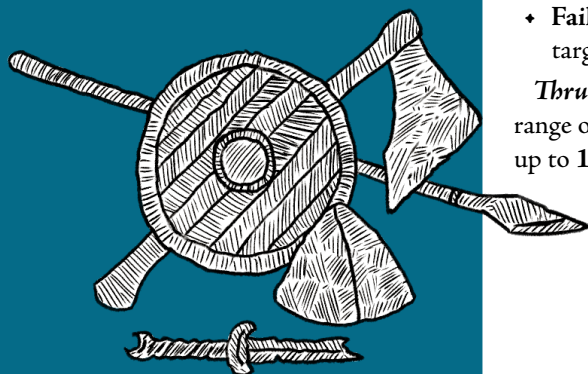
## Warrior

In another life you might have been a soldier, a guardsman, a shieldmaiden, or a raider. Your shield was always strapped to your arm and your axe and spear always to hand.

You sang the songs of battle and drank to victory and defeat in smoke-filled halls.

In combat, you favoured the direct approach, relying on your sturdy armour to deflect any blows while giving you time to land your own.

In the time before, you prayed to Oðinn for a glorious death, but now your fate is your own to choose.



### Warrior (Str, 3 Def)

Linden wood shield	key, +1 Def, block, parry
Chain mail	bulky, 2 Def
Bearded axe	d8, disarm, hack
Ash wood spear	d6, 20', thrust
Memento of defeat	
Free slots	4

### Skills

**Block (reaction).** Raise shield; **Str** save to avoid all **physical damage (Fatigue)**.

**Disarm.** Hook your opponent's weapon hand; target needs to make a **Dex** save or be disarmed (**Fatigue**).

**Hack.** Attack your opponent in a frenzy for **double damage (Fatigue)**.

- ♦ **Dire strike:** Your opponent must make a **Str** save or stagger from the ferocity of the attack, moving back 5' and losing their next turn.

**Parry (reaction).** Deflect an incoming attack and riposte (**Str**):

- ♦ **Success:** Avoid all **physical damage** and retaliate for **damage advantage**.
- ♦ **Failure:** Retaliatory attack from the target at **damage advantage**.

**Thrust.** Lunge forward to extend the range of your weapon and strike targets up to **10 feet** away (**Fatigue**).



## Skald (Spi, 2 Def)

Runic focus	key, small, scold, shout
Reindeer hide	1 Def
Leather hood	+1 Def
Steel sword	d6, sunder
Saga	Heal or Lightning Spear
Sacred waters	d10, blast
Sacrificial bundle	small
Free slots	5

## Skills

**Scold.** Manifest cutting words to wield as a dagger or throw at opponents for **d4 damage**, 20ft range.

**Shout (reaction).** Your voice propels a shockwave that staggers a foe within **melee range**; **Spi** save to disrupt an attack and take no damage (**Fatigue**).

**Sunder.** Tear through your opponent's armour for **d4 damage**; first occurrence causes target to lose **1 Def (Fatigue)**.

**Heal (saga).** Call upon the remaining power of the gods to heal your wounds; restore **10 Resilience** and clear the **Deprived** condition (**Fatigue**).

**Lightning Spear (saga).** Summon a crackling bolt of lightning; strike your foe for **d8 damage**, 60ft range (**Fatigue**).

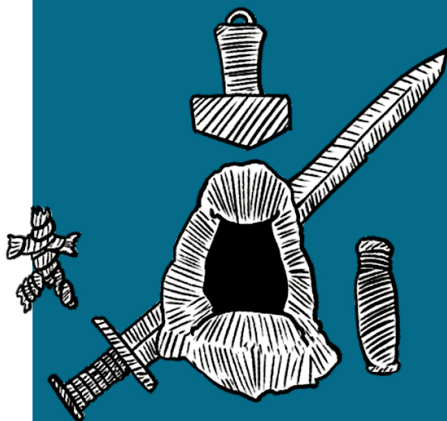
## Skald

In another life you might have spoken for the dead, burned sweet sacrifices to the gods, wandered the land weaving tales of myth and legend.

Your voice spoke for all and none. You deciphered the will of the gods and shone their light on the people of the realms.

In combat, you wielded the fury of the gods, whether thunder or steel. Your toughened reindeer hide helped deflect all but the sharpest spears and your voice itself was said to shake mountains.

Although the time of the gods is done, you still work their will and wield their power. How you choose to use it is now in your hands alone.



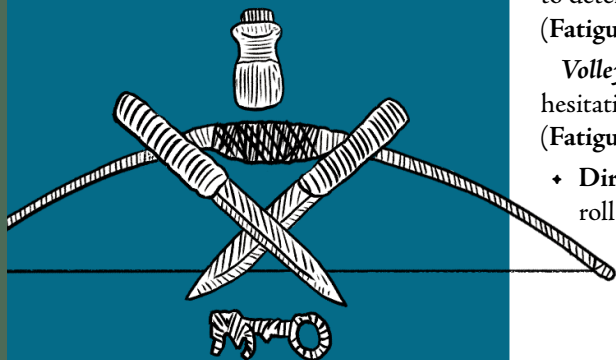
## Scout

In another life you might have been a hunter, an archer, a scoundrel, or an explorer. With a pair of sharp knives and a trusty shortbow, you easily made your way in the world, whether in untamed wilderness or cut-throat civilisation.

You found the paths and trails no-one else could, weaving your way through danger and adventure at every turn. Your fast reflexes helped save you in situations where your quick tongue could not.

In combat, you either slipped in close, unnoticed, or struck silently from afar with unerring accuracy.

Even in the time before you forged your own path. Now that your fate is truly unwritten, the Nine Realms are yours for the taking.



## Scout (Dex, 1 Def)

Hunting knives	key, dual, d6, backstab, dash, lacerate
Quilted cloth	1 Def
Elm shortbow	bulky, d6, 60', volley
Fire oil	blast, d8
Skeleton key	small
Free slots	5

## Skills

**Backstab.** Duck behind your enemy and inflict a critical strike (**Dex**):

- ♦ **Success:** Strike your target for **double damage**.
- ♦ **Failure:** Retaliatory attack from the target at **damage advantage**.
- ♦ **Dire strike:** Follow up with an extra attack that bypasses defence.

**Dash (reaction).** Deftly dodge to evade an attack (**Dex, Fatigue**):

- ♦ **Success:** Avoid **all damage**.
- ♦ **Failure:** **Impair** the enemy's attack, reducing to **d4 damage**.

**Lacerate.** Slice a deep wound in your enemy for an initial **d6 damage**; roll **d4** to determine bleed damage and duration (**Fatigue**).

**Volley.** Fire two arrows without hesitation—roll damage die twice (**Fatigue**).

- ♦ **Dire strike:** Fire another arrow and roll another damage die.

## Seer (Wit, 0 Def)

Yew staff	key, d4, barrier, clobber, greystone
Stout linen	small, 0 Def
Runestone	Slow or Seiðr Spear
Bleached jawbone	-
Free slots	7

## Skills

**Barrier (reaction).** Cast a barrier spell (Wit, Fatigue):

- ♦ **Success:** Raise a magical shield to negate all damage from the attack.
- ♦ **Failure:** Impose **damage disadvantage** on the target's attack.

**Clobber.** Smash the enemy's head with **damage advantage**; target needs to make a **Str** save or be dazed, losing their next turn (**Fatigue**).

**Greystone.** Cast a magical stone as if from a sling for **d4** damage, 30' range.

**Slow (spell).** Slows nearby enemies (**Fatigue**).

**Seiðr spear (spell).** Propel a spear of pure energy; strike your foe with the spear for **d10 damage**, 60' range (**Fatigue**).

## Seer

In another life you might have been a wise woman, an augur, a trickster, or a conjurer. The only things you needed were your wits and a hunger for knowledge. You sought to delve the mysteries of the realms and pluck forth the secrets within.

You stayed in the shadows, called on for your counsel and power. Mistrusted by some, feared by others, and respected by all.

You were never much for combat, preferring to work your cunning to rain destruction or mischief on your foes from a safe distance.

The gods are dead but their secrets are still waiting under ash and weald. You've seen your future and it's filled with endless possibilities.



# ADVENTURER CREATION EXAMPLE

New tabletop roleplaying gamer Amy wants to create an Adventurer in *Runecairn*.

Amy starts by rolling on the names table and gets **57, Lind**. Amy likes the sound so decides to keep it.

Amy doesn't know much about Lind at this point, so she rolls on the Adventurer traits tables and gets the following results:

She's **brawny**, with **smooth skin**, **braided hair**, and a **sharp face**. She's **eloquent**, **ambitious**, and **deceitful**.

Lind is starting to take shape in Amy's mind.

Amy rolls **3d6** four times and assigns the results to her abilities:

**Str 9, Dex 10, Wit 14, Spi 16**

With a Spirit of 16 Lind would make a good **skald**, so Amy chooses that background.

She switches her **Dex** and **Wit** scores to give her Skald more dexterity and ends up with these final abilities:

**Str 9, Dex 14, Wit 10, Spi 16**

Amy generates Lind's **Resilience (Res)** score next. She rolls a **d6** for Lind's **Vigour (4)**.

Amy rolls a **d6** for **Vitality (5)**.

Adding the two rolls up, Lind the Skald has **9 Resilience**.

Her two pieces of armour (*reindeer hide* and *leather hood*) give her a total **defence** of **2**.

Her **key item** is a *runic focus*, which allows her to use magic in the form of **sagas**. Amy has the choice of either a healing tale (*Heal*) or one of Thor the thunder god (*Lightning Spear*). She thinks that Lind would be a follower of Thor and takes lightning spear.

Lind wields a *steel sword* that does **d6** damage and fills out the rest of her inventory with helpful items like *sacred waters* and a *sacrificial bundle*.

With her starting equipment stowed or worn, Lind has **5 free inventory** slots that she can use to **loot items**, **cast spells**, or **take reactions** in combat. None of her items are **bulky** so they only take up one slot each. **Small** items don't take up any space.

**Sagas** aren't physical objects but instead take up space in Lind's mind as the tales are dense and elaborate.

Lind also has a flask filled with **Iðunn's mead**, which heals her injuries and helps to clear fatigue. She starts with **2 sips** of mead.

Amy has now finished creating her new skald, Lind, who is ready to set off into a strange new world.



# RUNECAIRN

A N T H



Lind the Skald

STR 9 / 9

DEX 14 / 14

WIT 10 / 10

SPI 16 / 16

☐ DEPRIVED  
☐ POISONED

CURSED



FATIGUE §§§



INVENTORY 5 / 10

Saga: Lightning Spear

Sacred waters

Sacrificial bundle (small)



RESILIENCE

9 / 9

VIGOUR 4

VITALITY 5

SPEED DEF

40

2

SHIELD



ARMOUR

2

Reindeer hide and leather hood

KEY ITEM

Runic focus (small)

WEAPONS

Steel sword

d6

MEAD

SKILLS/ SPELLS

Lightning knife d4

Shout

Lightning spear d8

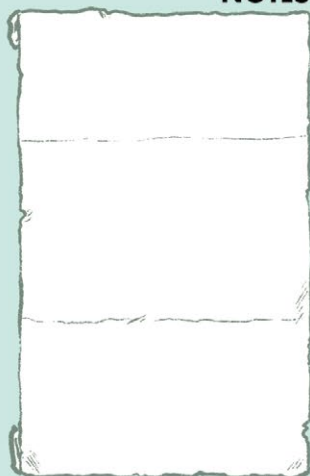
Sunder d6

§§§

SOULS

0

NOTES



☐ SLOT ☐ REACTION §§§ CAUSES FATIGUE

# CONCEPTS OF PLAY

## Background

What you did in a previous life and what equipment you begin with.

Your **key item** grants unique skills but your new life is yours to carve, so change approach by changing your key item.

## Saves

A roll to avoid bad outcomes from risky choices and circumstances.

Roll a d20 against an appropriate ability score. If you roll *equal to or under* the score, you succeed. Otherwise, you fail. A 1 always succeeds, and a 20 always fails.

In some situations, saves are made with a bonus or penalty. Roll two d20s, take the lower result (bonus, **advantage**) or higher (penalty, **disadvantage**).

## Resilience [Res]

The ability to avoid damage in combat, representing your personal drive, toughness, instinct and survivability.

Resilience is made up of two stats: **Vigour (d6)** and **Vitality (d6)**. Damage reduces your **Resilience** and **drinking mead or resting at a bonfire** restores it.

If an attack takes your **Resilience** exactly to 0, roll for **Omens** (pg. 35).

## Defence [Def]

Attacks hit automatically, for you and your enemies. Armour determines your Defence and reduces the damage you take.

Shields and similar armour provide a bonus, but only while held or worn.

**Bulky** armour weighs you down, imposing **disadvantage** on all **Dex** saves.

## Mead flask & healing

Filled with mead brewed by the gods and infused with the goddess Iðunn's everlasting apples.

One sip takes an action and restores **10 Res** and clears **2 points of Fatigue**. Resting at a bonfire replenishes all sips.

You start with **2 sips**. This can be increased by relics or by defeating a powerful enemy or reaching a significant point in a quest.



*Mead Flask*

## Inventory

- ♦ You start with **10 inventory slots**.
- ♦ **Key items** provide new skills and abilities but you can only carry 1.
- ♦ Most items take up **1 slot** and **small** items don't take up any.
- ♦ **Bulky** items take **2 slots** and are two-handed or awkward to carry.
- ♦ Anyone with a **full inventory** is reduced to **0 Resilience**.
- ♦ You can't carry more items than your inventory allows.
- ♦ Some items require a minimum **ability score** to use without imposing **disadvantage** on **damage** and **saves**.







## Status effects

**Cursed.** **Resilience** is halved until the curse is lifted or otherwise dispelled.

**Deprived.** You can't **recover Resilience** or take **reactions** until you rest at a bonfire.

**Dismembered.** Lost arm: Reduce Str by d4, reduce total inventory slots by 1, and wield only one item at a time.

Lost leg: Reduce Dex by d6 and halve movement speed.

Limb loss is not permanent; resting at a bonfire restores lost appendages.

**Poisoned.** Take damage every turn, bypassing **Def**; a successful **Str** save or resting at a **bonfire** cleanses the poison.

**Toxic.** Adds toxic (1 slot) to your inventory. For every point of toxic, lose 1 Str damage each turn, bypassing **Def**. Purge toxin by resting at a bonfire.

## Fatigue

Your actions and items weigh heavily on you and fatigue can easily overwhelm.

You gain **Fatigue** by casting **spells**, using some **skills**, and from certain **enemy attacks**.

Each **Fatigue** occupies 1 inventory slot and lasts until you rest at a **bonfire**.

## Clearing fatigue

During a moment of calm, spend 1 soul to clear d4 points of **Fatigue** (see **Souls**).

Once per day, you can also attempt to clear **Fatigue** by reflecting on your ancestors, meditating in nature, singing a song, or via other forms of introspection.

Roll a d6. If you roll under your current **Vigour** (**success**), clear that many points of **Fatigue**. If you roll over (**failure**), you lose 1 point of **Vigour**.

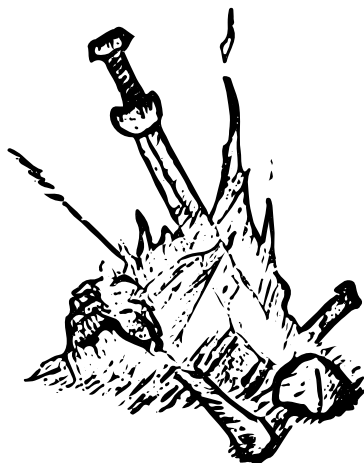
## Bonfires

Bonfires offer a beacon of hope to souls lost in the dark.

Resting at a bonfire restores lost **Resilience**, clears **Fatigue** from your inventory, and resets **ability score loss**.

Bonfire rests also return most slain foes to life. Powerful or intelligent foes such as **gods**, **jotunn**, or **dragons** remain dead when defeated.

When sat at a bonfire, you can spend **Souls** to grow your power (see **Spending souls**).



## Death

Prepare to die often. Upon death, you wake at the last bonfire rested at with all your current items.

**Lose** one point of total **Vigour** for every death. If your total **Vigour** reaches 0, you are forever lost to the darkness.

One point of **Vigour** can be restored by a full day communing with a **skald** or by burning a **sacrificial bundle** at a bonfire.

## Souls

The might of the gods has been scattered across the Nine Realms. Fragments of this power exist as **soul remnants**, energy manifested and crystallised into physical form.

You may discover **Soul remnants** in hidden and secret places, in areas of great power, or under the watch of fearsome guardians. **Soul remnants** are **small** and take up no inventory space.

Powerful beings such as **jotunn**, **dragons**, or **demons** may also be imbued with the scattered essence of the gods. Overcoming these foes, through combat or other means, grants you ephemeral slivers of this power: **souls**.

Breaking a **soul remnant** imbues you with the **souls** held within.

**Souls** are delicate and are discarded when you die. You have one chance to recover dropped **souls** after you wake up at the bonfire. Die again before retrieving them and they're lost forever.

## Spending souls

As **souls** represent the innate power of the gods, you can absorb this power to grow stronger.

When resting at a bonfire, you can focus on the imbued power and enhance your might.

While resting, spend 1 soul to permanently increase one of your abilities (**Strength**, **Dexterity**, **Wits**, or **Spirit**) or your **Vitality**.

You can only increase each ability to a maximum of 18 by using souls.

## Trade & merchants

Rare merchants and travellers trade in souls and you can barter for goods and services with items or **soul remnants**. Certain spells or relics can also coalesce **soul remnants** from imbued **souls**.

Rare items don't necessarily fetch a higher price, they're just harder to find, though the value of items changes depending on the merchant.

## Wealth & treasure

Gold and most coins have little value and the majority of trade is through barter, of either souls or items.

Treasure takes the form of weapons, armour, spells, or relics. It can be a lure, taking Adventurers to exotic and even dangerous locations, and is often under the protection of intimidating foes.

# ITEMS & EQUIPMENT

## Armour

**Chain mail:** Heavy mail shirt made of riveted rings, worn over thick clothing.

**Fur cloak:** Dense, coarse fur treated and sewn into a thick cloak with a fierce bear or wolf headdress.

**Iron helmet:** Curved helmet made of riveted iron plates; uncomfortable but offers good protection.

**Laced iron plate:** Small iron plates laced together over a leather shirt.

**Leather hood:** Fine leather and wolfskin cloak.

**Plated leather:** Charred and soot-blackened leather smock, reinforced with sewn iron plates.

**Quilted cloth:** Padded wool defensive jacket helps deflect slashes.

**Reindeer hide:** Cured and toughened leather; symbol of status.

**Stout linen:** Comfortable and well-made, free movement little protection.

## Armour

Name	Def	Qualities
Fur cloak	0	rare, small
Stout linen	0	small
Plated leather	1	rare
Quilted cloth	1	
Reindeer hide	1	rare
Chain mail	2	bulky
Laced iron plate	3	rare, bulky, Str 14
Iron helmet	+1	
Leather hood	+1	rare

## Shields

**Buckler:** Small leather-wrapped shield used to protect the weapon hand.

**Kite Shield:** Large, almond-shaped shield made from wood and iron.

**Linden wood shield:** Lightweight wood, round and iron-reinforced.

## Shields

Name	Def	Qualities
Buckler	+1	rare
Linden wood shield	+1	key, block, parry, Str 12
Kite shield	+2	key, bulky, block, parry, Str 14

## Weapons

**Ash spear:** Wood shaft with sharp iron head, for thrusting or throwing.

**Bearded axe:** Wrought iron head with hooked steel cutting edge attached to an oak haft.

**Blacksmith hammer:** Short oak haft fitted with dense iron head.

**Breaking maul:** Heavy two-handed maul with dense iron head fixed to reinforced oak shaft.

**Broad axe:** Longer version of the bearded axe, held with two hands and requiring great strength.

**Cudgel:** Stout piece of wood used for clubbing.

**Elm longbow:** Long curved bow made from elm wood, tied with strong flax.

**Elm shortbow:** Curved bow made from elm wood, tied with strong flax.



## Weapons

Name	Dmg	Qualities	Weapon Skills
Axe, bearded	d8	Str 10	hack 2d8, disarm
Axe, broad	d10	key, bulky, Str 16	shove, cleave, disarm
Axe, hand	d6	dual, ranged, 30'	hack 2d6
Cudgel	d6		clobber
Fire grippers	d6	key, rare	flameshield, ignite
Hammer, blacksmith	d6	rare	smash
Hunting knives	d6	key, dual	dash, backstab, lacerate
Longbow, elm	d8	bulky, ranged, 100'	volley 2d8
Maul, breaking	d10	key, rare, bulky, Str 17	crush, shove
Seax	d6		rend
Shortbow, elm	d6	bulky, ranged, 60'	volley 2d6
Sling, stone	d4	ranged, 30'	flurry 2d4
Spear, ash	d6	ranged, 20'	thrust 10'
Spear, hewing	d10	key, bulky, Str 14	shove, cleave, lacerate
Staff, yew	d4	key, Wit 12	greystone, barrier, clobber
Sword, grave	d10	rare, bulky	frenzy, sunder
Sword, steel	d6	rare	sunder

**Fire grippers:** Leather gloves reinforced with iron plates etched with fiery runes; can be used to bolster unarmed attacks.

**Grave sword:** Long, wide double-edged blade, held with two hands; unusual design, extremely heavy.

**Hand axe:** Balanced axe, light enough to be thrown or wield in both hands.

**Hewing spear:** Long oak shaft with curved iron blade.

**Hunting knives:** A pair of versatile knives, straight blade with sweeping edge sharpened to a fine point.

**Seax:** Broad, single-edged blade fixed to a horn hilt and worn on a belt.

**Steel sword:** Double-edged blade, held single-handed; ownership is a matter of high honour.

**Stone sling:** Rope and leather cup used to propel stones with deadly aim.

**Yew staff:** Long, curved wooden staff, carved with intricate runes and figures.

## Equipment skills

**Backstab.** Dash behind your enemy and inflict a critical strike (**Dex**):

- ♦ **Success:** Strike your target for **double damage**.
- ♦ **Failure:** Retaliatory attack from the target with **damage advantage**.
- ♦ **Dire strike:** Follow up with an extra attack that bypasses defence.

**Barrier (reaction).** Raise a magical shield to negate all **damage** from the attack (**Wit, Fatigue**).

**Block (reaction).** Raise your shield to block an incoming attack (**Str, Fatigue**).

**Charge (reaction).** Drive your shoulder into your opponent; save to disrupt the attack and take no damage (**Str, Fatigue**).

**Cleave.** Deliver a devastating sweeping attack (**Str, Fatigue**):

- ♦ **Success:** Strike for **double damage**.
- ♦ **Failure:** Retaliatory attack from the target at **double damage**.
- ♦ **Dire strike:** Make an extra attack against the nearest target within 10ft.

**Clobber.** Smash the enemy's head with **damage advantage**; target needs to make a **Str** save or be dazed, losing their next turn (**Fatigue**).

**Crush.** Target the enemy's limb for enhanced damage (**d12**); target needs to make a **Dex** save or lose **d4 Dex** (**Fatigue**).

**Dash (reaction).** Deftly dodge to evade an attack (**Dex, Fatigue**):

- ♦ **Success:** Avoid **all damage**.
- ♦ **Failure:** **Impair** the enemy's attack, reducing to **d4 damage**.



**Disarm.** Hook your opponent's weapon hand; target needs to make a **Dex** save or be disarmed (**Fatigue**).

**Flameshield (reaction).** Manifest a fiery shield in your offhand to deflect an attack; save to avoid all damage (**Spi, Fatigue**).

**Flurry.** Sling two stones rapidly; roll **damage** twice (**Fatigue**).

- ♦ **Dire strike:** Sling a third stone and roll an extra **damage** die.

**Frenzy.** The ferocity of your attack staggers your opponent; non-undead targets need to make a **Spi** save or falter momentarily, allowing you to make an **extra attack** (**Fatigue**).

**Greystone.** Cast a magical stone as if from a sling for **d4 damage** (30').

**Hack.** Attack your opponent in a frenzy; roll **damage** twice (**Fatigue**).

- ♦ **Dire strike:** Your opponent must make a **Str** save or stagger from the ferocity of the attack, moving back 5' and losing their next turn.

**Ignite.** Channel ancient magic to ignite your weapon (or gloves) in blazing fire; for the duration of the fight, melee attacks do **double damage** and bypass **mundane armour**, ignoring **Def (Fatigue)**.

**Lacerate.** Slice a deep wound in the enemy for initial **d6 damage**; roll **d4** for bleed damage and duration (**Fatigue**).

**Parry (reaction).** Deflect an incoming attack and riposte (**Str**):

- ♦ **Success:** Avoid all **physical damage** and retaliate for **damage advantage**.
- ♦ **Failure:** Retaliatory attack from the target at **damage advantage**.

**Rage.** Call upon your animal spirit which imbues you with bestial strength; for **d4** rounds, gain **3 Def** and make all melee attacks at **double damage**. When the rage ends, make a **Spi** save (you can choose to fail):

- ♦ **Success:** The animal spirit departs and you regain control; add **2 Fatigue**.
- ♦ **Failure:** The beast takes control; lose **1 Spirit** and continue to rage with a **50% chance** of attacking **friendly targets**.

**Rend.** Inflict a vital wound for **d6 damage**; target needs to make a **Dex** save or be reduced to **half speed** for the duration of the fight (**Fatigue**).

**Scold.** Manifest cutting words to wield as a dagger or throw at opponents for **d4 damage**, 20ft range.

**Shout (reaction).** Your voice propels a shockwave that staggers your foe; you deflect the attack and take no **physical damage (Spi, Fatigue)**.

**Shove (reaction).** Take your weapon in both hands and push back against an enemy, halting their strike (**Str, Fatigue**).

**Smash.** Bludgeon your opponent with **damage advantage**; target needs to make **Str** save or be knocked down and miss their next turn (**Fatigue**).

**Sunder.** Tear through your opponent's armour for **d4 damage**; causes target to lose **1 Def (Fatigue)**.

**Thrust.** Lunge forward to extend the range of your weapon and strike targets up to 10 feet away (**Fatigue**).

**Volley.** Fire two arrows without hesitation; roll **damage** twice (**Fatigue**).

- ♦ **Dire strike:** Fire another arrow and roll an extra damage die.





## Items

**Apple, dried:** A slice of one of Iðunn's apples, dried in the sun. Eating one clears **1 point of Fatigue**.

**Beaststone:** Crudely chiselled from black stone, in the form of a bear or wolf; calling upon the spirit of the animal imbues you with bestial rage.

**Bleached jawbone:** Cleaned human jawbone; low chance to commune with the spirits of your ancestors (**1** on a **d20**) or summon a vengeful spirit (**20** on a **d20**).

**Effigy stone:** Ornate limestone figure, carved in the likeness of a great hero. Calls to the spirit of a hero to join you in the physical world. Spend a point of **Vigour** to summon a hero to fight by your side.

**Fire oil:** Faded glass bottle filled with viscous orange liquid; breaks when thrown and erupts into flame for **d8** blast damage.

**Kindled bale:** Bones, broken sword, and pine resin wrapped in twine; place and set alight to create a **bonfire**.

**Memento of defeat:** Broken and rusted sword; by holding and focusing on past failures lose all your held souls and awoken at the last bonfire rested at.

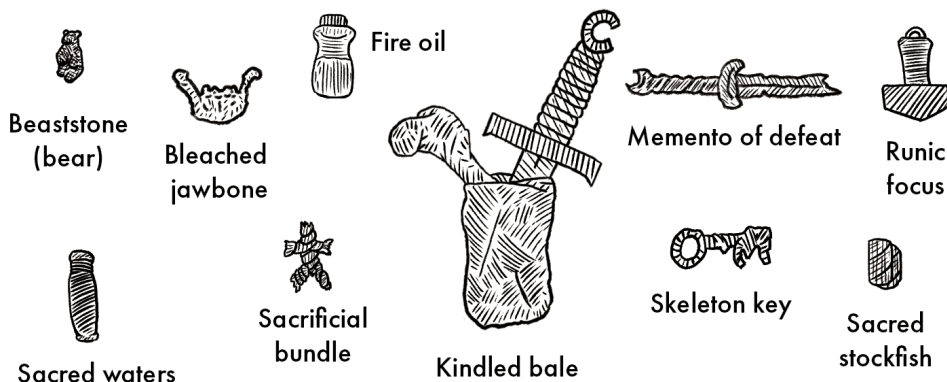
**Runic focus:** Hand-carved from ash wood, decorated with runes; can be any number of shapes associated with the gods and bestows different powers accordingly.

**Sacred stockfish:** Dried cod fished from a sacred river; eat to restore **1 point of Spirit** or feed to a wild animal to **befriend** them until sunset.

**Sacred waters:** Water from the well of fate; drink to regain **8 Res** or throw to cause **d10** blast damage to undead.

**Sacrificial bundle:** Crude figure of a person made from moss, twine, and ash; burn at a bonfire to restore **1 point of Vigour**.

**Skeleton key:** Ancient key crafted from the finger bones of a thief; low chance of opening any locked door (**1-2** on a **d20**, breaks on a **20**).



## Items

Name	Qualities
Apple, dried	small
Beaststone	key, rare
Bleached jawbone	rare
Chalk	small
Chisel	-
Effigy stone	rare
Face paint	small
Fire oil	rare
Horn	-
Kindled pyre	rare
Lantern & oil	-
Large trap	bulky
Leather rucksack	rare, bulky, 4 slots
Lockpicks	small
Memento of defeat	rare
Net	-
Pick	-
Pole (10ft)	bulky
Quill & ink	small
Rope (25ft)	-
Runic focus	key, small, Spi 12
Sack	2 slots
Sacred stockfish	rare
Sacred waters	rare
Sacrificial bundle	small
Saw	-
Skeleton key	rare, small
Spike	small
Tar	-
Torch	-



# COMBAT

## Rounds

- ♦ Roughly 10 sec. of in-game time.
- ♦ Comprised of **turns**.

## Actions

- ♦ On your turn, you can **move** and take an action: **attack**, **cast a spell**, **move again**, or other reasonable action.
- ♦ Standard movement **speed** is 40'.
- ♦ Declare actions before rolling dice; if risky, the Warden calls for a save.
- ♦ All actions, attacks, and movements occur simultaneously.

## Reactions

- ♦ You can **react** to an attack and attempt to block, deflect, or avoid damage.
- ♦ You must choose to react before the Warden rolls damage.
- ♦ Some reactions are only available through **key items** or **relics**.
- ♦ Reactions available to all adventurers:

**Roll.** Attempt to roll away, avoiding all **physical damage** (**Dex**, **Fatigue**).

**Withdraw.** Attempt to disengage and retreat (**Dex**):

- ♦ Success: **Avoid all damage**.
- ♦ Failure: Escape but take damage.
- ♦ Enemies may continue to attack.

## Turns

The Warden telegraphs the actions taken by NPCs or monsters.

If surprised at the start of combat, make a **Dex save** to act first. Failure also means you can't use a **Reaction** in your first turn.

## Attacking & damage

- ♦ Attacks hit automatically but armour reduces incoming damage.
- ♦ Subtract Def from damage rolls before reducing Resilience.
- ♦ **Magic** ignores **mundane armour** but not **magical armour**.
- ♦ Unarmed attacks do **d4** damage.

## Attack modifiers

**Damage advantage.** Attacks from a position of strength (against a helpless foe or through a daring manoeuvre).

**Damage disadvantage.** Attacks from a position of weakness (through cover or with bound hands).

**Multiple attackers.** Attackers targeting the same foe all roll damage dice, keeping the single best result.

**Dual and 2-handed weapons.** Attacks with two weapons or with a 2-handed weapon grant damage advantage.

## Damage modifiers

Some foes are vulnerable to types of magic, strong against certain attacks, or wholly immune to damage.

**Weak.** Gain **damage advantage**.

**Resistant.** Gain **damage disadvantage**.

**Immune.** Attack causes **no damage**.

## Dire strike

Some weapons or enemies have special skills that trigger when rolling **max damage** (i.e. rolling 10 on a d10).

The Warden can also decide the effect of a **dire strike**.









## Blast

Refers to anything from explosions to cleaving onslaughts to a meteor impact.

Strikes all targets in the area; roll separate damage for each target. Roll damage die for the number of targets.

## Ability score loss

If any **ability scores** are reduced to 0, you die. Abilities reset when resting at a bonfire or through magic.

## Critical damage

- ♦ Once weakened to **0 Res**, any additional damage reduces **Str** directly and triggers **critical damage**.
- ♦ Make a **Str** save to avoid **critical damage**; fail the save and **die**.
- ♦ Adventurers, NPCs, and monsters are all subject to critical damage.

## Omens

- 1 A spirit appears to you in the form of an animal. Make a **Spi** save. If you succeed, the animal accompanies you until dawn of the next day.
- 2 Roiling storm clouds gather overhead and you glimpse a winged shape within. Make a **Wit** save. If you fail, you flee from the shape in terror.
- 3 The ground trembles and shakes as if a titan approaches. Make a **Dex** save. If you fail, you're knocked to the ground.
- 4 A ghostly figure emerges from the wilderness and shrieks before fading away. Make a **Str** save. If you fail, you lose your hearing until the next day.
- 5 You hear the hushed murmur of a thousand voices whispering in unknown tongues. Make a **Wit** save. If you succeed, you gain insight into the future.
- 6 As if the dead of winter, your breath billows in a misty cloud as the heat drains from your body. Make a **Str** save. If you fail, gain 2 points of fatigue from the cold.
- 7 A lank, hooded man in a wide-brimmed hat appears on the horizon, beckoning you forward. Make a **Spi** save. If you fail, you follow the hooded man into a trap.
- 8 You hear the howl of an enormous wolf rolling across the landscape, followed by echoing calls in response. Make a **Dex** save. If you pass, the wolves can't find you.

## Death

On death, you wake up at the last bonfire rested at. You keep all inventory items but drop **souls** where you died.

Once resurrected, you can retrieve dropped **souls** if you reach this location without dying again. At death, dropped **souls** are permanently lost.

## Omens

Messages from spirits, the gods, or the land, and can represent fortune or favour.

When an attack reduces your **Resilience** to exactly 0, this triggers an omen. Roll a d8 on the Omens table to determine the event and outcome.



# COMBAT EXAMPLE

*Lind the skald enters a darkened ruin, overgrown and ancient. The corridor leads north and she hears shuffling.*

Amy: I walk further down the corridor, steel sword in one hand and runic focus in the other.

Warden: Further down the ruin an armoured form wanders aimlessly, skin decayed and holding a rusted spear. It's a draugr but hasn't spotted you.

Amy: I'm going to run up and cut it down with my sword!

Warden: You rush forward and slash the undead thing. Roll damage.

*Amy rolls d6 for her sword (5).*

Warden: The draugr has 1 defence from its armour so it takes 4 damage. The draugr turns and raises its spear!

Amy: I gather my will and unleash the power of the gods through my voice! I shout NO!

*Amy chooses to use Lind's shout reaction to avoid the attack and rolls d20, looking to roll under 16 Spi (5).*

Warden: A success! Your voice knocks the draugr off balance, deflecting the attack! Gain one fatigue for the shout.

*Amy does and she now has 4 slots left.*

Amy: This thing's not so tough. I strike out with my sword!

*Amy rolls a d6 for the attack (4).*

Warden: The draugr takes 3 damage—it's not looking very good! It snarls and thrusts its spear.

Amy: I'll take the hit since I've got decent defence.

*The Warden rolls d6 for damage (5). They subtract Lind's defence (2).*

Warden: Oof! You take 3 damage.

Amy: Grr, that's it. I clutch the runic focus tightly and weave a tale of Thor the thunderer. Lightning spear!

*Amy rolls a d8 for her spell (5). She marks another fatigue.*

Warden: Magic bypasses the draugr's armour for full damage. The attack reduces its Res below 0, so it takes the remaining 4 damage to Str. The draugr needs to make a critical damage Str save or die!

*The warden rolls a d20 (16), failing to roll under the new Str score (7).*

Warden: It crumples to the ground, a blackened husk. You've defeated it!

Amy: Yes! Does the body have anything on it?

Warden: Before you can search, your spell draws the attention of another draugr. It shuffles out of the darkness, holding a rotted bow. Roll a Dex save to see if you can react to avoid it!

*Amy rolls her d20 (16). Failure, since her Dex is 14!*

Warden: You try to step back but aren't quick enough and the arrow strikes you in the arm.

*The warden rolls a d6 for damage (4). They subtract Lind's defence (2).*

Warden: You take 2 damage. A second draugr shambles beside the first, spear in hand. What do you do?

Amy: They're undead right? I throw my bottle of sacred waters!

*Amy rolls a d10 twice for damage, one for each draugr (9,4). Amy removes the sacred waters from her inventory, freeing up a slot.*

Warden: The bottle breaks on the first draugr's armour and splashes over them both for magic blast damage. The first takes 9, bringing it under 0 and reducing its Str by 1.

*The warden rolls a d20 for the draugr's critical damage save (1).*

Warden: A critical success! The first draugr is still up but at 0 Res. The second sizzles as it takes 4 damage. Both lurch forward, spears raised! Unless you avoid it, they'll hit with damage advantage.

Amy: I grip the runic focus and scream a curse from the gods, using my shout to deflect the attacks.

*Amy makes a Spi save by rolling a d20 (18). Failure! She gains another fatigue.*

Warden: You struggle to remember the tale and the shout fails to deflect the attack.

*The warden rolls a d6 twice for the spear attacks (4,6). They take the higher number (6), because both draugr are attacking the same target.*

Warden: Bad luck, a dire strike! One of the spears strikes your chest and the other pins you to the ground. You can't move for one turn.

*They subtract Lind's defence.*

Warden: You take 4 damage.

Amy: I'm at -2!

Warden: You lose 2 Strength. Make a critical damage save to see if you stay on your feet!

*Amy rolls a d20, hoping to beat her newly reduced Str score of 7 (20). A critical failure!*

Warden: You died! The draugr watches your lifeless body collapse to the ground and it slowly lurches away. The world fades to black...

...You awaken at a roaring bonfire. Your wounds are healed but you lose 1 Vigour.

*Amy marks her sheet, cursing her bad luck. She has 3 Vigour left. Her total Resilience is now 6.*

Amy: This means the draugr I killed are back alive—er, on their feet again, doesn't it?

Warden: That's right. But at least now you have an idea what to expect.

*Amy furrows her brow and grips her pencil tighter.*

Amy: Let's do this!



# MAGIC

Magic is a remnant of the gods and draws attention when used. There are some who see magic as proof the gods live on in the new world.

**Runestones.** Smooth and delicately polished stones with an inscribed spell hand-etched in runes. Used by seers to affect magical change in the world.

**Sagas.** Not a physical object, but a learned and memorised tale passed down from the gods. Skalds can recite sagas to channel the power of the gods through speech.

**Flame runes.** Words of power inscribed on fire grippers that allow pyres to shape and control flame.

**Runestones** and **sagas** contain a single spell and take up one slot. They cannot be transcribed or created; instead they are recovered from places like tombs, dungeons, and ruins. **Fire grippers** can only store one flame rune at a time and they are exceedingly rare.

## Scrolls

Similar to runestones and sagas, however:

- ♦ They do not take up inventory slots.
- ♦ They do not cause fatigue.
- ♦ They disappear after one use.

## Casting spells

**Seers** cast spells by holding a runestone in one hand and a staff in the other. They read the spell from the runestone and focus the magic through the staff.

**Skalds** cast spells by holding a **runic focus** and speaking the **saga** aloud.

**Pyres** cast spells by channelling fire through their **grippers**.

Casting all types of magic takes a toll. After every spell, add a **Fatigue** to inventory, occupying 1 slot.

Given time and safety, you can *enhance* a spell (e.g., affecting multiple targets, increasing its power, etc.) without any additional cost.

If **deprived** or in danger, the Warden may require you to make either a **Wit** or **Spi** save (depending on the spellcaster) to avoid any ill-effects from casting.

Consequences of failure are on par with the intended effect, and may result in added **Fatigue**, the destruction of the **runestone**, the **saga** slipping from memory, injury, or death.

Only spells that cause **Fatigue** are subject to ill effects.





## Relics

Items imbued with a magical spell or power. They do not cause fatigue. Relics usually have a limited use, as well as a recharge condition.

**Eye of Oðinn**, 1 charge. Crystalline orb with brilliant red flaw. Grants a glimpse into a chosen realm. **Recharge:** Bathe the Eye in the tears of a god.

**Mischief Horn**, 3 charges. Delicate curved bronze horn. Blow to cause two random people within the sound of the horn to swap bodies for a day.

**Mistletoe Dart**, 1 charge. Vibrant leaves conceal a wickedly sharp thistle. When thrown, flies to any named target but lands harmlessly before them. **Recharge:** Witness a kiss of true love.

**Skull Beacon**, 1 charge. Charred and crumbling skull with a dim glimmer in the sockets. Glows brightly when held. **Recharge:** burn on a roaring bonfire.

**Staff of Walking Weald**, 1 charge. Crooked staff speckled with soft moss. Temporarily animates a plant or tree. **Recharge:** bury underneath the oldest tree in the forest for one week.

## Rings

Many magical rings may be found but none of them should be used lightly.

Adventurers can wear up to two rings at a time, one on each hand.

**Iron Ring.** Dense ring wrought from blackened iron. Gain 1 additional defence but lose 10 speed.

**Red Berserkr Ring.** Crudely shaped bone ring with a glinting rough-cut ruby. Re-roll 1s on damage dice for melee attacks but lose all defence bonus from armour.

**Ring of the Mists.** Exquisite, Dwarven-crafted silver ring carved with undecipherable runes. Allows the bearer to travel between the realms of the living and the dead but draws the attention of untold horrors.

**Sylva's Ring.** Delicate wooden ring entwined by sharp thorns. Gain 2 extra inventory slots but lose 1 vigour.



# SPELL LISTS

## Seer Spells

Spell Name	Description
All-father's Eye	See through a magical floating eyeball that flies at your command.
Armoured	Gain 2 points of defence.
Beast Form	You and your possessions transform into a mundane animal.
Cloak of Knives	Dozens of knives circle you, slashing anything that approaches for d8 damage; on your word they fly at a chosen target for 3d6 damage.
Decoy	Manifest a spectral sound at a location of your choice.
Detect Magic	Detect beings or objects imbued with magic.
Disappear	Fade from normal sight.
Elemental Wall	A wall of ice or fire 50ft long and 10ft high rises from the ground.
Fade	Blend into the landscape, making detection more difficult.
Fireball	Throw a ball of fire that causes d12 blast damage in a 30ft area.
Gravity Shift	You can change the direction of gravity, but only for yourself.
Haste	Move at double normal speed and gain an extra action each turn.
Illuminate	A floating light moves as you command.
Knock	A nearby mundane or magical lock unlocks loudly.
Mirror	Conjure a duplicate who mirrors your actions and movement.
Poison Cloud	Dense green fog spreads from a chosen point, causing d4 damage to any living creature entering it.
Read Mind	You can hear the surface thoughts of nearby creatures.
Reveal	See invisible creatures or objects.
Scry	You can see through the eyes of a creature touched earlier that day.
Seiðr Shield	Raise a magical shield to negate physical damage from the next attack.
Seiðr Spear	Propel a spear of pure energy that strikes for d10 damage.
Seiðr Volley	Flurry of magical arrows, strikes all within 10' for d6 blast damage.
Shield Wall	A magical 30' dome of shields appears at a point you can see.
Sleep	A creature you can see falls into a light sleep.
Slow	Slows nearby enemies.
Slow Fall	Slow your rate of fall and reduce fall damage.
Spectacle	A false but impressive illusion of your choice appears, under your control, up to the size of a palace and has full motion and sound.

Spell Name	Description
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Swarm	Become a swarm of ravens, rats, or fish; you can only be harmed by blast attacks.
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Ward	A silver circle 50ft across appears on the ground; one species of your choice cannot cross it.
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Web	Your wrists shoot thick webbing.
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## Skald Sagas

Spell	Description
Charm	A creature you can see treats you as a friend.
Command	A target obeys a three-word command that does them no harm.
Control Weather	Alter the type of weather at will, but do not otherwise control it.
Fortune	Make your next save with advantage.
Guidance	Ask the gods for guidance; they may not answer truthfully or at all.
Heal	Restore 10 Res and clear the deprived condition.
Homeward	Return to the last bonfire rested at.
Justice	Retaliate against the next physical attack for d12 damage.
Laughter	Your words cause a creature to double over in violent laughter.
Lightning Spear	Summon a crackling bolt of lightning that strikes for d8 damage.
Magic Shield	Ignore 8 points of magic damage, gain advantage on magical saves.
Pacify	A creature near you has an aversion to violence.
Purify	Purge poison, toxic, or petrify.
Raise Spirit	The spirit of a nearby corpse manifests and answers d4 questions.
Rebirth	The next time you fail a critical damage save, regain full Res and clear 2 points of fatigue.
Remove Curse	Purge the curse condition from a person or object.
Replenishment	Restore 1 Res every turn for 6 turns.
Resist Magic	Magical attacks against you are now made at damage disadvantage.
Respite	Restore 1 lost ability point.
Sanctuary	You and an enemy you can see are unable to attack for one turn.
Sense Evil	Detect the presence of evil.
Shatter	Your voice echoes with the sound of an earthquake, causing d8 damage to creatures and shattering delicate objects.
Silence	No spells may be cast, even your own, in a 30ft area.
Swaying Spear	Thunderous spear of lightning strikes a target for d10 damage; attacks against dragons or jotunn gain damage advantage.
Temper Weapon	Imbue weapon with magic and enhance damage to d12.
Thunderbolt	A column of magic energy deflects attacks and does d10 blast damage.









## Flame runes

Spell	Description
Inner Fire	Imbue your body with the strength of fire; gain 1 Def and d6 Res.
Muspell's Child	Become engulfed in living flame; gain immunity to fire and punish melee attacks against you with d6 fire damage; lasts for d4 rounds.
Ring of Fire	A 10' burning ring surrounds yourself and allies, causing d8 damage to those who pass through it.
Sear	Emit blazing stream, burning a target within 60' for d8 damage.
Traverse Flame	Erupt in an explosion of fire and emerge from any flame within 60'; roll a d20. On a 20 you are adrift in the realm of fire for 1d4 rounds.
Warp Flame	Shape and control mundane fire within 100'.

# PART 2:

## ADVANCED RULES

*Vápnunum sínum skal-a maðr  
velli á feti ganga framar,  
því at óvíst er at vita,  
nær verður á vegum úti  
geirs of þörf guma.*

A wayfarer should not step one  
foot with no weapons to hand,  
for none may know when a spear  
is needed on a strange road.

—Hávamál, 38







# ADVANCED RULES OVERVIEW

## Introduction

The **Core Rules** are meant for introductory play and fit best with players new to Runecairn or TTRPGs in general.

The **Advanced Rules** are for more experienced players, or those looking for a different type of challenge or playstyle.

## Advanced backgrounds

The **Advanced Rules** introduces two new backgrounds: **berserkr** and **pyre**.

**Berserkr.** Ferocious and powerful, wade into battle with no armour upon your back, wielding a massive two-handed sword and call upon the power of beasts to strengthen your attacks.

**Pyre.** Shape flame as a blacksmith shapes iron, calling upon ravenous fire to burn and purge and channel primal forces through your own two hands.

## BEYOND TWO PLAYERS

Although Runecairn was designed for 2 players (one **Warden** and one **Adventurer**), you may also choose to play with 1 (**solo**) or with 3 or more (1 **Warden** and 2 or more **Adventurers**).

## Solo play (pg. 52)

Balance favour and sorrow or read the runes to guide your way through a pre-written adventure (such as *Beneath the Broken Sword*), or conjure a random dungeon crawl with the **delve generator**.

**Oracle.** Whether you require answers to simple questions or more complex queries, the **Oracle tables** help you along the skein and carve your own fate.

## Delve generator (pg. 54)

Create small, medium, or large dungeons, whether used by solo Adventurers for **one-off dungeon crawls** or by Wardens when populating a **campaign** with new dungeons.

## Cooperation (pg. 60)

Navigating the world of Runecairn can be a lonely endeavour, but thankfully there are kindred spirits available to assist with jolly cooperation. Useful if the world proves too difficult for one Adventurer, or if a second player wants to join your game—summon another Adventurer from the world of the dead or a distant realm to fight alongside you.

## Invasions (pg. 61)

Conversely, if the Adventurer seeks a greater challenge, or if another player wants to join the game temporarily, vengeful spirits in the form of **black fetches** invade the world of the Adventurer and attempt to defeat them.

Best used judiciously for greatest impact or effect, as the world is a dangerous enough place even without spectral assassins.





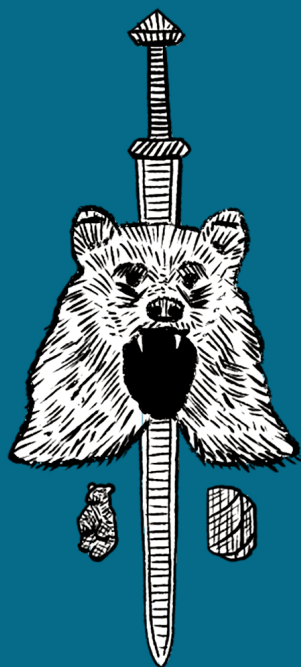
# ADVANCED BACKGROUNDS

## Berserkr

In another life you might have leaped raging into battle, striking fear in friend and foe alike, or hunted the wilderness for death and glory. You refused all armour and blood sang in your ears.

In combat, none could match your ferocity, you howled like a wild beast and gnashed your teeth while striking down opponents twice your size.

In the time before, you were at home on the battlefield but now your home is wherever you wish it to be.



### Berserkr (Str, 0 Def)

Beaststone	key, rare, charge, rage
Grave sword	d10, bulky, frenzy, sunder
Fur cloak	0 Def, small
Sacred stockfish	rare
Free slots	6

### Skills

**Charge (reaction).** Drive your shoulder into your opponent; **Str** save to disrupt the attack and take no damage (**Fatigue**).

**Frenzy.** The ferocity of your attack staggers your opponent; non-undead targets need to make a **Spi** save or falter momentarily, allowing you to make an **extra attack (Fatigue)**.

**Rage.** Call upon your animal spirit which imbues you with bestial strength; for d4 rounds, gain **3 Def** and make all melee attacks at **double damage**. When the rage ends, make a **Spi** save (you can choose to fail):

- ♦ **Success:** The spirit departs and you regain control; add **2 Fatigue**.
- ♦ **Failure:** The beast takes control; lose **1 Spirit** and continue to rage with a **50% chance** to attack **friendly targets**.

**Sunder.** Tear through your opponent's armour for **d4 damage**; first occurrence causes target to lose **1 Def (Fatigue)**.



## Pyre (Spi, 1 Def)

Fire grippers	key, rare, bulky, d6, flameshield, ignite
Plated leather	1 Def
Blacksmith hammer	rare, d6, smash
Flame rune	Sear
Kindled bale	rare
Free slots	5

### Skills

**Flameshield (reaction).** Manifest a fiery shield in your offhand to deflect an attack; **Spi** save to avoid all damage (**Fatigue**).

**Ignite.** Channel ancient magic to ignite your weapon (or gloves) in blazing fire; for the duration of the fight, melee attacks do **double damage** and bypass **mundane armour**, ignoring **Def** (**Fatigue**).

**Smash.** Bludgeon your opponent with **damage advantage**; target needs to make **Str** save or be knocked down (**Fatigue**).

**Sear (flame rune).** Emit a blazing stream of violent flame, burning your target for **d8 damage**, 60ft range (**Fatigue**).

## Pyre

In another life you might have burned spirits from the dead, stoked the smithy's forge, or battled frost demons in the mountains.

Your hands channelled the spark of life and the cleansing fire of death. Your magic is the oldest of all, furious and hungry.

In combat, you sear and scald your foes, madness dancing just behind your eyes. Your charred plated leather marked both your calling and profession.

The age of fire was long ago, but the wheel yet turns. Whether enlightenment or destruction, your path is now yours to forge.





# SOLO PLAY

## Introduction

Runecairn can also be played solo, with one player acting as both **Warden** and **Adventurer**.

Journey through an existing adventure like *Beneath the Broken Sword* or use the **delve generator** (pg. 54) to build a dungeon crawl.

When you reach a moment of choice or conflict, a time when you'd normally look to the Warden for the outcome, consider consulting an **Oracle**, a method of deriving meaning from randomness.

An Oracle can be tarot cards, an online resource, or a mobile app.

**Wardensaga** includes a set of random tables that serves as Oracle, offering a way to interpret rolls and the runes of the Younger Futhark into the result of a choice or action.

## Journalling

Chronicle your journey in a journal or diary. Be as brief or descriptive as you like—this is a saga of your Adventurer, translated and retold through the ages.

Use the **Delve Generator** sheet (from the **Runecairn website**) to document encounters and map your delve.

## Favour or Sorrow

If an outcome isn't immediately clear, ask the Oracle. For a simple yes or no answer ("Does the troll see me?") or a straightforward check ("Will the warrior help me?"), roll **2d6** on **Favour or Sorrow** (next page).

An outcome of **favour** is broadly positive while an outcome of **sorrow** is broadly negative. A **complication** adds an extra obstacle or development to the outcome.

For instance, you convince the warrior to help you but they demand one of your weapons as payment.

## Reading the Runes

For complex questions, or more nuanced interactions, read the runes.

First, gather your will and **focus**. Narrow that focus to a singular **emotion** and concentrate on the runes of the Younger Futhark—one **runes** reveals itself.

- ♦ Roll **d10** on the **Focus** table.
- ♦ Roll **d8** on the **Emotion** table.
- ♦ Finally, roll **d20** on the **Rune** table.

Reflect upon the resulting words and turn them over in your mind. Focus your emotion on the name of the rune. Your answer takes shape.

For instance, Amy wants to investigate a severed spectral head floating through crumbling ruins.

She rolls 3 dice: **d10** for **Focus** (4, *Overcome*), **d8** for **Emotion** (6, *Forlorn*), and **d20** for **Rune** (11, *Ice*).

This gives her *Overcome Forlorn Ice*. She interprets this as a sign to ignore the fear in her heart and approach the cursed head with an open mind.

## Favour or Sorrow

2d6	Outcome
2	Favour
3-6	Favour with complication
7	Complication
8-11	Sorrow
12	Sorrow with complication

## Focus

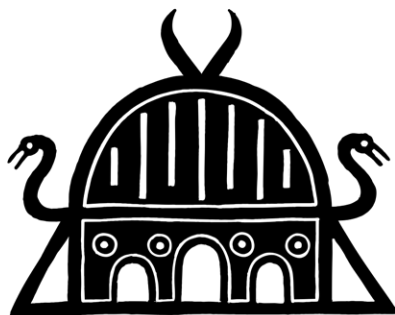
d10	Result
1	Delve
2	Protect
3	Ponder
4	Overcome
5	Surrender
6	Observe
7	Endure
8	Prepare
9	Mourn
10	Stagger

## Emotion

d8	Result
1	Wondrous
2	Hopeful
3	Contemplative
4	Melancholy
5	Crestfallen
6	Forlorn
7	Wrathful
8	Bleak

## Rune

d20	Rune	Old Norse	Name
1	ƿ	fé	wealth
2-3	ᚱ	úr	iron
4	ᚥ	Thurs	jörunn
5-6	ᚦ	Aesir	god
7	ᚷ	reið	ride
8	ƿ	kaun	ulcer
9	ᚦ	hagall	hail
10	ᚥ	naudr	need
11	ᚱ	ísa	ice
12	ᚦ	ár	plenty
13	ᚱ	sól	sun
14-15	ᚦ	Týr	magic
16	ᚥ	bjarkan	birch
17-18	ƿ	maðr	human
19	ᚦ	lögr	sea
20	ᚥ	yr	yew



# DELVE GENERATOR

Use when playing solo or as a Warden to generate an adventure or campaign.

1. Roll **d6** on the **Delve** table for dungeon **type, size, and bonfires**. Delve size varies but all have at least **10 encounters**. Note **delve size**.

2. Roll **d6** on the **Objectives** table (pg. 55).

3. Roll **d12** on the **Encounters** table (pg. 56) in each new area.

4. When you first interact with a monster or NPC, roll **2d6** on **NPC Reactions** (pg. 56).

5. For dynamic enemies, roll **2d6** on the **Enemy Actions** table (pg. 56).

Some enemies fight to the death (i.e. undead) but most flee when in danger.

6. Clear an area and reduce your **delve size** by 1. At 1, roll **d6** on the **Resolution** table (pg. 56) to:

- ♦ Reach your **objective**.
- ♦ Find a **clue** to its location.
- ♦ Encounter a **setback** that halts your progress.

Keep rolling encounters until you locate your objective.

For every area cleared, roll on the **Resolution** table (pg. 56), with -1 for every **clue** and +1 for every **setback**. Delves fail after 4 setbacks.

7. Once you've located your objective, the real challenge begins.

## Bonfires

Place one at the start of the delve and, depending on the dungeon size, 1 or 2 more throughout.

## Delve

d6	Type	Size	Bonfires
1	Cairn	10	1
2	Outpost	+d4	1
3	Ruins	+d6	2
4	Village	+d8	2
5	Cave	+d12	3
6	Stronghold	+d20	3

## Objectives

**Explore.** Investigate every room and successfully exit.

**Retrieve.** Locate a particular object and successfully exit with it.

**Escort.** Guide an individual to a particular location.

**Infiltrate.** Achieve the goal by stealth or charm and successfully exit.

**Escape.** Successfully exit the location while avoiding any dangers.

**Rescue.** Locate an individual and successfully exit with them.

**Defend.** Locate and protect an area, object, or person from attackers.

**Hunt.** Locate your target, pursue them through the dungeon, and successfully eliminate or retrieve them.

**Cleanse.** Locate and eradicate the specified infection or invasive element.

**Slay.** Defeat the specified target.

Completing an objective rewards you with **1 Soul**.



## Objectives

d6	Cairn	Outpost	Ruins
1	<b>Retrieve</b> your family's ancestral axe, stolen by a <b>draugr</b> and taken to a hostile land.	<b>Escape</b> from a rival clan who've sworn to slay your entire family ( <b>d6 warriors</b> ).	<b>Explore</b> snowy ruins recently uncovered during a violent storm.
2	<b>Rescue</b> your nephew from a group of deranged cultists ( <b>d4 scouts</b> ).	<b>Defend</b> a solitary outpost from a roving band of <b>d6 skeletons</b> .	<b>Infiltrate</b> and disrupt a hive of cultists binding a <b>fire jotunn</b> .
3	<b>Defend</b> your father's remains from a vengeful rival.	<b>Hunt</b> a condemned prisoner escaped from your clan's keep.	<b>Retrieve</b> a lost relic revealed to you in a dream.
4	<b>Hunt</b> the <b>rock troll</b> that's attacked your kin and fled to the family tomb.	<b>Escort</b> a pair of travellers heading to exile in a hostile frontier.	<b>Escape</b> a berserk colossus awoken by a fiend from a lost realm.
5	<b>Cleanse</b> the tomb of d4 forlorn <b>shades</b> yearning to rejoin the living.	<b>Cleanse</b> a corrosive organism slowly absorbing the structure.	<b>Cleanse</b> a ruined temple tainted by the touch of a mad god.
6	<b>Slay</b> the mad <b>dwarf</b> who believes this to be their keep.	<b>Slay</b> a gang of <b>d6 scouts</b> who've seized a clan supply point.	<b>Slay</b> a <b>stone demon</b> formed when your clan killed an elemental king.
d6	Village	Cave	Stronghold
1	<b>Explore</b> a mysterious settlement that suddenly appeared in a nearby valley.	<b>Retrieve</b> the body of a clan elder, stolen by a group of <b>draugr</b> .	<b>Retrieve</b> the staff stolen from your clan seer and taken to a rival keep.
2	<b>Escort</b> a young <b>seer</b> to train under an unruly elder in a village of exiles.	<b>Explore</b> the depths of a newly discovered cavern under your village.	<b>Infiltrate</b> a mercenary group and convince them to join your side.
3	<b>Infiltrate</b> and disrupt a wedding ceremony joining two warring clans.	<b>Escort</b> the spirit of an ancestor to the location of their demise.	<b>Escape</b> the lost stronghold before the vampires awaken.
4	<b>Rescue</b> a long-lost daughter now living with a family in a distant village.	<b>Rescue</b> a group of children kidnapped by d4 dwarves and taken underground.	<b>Rescue</b> a clan elder who was carried away drunk by the wife of an old rival.
5	<b>Defend</b> a village's food stores from a starving band of <b>d8 berserkr</b> .	<b>Hunt</b> a pack of d8 wolves through their sprawling den.	<b>Hunt</b> an elf who attacked woodcutters before fleeing.
6	<b>Slay</b> a <b>giant skeleton</b> animated from the remains of a slaughtered village.	<b>Slay</b> a troll that's terrorised your clan for decades.	<b>Slay</b> the treant worshipped by an enclave of druids.

Encounters

d12	Encounter
1	Treasure
2-4	Mystery
5-6	Mundane
7-9	Obstacle
10-12	Conflict

NPC Reactions

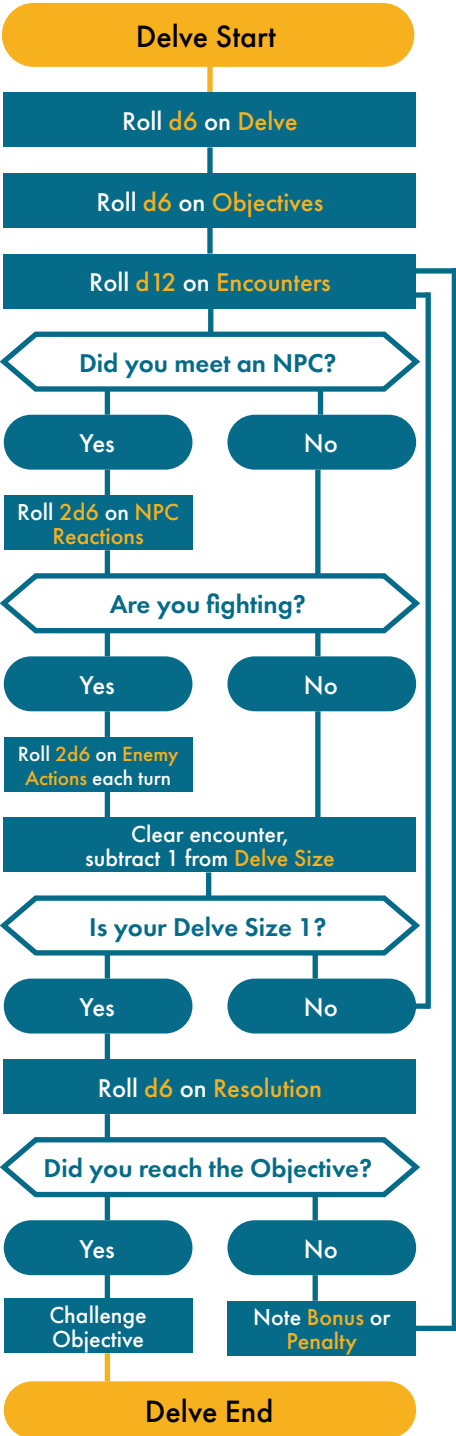
2d6	Reaction
2	Helpful
3-5	Talkative
6-8	Unsure
9-11	Unfriendly
12	Hostile

Enemy Actions

2d6	Action	Notes
2	Disarm	<b>Str</b> save or drop weapon/key item, action to retrieve.
3-4	Grab	<b>Dex</b> save or lose <b>Reaction</b> for 1 turn.
5-9	Attack	-
10-11	Feint	<b>Wit</b> save or waste a <b>Reaction</b> on a evading a false attack.
12	Wild attack	<b>Spi</b> save or falter from ferocious attack, take <b>double damage</b> .

Resolution

d6	Discovery	Roll Adjustment
1-2	Objective	0
3-4	Clue	-1
5-6	Setback	+1



# ENCOUNTERS

## Cairn Encounters

d6	Treasure	Mystery	Mundane	Obstacle	Conflict
1	Skull beacon (relic) enclosed in a dusty crevice	Ghost weeping in the corner	Yellowed candles melted to the base	Low ceiling, slows movement	Shade stumbles reaching from the darkness
2	Skeleton key sitting atop broken bones	Grinning skull laughs as you enter	Broken skull missing jawbone	Chasm in floor, Dex save to avoid	Skeleton fallen in the corner rises and approaches
3	Scry runestone carved into the walls	Dim light shines from a crack in the stone	Scattered flowers, faded and wilted	Flooded passage, slows movement	Bonewheel skeleton cartwheels near
4	Bleached jawbone juts from skull	Sound of manic laughter from behind you	Child's wooden toy covered in cobwebs	Dense roots bar the path, halts movement	Crouched draugr glares from the corner
5	Grave sword driven deep into the stone ground	You surprise a grieving merchant	Long-rusted axe, blade badly dented	Foul-smelling air, Str save to avoid retching	Shades (d4) emerge from the shadows
6	Kindled bale prepared in the corner	Faint pine smell of juniper lingers for a moment	Tidy piles of clothes and beads	Clustered spores, Dex save to avoid poison	Two draugr locked in combat

## Outpost Encounters

d6	Treasure	Mystery	Mundane	Obstacle	Conflict
1	Iron ring adorns a smashed skeletal arm	Huddled form hiding in the corner	Faded bedrolls and discarded clothing	Fallen beam halts movement until cleared	Startled Warrior sharpens their axe
2	Weary skald teaches you Hörgr saga ( <i>sanctuary</i> )	Weary group of exiles take shelter	Mud-spattered cloak hangs, tattered and worn	Starving dogs bark menacingly, Spi save to calm	Scout re-strings their bow, knives sheathed
3	Fire oil tucked underneath tattered bedroll	Two armoured ghosts locked in combat	Discarded chainmail, rusted and dented	Floor gives way, Dex save to avoid falling	Mad skald screams as you enter
4	Sacred waters wrapped inside threadbare blanket	Ancient seer reads by candlelight, eyes glowing white	Cold fire pit with dried out chicken bones	Bones strung up crudely, Wit save to untangle without alarm	Wolves (d4) fight over a fresh deer carcass
5	Dried apple inside a faded leather pouch	Shimmering blue portal flickers and vanishes	Scattered spear shafts lying beside dull iron tips	Broken wall reveals sleeping sentry, Dex save to pass unseen	Lone cloaked elf stalks the perimeter, swords drawn
6	Ash spear hidden behind a dense door	Room begins to fill with harmless spectral green flame	Empty mead jugs, sticky and sweet-smelling	Discarded furniture and debris slows movement	Warriors (d4) laugh and drink watery ale



## Ruins Encounters

d6	Treasure	Mystery	Mundane	Obstacle	Conflict
1	<i>Sleep</i> runestone partially covered by human bones.	Hoof prints seared into the stone ground.	Piles of broken bones and picked carcasses.	Enormous nest built from debris blocks passage.	Rock troll dozes next to a corpse in a shallow grave.
2	Breaking maul discarded with broken haft.	Spectral arm waves from a stone wall.	Remains of a crude camp-site, shredded bedroll.	Obvious falling rock trap, Dex save (d10 Dex).	Dwarf examines ancient carvings on a low wall.
3	Leather hood on the corpse of a long-dead hunter.	Your exact double appears, shrieks, and runs away.	Young fox sniffs at a crack in the walls, then flees.	Yawning rock pool slows movement.	Wolves (d4) protecting cubs in their den.
4	Whispering voice fills your mind with Hlátr saga ( <i>laughter</i> ).	An old man in a broad hat smoking a pipe greets you.	Brilliant wildflowers spread wild from a cracked wall.	Unstable ceiling trembles with motion, Dex save to avoid collapse.	Cultists (d4) scry with fresh entrails, seeking answers.
5	Leather rucksack buried crudely, contents dust.	Enormous spectral elk bounds into view.	Wind whistles through a gap in the stone floor.	Hundreds of fat spiders cling to the walls.	Treant guards green growth, long limbs crossed.
6	Mistletoe Dart (relic) embedded in the stone ceiling.	Craggy stone walls fade from sight, replaced with a lush forest.	Water drips from a gap in the roof, turning the stone green.	Viscous mud slows movement, Str save to navigate.	Troll tears chunks out of the stone walls, forming tools.

## Village Encounters

d6	Treasure	Mystery	Mundane	Obstacle	Conflict
1	Effigy stone (Bjarn, berserkr) swaddled gently.	Shrouded headless figure turns to face you.	An old woman knits and eats dried fish.	Hungry dog looks at you with baleful eyes.	Bandits (scout) roam and pilfer the village.
2	Blacksmith hammer resting on an ancient and pitted anvil.	The shadow of an enormous wolf falls over you.	Salted meat hanging from the ceiling.	Wandering sheep block the way, slowing movement.	Mad warrior stripped to the waist wields a broad axe.
3	Sack filled with dried grains and salt.	Spindly man floats down from the sky.	Sunken fire pit glows with dull embers.	Group of locals block your path.	Skeleton pulls itself out of a shallow grave.
4	Delicate lockpicks in oiled pouch.	A longhouse flickers and vanishes.	Ring of iron on an anvil and the hiss of water.	River burst its banks, flooding the path.	Pyre blacksmith sits crestfallen beside cold forge.
5	Chain mail covered in blood and wrapped in linen.	A luminous, tentacle emerges dripping from a wooden bucket.	Two fishermen with cod slung on their shoulders.	Eerie merchant accosts you, offering to show you their wares.	Seer with <i>haste</i> runestone patrols the area.
6	Lifs né dauda saga ( <i>rebirth</i> ), spoken by a raven.	A cluster of cats runs by, each one with 3 tails.	Thin, flea-bitten, and well-ridden horse whinnies.	Structures blur, Wit save to keep direction.	Cultists (d6) summon a dread being.

## Cave Encounters

d6	Treasure	Mystery	Mundane	Obstacle	Conflict
1	<i>Disappear</i> runestone barely visible on wall.	Whispers in the dark, Spi save to maintain focus.	Glowing mushrooms shroud the walls.	Pit leads to darkness below, Dex save to avoid.	Rock troll collect worthless trinkets.
2	Mischief Horn (relic) atop a precarious stone outcropping.	Rictus face in the stone mocks your ancestors.	Brackish water drips into an enormous black pond.	Narrow tunnel hinders movement and visibility.	Skeletons (d4) dance around a mysterious carved figure.
3	Sacrificial bundle wrapped in lambskin and placed under rock.	Gleaming black stone wall shimmers and warps.	Pair of emaciated corpses, legs broken and huddled together.	Roaring waterfall rushes over path, Str save to ford the waters.	Two dwarves debate the survival of the world serpent.
4	Fur cloak resting at the bottom of a black pond.	Lost dwarven child with downy beard cries out.	Sprawling cavern, cold wind tears against your skin.	Crush of stone walls, Spi save to avoid panic.	Cultists attempt to bribe fire jotunn.
5	Broad axe buried in the skull of a rock troll corpse.	Blinding light pulses from a crystal embedded in the stone wall.	Abandoned dig site, rusted tools broken and discarded.	Troll family slumbers before you, two adults and two young.	Draugr stares into their reflection in a cave pool.
6	Fire grippers wrapped in white linen.	Foul breath of a beast and jagged walls close on you.	Sunlight streams through a break in the crags.	Crumbling outcropping above chasm.	Stone demon eats the remains of a troll.

## Stronghold Encounters

d6	Treasure	Mystery	Mundane	Obstacle	Conflict
1	Eye of Oðinn (relic), inside a broken skull.	Towering ethereal figure cloaked in shadows beckons.	Raided weapons rack, a spear and axe remain.	Weathered door barred from the other side.	Two elves study a body strung upside down.
2	<i>Ring of Fire</i> flame rune burns at the heart of a forge.	Axe hangs from the wall & bids you wield it.	Dented table covered in maps and parchment.	Guards laugh raucously and stumble drunk.	Shades (d4) sit around a circular stone table.
3	Steel sword found mounted on the wall of a great hall.	Chained jotunn youth spots you and slowly smiles.	Ale and mead storage, barrels stacked high.	Two men whisper conspiratorially and turn to face you.	Warriors (d6) assault a barricaded house.
4	Elder skald recounts Låta saga ( <i>command</i> ).	Ghost of an elder stares forlornly into the fire.	Crude barracks scattered with sloppy bedrolls.	Bare chested giant of a man challenges you.	Cultists flee in terror from a raging lindworm.
5	Kite shield wrapped in leather furs.	Fresh blood seeps from the walls, steam rising.	Hall covered in a layer of smoke, fire dying.	Iron gate crashes down, Str save to lift and traverse.	Berserkr (d6) challenging each other.
6	Red face paint stored in ceramic jars.	Three figures weave a glowing, delicate tapestry.	Exquisite balcony overlooks the surrounding land.	Merchant offers you rare goods, Spi save to avoid temptation.	Giant skeleton patrols the area, attacking interlopers.

# COOPERATION

The world of **Runecairn** can be a solitary one, but a helping hand can be a ray of hope in even the darkest place.

If you want to traverse the world with a friend by your side, seek out an **effigy stone**.

## Summoning an ally

When resting at a bonfire, you can use an **effigy stone** to call out to a fallen hero and summon them for aid at the cost of **1 Vigour**.

Effigy stones are exceedingly rare and finding one is an adventure itself. Each stone corresponds to a specific hero, as their name and history is carved upon the limestone figure.

The effigy stone reaches out across the realms and summons a physical manifestation of the hero's spirit, who joins the Adventurer at the bonfire.

Summoned allies can be past or future Adventurers run by a **2nd player**, or an additional **hero** controlled by the **player**.

## Combat and healing

The summoned ally fights alongside the Adventurer. When attacking the same target, roll damage for both attackers and take the higher result.

On enemy turns, the Warden states the target for each attack, giving each Adventurer an opportunity for a **Reaction**.

Summoned allies have flasks with **1 sip of mead**, refilled as normal at bonfires.

## Death and rebirth

Summoned allies are tied to the Adventurer who summoned them. If the **Adventurer** dies, the summoned ally returns to their home.

They can be summoned again in the same manner, but with the same cost.

The ally's physical body is a mortal shape. If a **summoned ally** dies, their spirit dissipates into mist and they return home.

During combat the Adventurer can cry out to the old gods and **sacrifice 1 Vigour** to revive their summoned ally.



# INVASIONS

Just as there are benevolent heroes across the realms willing to help out an adventurer in need, so are there malevolent forces who seek to sow chaos and destruction.

A **black fetch** invades an adventurer's world and stalks them, seeking to strip their humanity and vigour.

## Black fetch

Much like summoned allies, a **black fetch** is a physical manifestation of a spectral form, often the crestfallen spirit of a dead adventurer or projection of a powerful figure from another realm.

A black fetch can be a fallen Adventurer run by a **2nd player** or dark spirit controlled by the **Warden**.

Consider confronting a player with a previously slain Adventurer or NPC returned as a black fetch.

## Combat, healing, and death

Fetches follow the same rules as **summoned allies** and also have a mead flask with 1 sip.

Fetches continue to invade in the same area unless defeated. As they are spectral beings and do not fear death, they do not flee from combat.

When a black fetch is defeated, their spectral form dissipates and their spirit is forever banished from the area.

## Repelling an invader

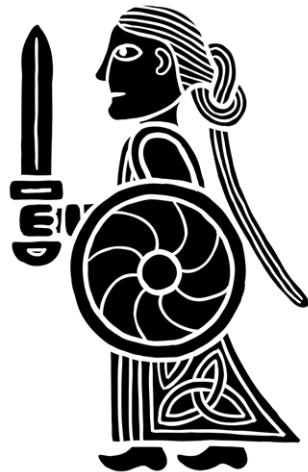
If a black fetch is successfully defeated, they reward **1 Soul** or an important item they held in life, such as a weapon, spell, or relic.

### Safety check

As with any situation with potential conflict between players, check with everyone at the table first.

Is everyone aware of the possible player vs. player scenario and comfortable with combat between players?

If not, reconsider Invasions.








# PART 3: BENEATH THE BROKEN SWORD

*Fjöld ek þér sagðak, en þú fát of mant;  
of þík véla vínir;  
mæki liggja ek sé míns vinar  
allan í dreyra drifinn.*



Much have I told but nowt heeded,  
Words of your friends fell false.  
I see my friend's sword lies broken,  
Spattered and waiting in blood.  
— Grímnismál, 52



# INTRODUCTORY ADVENTURE

Starting adventure intended to introduce new Wardens and players to the world and setting of Runecairn.

This adventure is recommended as the **start** of a one-shot or longer campaign and can be finished in **2-3 hours**.

## Characters

This adventure is suitable for **fresh** Adventurers, though characters with **1 Vigour** may be lost quickly.

Four pre-made Adventurers are included on **the next page**.

## Death is not the end

Slain Adventurers wake at the last bonfire rested at, but lose **1 Vigour**. They keep all items and all physical changes in the cave are **not** reset.

Enemies previously killed respawn in their original location with no memory of their deaths. Stronger enemies (such as the **stone demon**) do not return once slain.

## Bonfires

Resting at a bonfire heals an Adventurer's **Resilience**, re-fills their **mead flask**, and restores any **temporary ability damage**.

Bonfire rests also revive any defeated enemies, who retain no memory of their deaths. Stronger monsters (such as the stone demon) are **not** revived.

## Background

In a long forgotten age, a raging war shattered and devastated the worlds of gods and men.

Now green life blooms amidst the ruins. Wondrous and terrible beings roam the Nine Realms. Civilisation stumbles forward, fresh and reaching.

Fate carves the skein anew but there are loose threads, lost long ago in the wars, with no place in the tapestry. These threads must seek the fire within and carve their own path.

## The Adventurer

You wake in an echoing cave lit by a waning bonfire, with no memory of who you are or how you arrived here. You wear your armour but carry nothing else.

## Goal

**Navigate the Cave of Echoes, retrieve your weapons and items, acquire your mead flask, and overcome the stone demon to escape further into the Nine Realms.**

## The Cave of Echoes

One of the crossroads of the Nine Realms, the cave is a knot in the skein of fate. Time flows differently and magic bleeds from the other planes.

Because of this, **omens** are triggered in an additional way in the cave.

When the Adventurer enters a new room, roll d6. 6 triggers an **Omen**.

Consult the new **Omens table** found on **the next page**.

## Omens (Cave of Echoes)

- 1 A piece of the cave ceiling crumbles away, revealing a shaft of sunlight that bathes you in brilliance; your **mead flask** gains **1 temporary sip**.
- 2 A spectral vision appears before you, an echo of another life; it runs past but you see the phantom die horribly [*to the dangers of the cave*] before vanishing.
- 3 A pair of luminescent spectral ravens appear, circle your head, and fly toward [*the nearest secret or hidden danger*].
- 4 Flickering ghostly writing appears on the walls of the cave: "Don't give up, skeleton!" or "Praise the sun!"—gain **advantage** on your next **save**.
- 5 The entire cave rocks back and forth, as if a ship on the sea, and you struggle to keep balance; **Str save** to avoid being thrown to the ground.
- 6 You hear the voices of the dead echo around the cave, screaming in terror, and you struggle to maintain courage; **Spi save** to avoid **disadvantage** on your next **save**.
- 7 A fiery, floating spectral skull appears, screams, and explodes; **Dex save** to avoid **d6 blast damage** (affects all targets).
- 8 Invasion by a dark spirit: a red spectral form materialises next to you, hatred etched on its features; roll **d4** on the **NPCs** table below for invader.



### 1. BODIL (WARRIOR)

3 Def | 4 Res (2 Vigour and 2 Vitality) | 12 Str | 10 Dex | 6 Wit | 11 Spi

Bearded axe (d8), ash wood spear (d6, 20'), 5 slots free



### 2. INGÓLFUR (SKALD)

2 Def | 3 Res (2 Vigour and 1 Vitality) | 8 Str | 12 Dex | 6 Wit | 12 Spi

Steel sword (d6), lightning spear (d8), 5 slots free



### 3. ARNE (SEER)

0 Def, 4 Res (2 Vigour and 2 Vitality), 8 Str, 9 Dex, 12 Wit, 9 Spi

Yew staff (d6), seiðr spear (d10), 7 free slots



### 4. GUNHILD (SCOUT)

1 Def | 5 Res (2 Vigour and 3 Vitality) | 8 Str | 12 Dex | 8 Wit | 11 Spi


Hunting knives (d6), elm shortbow (d6, 60'), 5 slots free

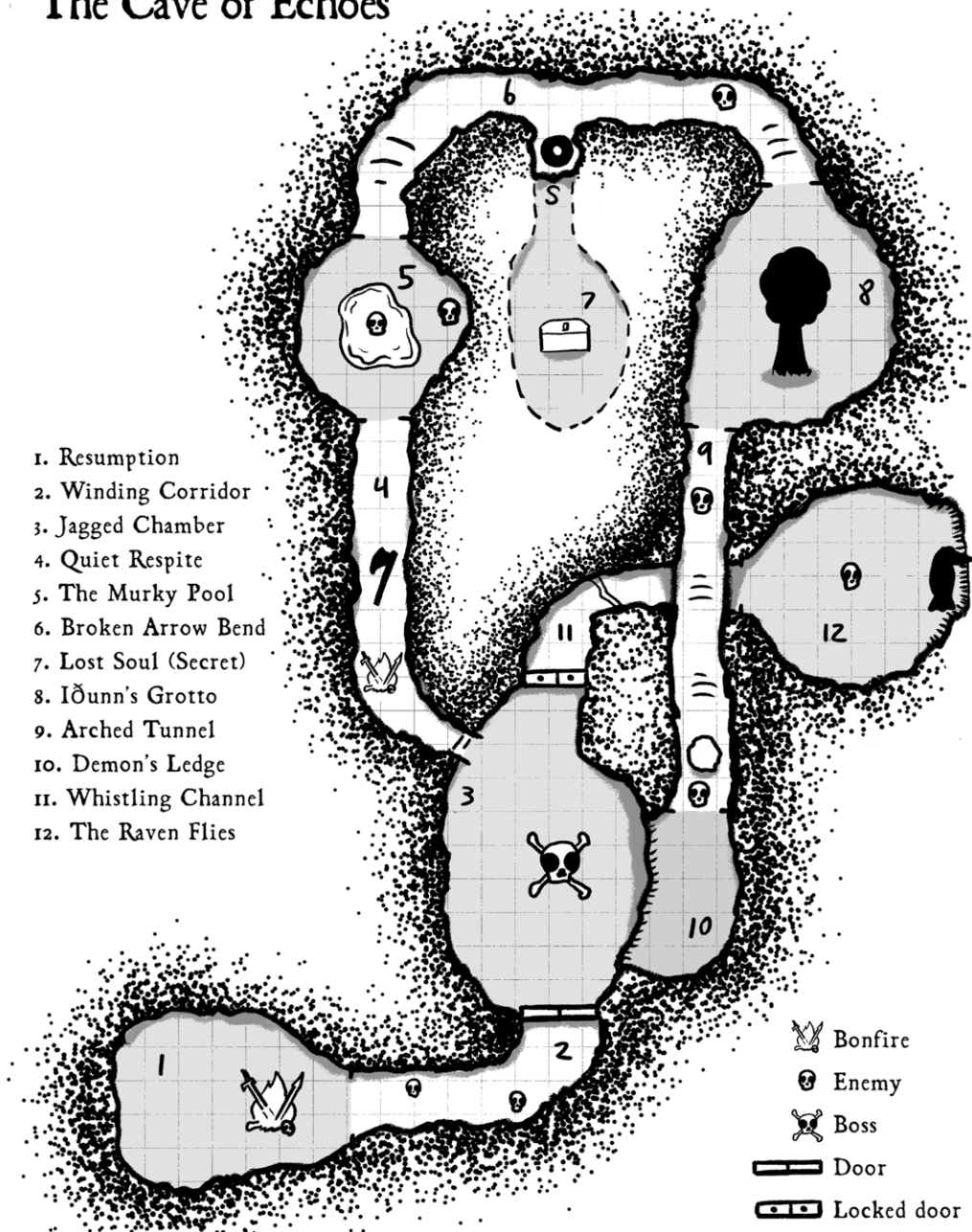


# The Cave of Echoes

1. Resumption
2. Winding Corridor
3. Jagged Chamber
4. Quiet Respite
5. The Murky Pool
6. Broken Arrow Bend
7. Lost Soul (Secret)
8. Iðunn's Grotto
9. Arched Tunnel
10. Demon's Ledge
11. Whistling Channel
12. The Raven Flies

1 square = 5 feet

-  Bonfire
-  Enemy
-  Boss
-  Door
-  Locked door
-  Secret
-  Ledge



## 1. Resumption

Embers from a waning bonfire crackle and drift around the echoing cave, flickering on the jagged walls damp with condensation. You slowly wake, with no memory of who you are or how you got here.

- ♦ Warmth of the **bonfire** fills the area.
- ♦ Light from the fire dances on a **broken sword** leaning against the cave wall.
- ♦ Smoke trails towards the **opening to the East**, masking the damp scent of the cave.
- ♦ **Moss and lichen** line the rough walls, growing with abandon.

**Bonfire.** Flickers and crackles but flames never go out. Charred and blackened spear driven into the stone floor at the centre of the flames.

Rather than wood, bones burn in the fire—bleached skulls and femurs.

**Broken sword.** Rusted and dented, iron blade snapped near the hilt, almost dull but better than nothing (**d3 damage, no skills**).

**Opening to the East.** Gradual incline. Intermittent sound of metal scraping on stone.

### Exits

- ♦ East to the **Winding Corridor** (2).

## 2. Winding Corridor

Two ragged, emaciated forms stagger languidly from one side of the cave to the other, occasionally raising a withered arm to strike the jagged wall with a ruined sword hilt. They see you but their eyes are empty voids.

- ♦ **Ragged forms** look like men but their movement is empty and listless, skin dried and worn like faded leather; sharp sound of their hilts as they strike the stone walls.
- ♦ Corridor narrows and winds to the North, leading to a set of **stone double doors** reaching from floor to ceiling.

**Stone double doors.** Hewn from the cave walls, two enormous handles. Doors open easily, revealing an enormous chamber filled with stalactites and stalagmites.

### Exits

- ♦ North to the **Jagged Chamber** (3).

### Encounters

The ragged forms are **shades** but do not react if provoked or attacked. They die silently with no fight.



### 3. The Jagged Chamber

Sharp wind shrieks through the vast chamber as you enter. Craggy stalactites grasp from the sunken ceiling and gnarled stalagmites collect green water in shallow pools.

- ♦ **Smashed crater** in the centre, strewn with broken chunks of stone.
- ♦ At the opposite end of the chamber, set of towering **carved doors**.
- ♦ **Obscured ledge** above the ground.
- ♦ **Cramped tunnel** to the west.
- ♦ Heavy, **piercing stalactites** hang precariously from the ceiling.

**Smashed crater.** Radiating cracks within filled with broken stalagmites and shattered yellowed bones.

**Carved doors.** Intricate raven relief faded by time and wind. Keyholes the size of a fist at the centre of each.

Opens with 2 keys: 1 on the stone demon and 1 on **Demon's Ledge (10)**. Unlocks with a resounding chunk as the heavy doors swing open and piercing wind howls.

**Obscured ledge.** Far above the floor, wind howls from an unseen alcove. Hulking shadow occasionally visible.

**Cramped tunnel.** Flickering light reveals a path wide enough to traverse.

#### Exits

- ♦ North to **Whistling Channel (11)** [locked].
- ♦ South to **Winding Corridor (2)**.
- ♦ West to **Quiet Respite (4)**.

### Encounters

Far above, the **stone demon** emerges from Demon's Ledge and jumps down into the smashed crater.

You hear the thundering sound of an avalanche. A massive grey blur crashes down into the chamber, revealing a hulking humanoid shape, rocky and misshapen, bronze key hanging from its neck. It raises an enormous stone club.

- ♦ **1st encounter.** Likely leads to the Adventurer's death, with no **key item**, **mead flask**, or available **skills**.
- ♦ If they **run**, the demon collapses the tunnel to the **Jagged Chamber**.
- ♦ If they **die**, they'll respawn at the bonfire in **Cave of Echoes (1)**.
- ♦ **2nd encounter.** When coming from **Demon's Ledge**, the Adventurer should be better prepared.
- ♦ Overcome through combat, stealth, guile, or magic—all reward 1 Soul.
- ♦ Crumbles into dust if slain, dropping the **Wanderer's Key** (unlocks the first lock in the **carved doors**).

#### DEMON, STONE

9 Res | 2 Def | 13 Str | 6 Dex | 6 Wit | 6 Spi | 20ft | club (d6) | ground slam (d8) | grab

Grab: Dex save to avoid losing next turn and d6 damage from stone grip.

Dire strike (ground slam): Str save to avoid broken bones & d4 Dex damage.





## 4. Quiet Respite

The soft, flickering light of a bonfire dances on the smooth stone walls of the hushed corridor.

- ♦ Warm and **comforting bonfire**, charred bones fuelling the flame.
- ♦ **Wolfskin wrap** rests on a rectangular flat stone at the centre of the corridor.
- ♦ Corridor continues to the **North**.

**Comforting bonfire.** Resting here for a few moments heals any injuries and rejuvenates the spirit.

**Wolfskin wrap.** Wrapped in the wolfskin is a *sacrificial bundle* and the **main weapons** of the Adventurer.

### Background

### Weapon

Warrior	Bearded axe
Skald	Steel sword
Scout	Hunting knives
Seer	Yew staff

Upon seeing them, memories of a previous life flood back, including who they were and what fate befell them.

The Adventurer regains the ability to use **weapon** and **item skills**.

**Northern corridor.** Dim, echoing sounds of water. Corridor opens to a circular hollow.

## Exits

- ♦ North to the **Murky Pool** (5).

## 5. The Murky Pool

The narrow corridor opens to a broad cavern with a high curved dome ceiling covered in mushrooms and lichen. At the centre of the cavern lies a murky pool. A dusty skeleton sits against the Eastern wall.

- ♦ Pungent rot and decay; condensation drips into the **murky pool**.
- ♦ **Crumbling skeleton** slouches, skull lolling with one leg outstretched.
- ♦ Jagged stone corridor to the **North**.

**Murky pool.** Depth impossible to gauge, sides slick with green algae. A **skeleton** hides inside—bony fingers barely visible, clinging onto the sides.

## Exits

- ♦ North to **Broken Arrow Bend** (6).
- ♦ South to **Quiet Respite** (4).

## Encounters

Lounging **skeleton** stands and attacks the Adventurer when they get close. The 2nd **skeleton** inside the pool climbs out and attacks from behind.

### SKELETON

8 Res | 10 Str | 8 Dex | 4 Wit | 4 Spi | 30ft | spear (d6)

A hollow clatter warns when they're near.

Roll d12 when defeated; on a 1, reforms at half max Res.

## Treasure

A glowing **soul remnant** rests at the bottom of the murky pool.

## 6. Broken Arrow Bend

The irregular rocky ground slants upward and the corridor curves, revealing a long flat tunnel.

- ♦ Handful of **broken arrows** litter the ground at a bend in the cave.
- ♦ **Ragged bowman** waits at the end, holding a bow with a nocked arrow.
- ♦ **Cramped alcove** halfway along.
- ♦ Rising **Southeast path** at the end, bringing the soft scent of blossoms.

**Ragged bowman.** Wearing tattered clothing, dim aggression in its eyes. Spots the Adventurer unless hidden; more aggressive than previous shades.

**Cramped alcove.** Cover from the archer. Against the cracked rear wall is another **wolfskin wrap**. Removing the wrap causes a loose stone to clatter to the ground, revealing a **secret room** (Lost Cell).

**Wolfskin wrap.** Inside are the Adventurer's **remaining items**. Fresh flood of memories, including what the Adventurer seeks in the lush new world.

### Exits

- ♦ South to **Lost Cell** (7) [Secret].
- ♦ Southeast to **Iðunn's Grotto** (8).
- ♦ Southwest to the **Murky Pool** (5).

### Encounters

The **shade** fires at anyone approaching.

#### SHADE

3 Res | 10 Str | 8 Dex | 9 Wit | 4 Spi | 20ft | bow (d3)

## 7. Lost Cell [Secret]

The broken stones clatter as you enter the chamber. The ceiling is low and the air old and stale. Sitting on the stone floor in front of you is a battered wooden chest.

- ♦ **Oak weathered chest**, covered in two large gouges and banded in rusted iron.

**Weathered chest.** Damage looks to be from an axe. Opens easily and reveals a relic, the **Armband of the Fylgja**.

### Treasure

**Armband of the Fylgja**, 3 charges. Hammered bronze armband etched with animal likenesses. Summons an animal spirit that leads to fate or fortune.

Recharge: Bury a spiced parcel of meat with a coin under a fallen tree.



## 8. Idunn's Grotto

The cramped path opens to reveal a lush grotto exposed to the sky. Radiant beams of sunlight bathe the cavern in golden glow. A sprawling tree flourishes at the centre, brilliant red apples dotted amongst the green. A hooded woman tends to the tree, holding a wooden basket.

- ♦ Fresh breeze caresses skin, the smell of apple and honey fills the senses.
- ♦ Vast **apple tree** reaches up to the clear blue sky.
- ♦ **Hooded woman** harvests apples from the tree, placing them in her basket.
- ♦ Daylight returns to shadow in the **southern passage**.

**Apple tree.** Ancient and gnarled, covered in countless red apples. Grows far above the cave's stone walls.

**Hooded woman (Idis).** Stooped, small and frail. Simple white cloak, hood drawn around her head. She turns and greets the Adventurer.

- ♦ *Soft spoken, dialect antiquated, piercing eyes.*
- ♦ Simple orchard tender, has been tending trees like this for as long as she can remember.
- ♦ The apples heal and rejuvenate; she brews them into apple mead that refreshes the spirit.
- ♦ To leave the cave, the demon of stone must be overcome.



*Idis*

She gives the Adventurer a leather belt and **mead flask**, a horn filled with apple mead.

Once she presents the flask, the tree and the hooded woman disappear from the grotto, leaving only beams of sunlight and the faint scent of apples.

### **Mead flask:**

- ♦ Starts with **2 sips**, replenishes when resting at a bonfire.
- ♦ Each sip restores **10 Res** and clears **2 points** of Fatigue.

**Southern passage.** Heavily shadowed, path leading up over jagged stone.

## Exits

- ♦ North to **Broken Arrow Bend (6)**.
- ♦ South to **Arched Tunnel (9)**.

## 9. Arched Tunnel

The rocky terrain forms a crude natural staircase, obscured in heavy shadow. The path climbs further up, leading to a shallow arch.

- ♦ Soft **whistling sound** coming from somewhere far under the stone.
- ♦ **Crumpled form** in a heap at the peak of the arch.
- ♦ **Smooth incline** at the end.
- ♦ **Broken and shattered bones** at the base of the incline.

**Crumpled form.** Wearing tattered clothing, lifeless and curled up around a spear. A **shade**, feigning death.

**Smooth incline.** Further ahead the jagged ground smooths out and becomes a gradual ascent.

**Broken and shattered bones.** Crushed to powder from some massive object, scattered and strewn down the path.

### Exits

- ♦ North to **Iðunn's Grotto (8)**.
- ♦ South to **Demon's Ledge (10)**.

### Encounters

The **shade** attacks if disturbed or if the Adventurer moves away. Another **shade** at the top of the incline rolls down a **massive boulder** (Dex vs d8 damage).

#### SHADE

3 Res | 10 Str | 8 Dex | 9 Wit | 4 Spi | 20ft |  
claw (d4)

## 10. Demon's Ledge

Flat, broad room littered with piles of broken and smashed bones, shattered weaponry, and crushed armour. Massive cracks litter the stone ground and jagged walls, as if smashed by something immense.

- ♦ **Crashing echoes** of something huge moving around nearby.
- ♦ Compacted stone ground, covered in a dense layer of **fine dust**.
- ♦ On the western side, the ground leads to an overhanging **rocky ledge**.
- ♦ **Heavy iron key** hangs from a hook on the southern wall.

**Fine dust.** Stalactites hang overhead but the only remaining stalagmites are on the edges, others crushed to powder.

**Rocky ledge.** Overlooks the **Jagged Chamber** and the **stone demon** below. The crashing sound is the demon pacing.

**Heavy iron key.** Unlocks the 2nd lock in the **carved doors (Jagged Chamber)**.

### Exits

- ♦ Down to the **Jagged Chamber (3)**.

### Encounters

The demon ignores the Adventurer unless provoked.

**Plunging attack.** Gain *damage advantage* on the demon.

If attacked at range the **stone demon** leaps from the **Jagged Chamber** to **Demon's Ledge** (Dex save vs. d8 blast damage from crushing attack).



## 11. Whistling Channel

Violent, piercing wind shrieks through the narrow stone channel, cold tearing at your skin and chilling your breath. Ice gathers on the stone walls and the path is perilous.

- ♦ The wind carries a foul stench and drowns out most sound.
- ♦ Frozen stream crosses the ground, water running from deeper inside the cave.
- ♦ **Mist and fog** gathers near the end, obscuring the path.

*Mist and fog.* Stationary even through the violent wind. Daylight just visible in the distance.

### Exits

- ♦ East to the **Raven Flies** (12).



## 12. The Raven Flies

Pushing through the fog, you find a plateau exposed to the sky. An enormous raven perches on a broad ash stump, black eyes staring. Between you and the raven is a dead thing, clad in broken armour and wielding a bearded axe, eyes glowing with red malevolence.

- ♦ Stinging wind even stronger, lashing skin and carrying a putrid stench.
- ♦ Death-blue **dead warrior** waits, red eyes scanning.
- ♦ The **enormous raven** shuffles on its perch, watching.

*Enormous raven.* 10 feet tall, pitch black feathers, enormous grasping talons. Cocks its head at the Adventurer.

*Exposed plateau.* The cave is flying hundreds of feet above the ground, forests and mountains visible through cold mist.

### Encounters

*Draugr.* Its lips peel back in a smile.

- ♦ Speaks with a cold guttural voice full of hatred and bile.
- ♦ Fought the living in the war that was.
- ♦ Demands the Adventurer forfeit either the **Soul** earned from the demon or 1 **Vigour**; attacks if refused.
- ♦ The freezing wind stops once the draugr is defeated or placated, replaced by brilliant sunshine.

## DRAUGR

8 Res | 1 Def | 11 Str | 8 Dex | 9 Wit | 6 Spi | 20ft  
| hand axe (d6)

Death-blue corpse driven by hatred for the living, eyes burn with red malice.

Emits a reeking stench that marks their presence.

At close range, Str save to avoid losing a turn to vomit.

**Raven.** Bows head when approached.

Beckons to the air with its wing, in essence asking if they are ready to journey to the land beyond.

The raven crouches and springs up off the tree stump, taking to the air with a gust from its wings. Circling around, it hovers for a moment before grasping you firmly in wicked talons. You fly off into the unknown sky, onward into the new world below.

- ♦ The Adventurer has successfully escaped the **Cave of Echoes**.

## Further Into the Nine Realms

Now suitably prepared, the journey continues for the Adventurer.

Potential future adventure hooks:


- ♦ **Unearth** the source of the **rekindling bonfires**
- ♦ **Traverse** the planes to locate your remaining **kin**
- ♦ **Hunt** the wandering **titans**
- ♦ **Slay** the furtive Aesir and **achieve godhood**





# PART 4: APPENDICES

*En einn Völundr sat í Ulfðöllum,  
hann sló gull rautt við gím fastan,  
lukðI hann alla lind baugum vel;  
svá beið hann sinnar ljóssar kvánar,  
ef hánum koma gerðI.*



But Volund sat alone in Wofldale,  
forging red rings sealed with skill and  
threaded like serpents.  
And he waited for the shining woman,  
faring her way back to him.  
—Völundarkviða, 5







# MONSTERS

## CULTIST

6 Res | 1 Def | 10 Str | 8 Dex | 10 Wit | 12 Spi | 40ft | seax (d6)

Fanatical zeal burns behind the eyes in worship to lost gods.

Refuses to retreat, fights to the death.

Roll d20 when defeated; on a 1, a black tentacle bursts from the corpse & strikes for d6 magic damage.



*Draugr*

## DEMON, STONE

9 Res | 2 Def | 13 Str | 6 Dex | 6 Wit | 6 Spi | 20ft | club (d6) | ground slam (d8) | grab

Hulking humanoid shape, rocky, pitted flesh bloated & deformed.

Keeper of lost & forgotten places.

Grab: Dex save to avoid losing next turn & d6 damage from stone grip.

Dire strike (ground slam): Str save to avoid broken bones & d4 Dex damage.

## DRAUGR

8 Res | 1 Def | 11 Str | 8 Dex | 9 Wit | 6 Spi | 20ft | spear (d6) or hand axe (d6)

Death-blue corpse driven by hatred for the living, eyes burn with red malice.

Emits a reeking stench that marks their presence.

At close range, Str save to avoid losing a turn to vomit.

## DWARF

10 Res | 2 Def | 13 Str | 9 Dex | 10 Wit | 12 Spi | 25ft | hammer (d8)

Short & stocky with long beard; gruff & stand-offish.

Weathered skin resembles stone.

Strongest in mountains or underground.

Resistant to most magic & poison.



*Dwarf*



*Lindworm*

### ELF

8 Res | 1 Def | 8 Str | 14 Dex | 14 Wit | 12 Spi |  
40ft | swords (d6, dual)

Beautiful, amoral, & long-lived; ruthless  
& arrogant.

Rarely reveal themselves to non-elves.

Resistant to most magic.

### JOTUNN, WILDWOOD

18 Res | 3 Def | 16 Str | 12 Dex | 10 Wit |  
14 Spi | 20ft | broad axe (d10) | grab

Human-like, but much taller & broader;  
intelligent & peaceful, slow to anger.

Rarely gather in large numbers, even  
small settlements are rare.

Grab: Blocks all movement & reactions;  
Str save to break free.

### JOTUNN, FIRE

20 Res | 4 Def | 18 Str | 12 Dex | 13 Wit |  
14 Spi | 25ft | flaming sword (d10)

Tall & broad like other jotunn, with  
flaming hair & eyes; arrogant & quick to  
anger.

Emotions dictate strength & colour of  
visible flame.

Immune to fire; weak to ice.

Dire strike: Targets ignites in fire for  
d4 Str damage.

### LINDWORM

20 Res | 2 Def | 16 Str | 16 Dex | 16 Wit |  
14 Spi | 40ft | slash (d8) | bite (d10)

Enormous serpent the length of a river,  
with two powerful forelegs.

Balances on one leg to slash with the  
other.

Weak to lightning.

Dire strike: Swallows the target, Str save  
to escape.

## SHADE

3 Res | 10 Str | 8 Dex | 9 Wit | 4 Spi | 20ft |  
claw (d4)

Hollow dead devoid of humanity; a shadow of the person that was.

Drawn to the living, gathers in hordes.

## SKELETON, GIANT

16 Res | 14 Str | 9 Dex | 4 Wit | 4 Spi | 20ft |  
greatsword (d10)

Colossal skeleton towers with slow malice.

Wind shrieks through hollow bones.

Roll d12 when defeated; on a 1-2, reforms at half max Res.

## SKELETON

8 Res | 10 Str | 8 Dex | 4 Wit | 4 Spi | 30ft |  
spear (d6)

Pale bones picked clean, maniacal grin underneath empty sockets.

A hollow clatter warns when they're near.

Roll d12 when defeated; on a 1, reforms at half max Res.

## TREANT

10 Res | 1 Def | 12 Str | 6 Dex | 5 Wit | 12 Spi |  
15ft | slam (d6)

Lumbering & gangly, toughened bark & lush green foliage.

Watches silently from the forests for those who cut or burn too much.

Weak to fire but risks drawing the attention of others.

## SKELETON, BONEWHEEL

6 Res | 8 Str | 12 Dex | 4 Wit | 4 Spi | 40ft |  
spikes (d6) | roll

Laughing skeleton carrying a vicious spiked wheel.

Rolling attack shreds anything in its path.

Roll: Roll d6 3 times & take the highest result for damage.



*Treant*

## TROLL

12 Res | 1 Def | 14 Str | 9 Dex | 10 Wit | 12 Spi |  
20ft | club (d8)

Appearance & size varies with age, region, and temperament. Common trolls are larger than most humans, with long hair & pale skin; rarely helpful or friendly.

Lives in close families in caves, protects the land around them.

As an action, recover lost Res when standing on rock or stone.

## TROLL, ROCK

4 Res | 2 Def | 12 Str | 6 Dex | 6 Wit | 10 Spi |  
20ft | claw (d4)

Hunched form with dragging arms & skin of rocky grey stone.

Shunned by all for their brutish nature, even their green kin.

Dire strike: Red lichen oozes from target's wounds, Str save to avoid moving at half speed.

## WARG

18 Res | 14 Str | 12 Dex | 9 Wit | 8 Spi | 30ft |  
bite (d12)

Hill-sized wolf with burning eyes & deadly bite.

One of the Sons of Fenrir, filled with hunger & vengeance towards men.

Dire strike: As enormous jaws can easily maim, target's arm is dismembered.



## WOLF

4 Res | 9 Str | 10 Dex | 4 Wit | 8 Spi | 40ft |  
bite (d4)

Dense black & grey fur, yellow eyes; territorial & dangerous in any number.

Attuned to the rhythm of nature & can sense those that disrupt the balance.

When in a pack, 1 in 10 chance one is a wolfskin.

Dire strike: Howls to signal the pack; 1 in 6 chance another wolf appears.



# ADVENTURER OPTIONS

## Names

1	Áge	26	Funi
2	Alvar	27	Gertrud
3	Anna	28	Gorm
4	Anri	29	Gro
5	Ari	30	Guðmundr
6	Arne	31	Guðrún
7	Arnkatla	32	Gunhild
8	Áse	33	Gunnar
9	Astrid	34	Halfdan
10	Auður	35	Hallbera
11	Birger	36	Harald
12	Björn	37	Harpa
13	Bo	38	Hekla
14	Bodil	39	Helgi
15	Darri	40	Hilda
16	Edda	41	Hilmir
17	Einar	42	Hrefna
18	Emil	43	Inga
19	Erik	44	Ingibjörg
20	Estrid	45	Ingólfur
21	Flóki	46	Jóhanna
22	Flosi	47	Jón
23	Freyja	48	Kaðlín
24	Frida	49	Käre
25	Frode	50	Karitas

## Physique

1	Athletic	6	Slim
2	Brawny	7	Short
3	Diminutive	8	Statuesque
4	Lanky	9	Stout
5	Rugged	10	Towering

## Names

51	Katla	76	Sigmar
52	Ketill	77	Signe
53	Knud	78	Sigríð
54	Kristín	79	Sigríður
55	Kristján	80	Sigrún
56	Leif	81	Skarde
57	Lind	82	Stefán
58	Liv	83	Sten
59	Logi	84	Sune
60	Lukka	85	Sunna
61	Magnús	86	Svend
62	Margrét	87	Thurid
63	María	88	Þuríður
64	Njal	89	Thyra
65	Nói	90	Toke
66	Ødger	91	Tora
67	Ólafur	92	Torsten
68	Orri	93	Tove
69	Randi	94	Troels
70	Revna	95	Trygve
71	Roar	96	Ulfhild
72	Rune	97	Valgerður
73	Saga	98	Vilmar
74	Salvar	99	Von
75	Sif	100	Yrsa

## Skin

1	Birthmark	6	Rough
2	Drawn	7	Smooth
3	Mottled	8	Freckled
4	Pockmarked	9	Scarred
5	Rosy	10	Weathered

## Hair

1	Shaved	6	Flowing
2	Braided	7	Luxurious
3	Curly	8	Oily
4	Matted	9	Wavy
5	Frizzy	10	Wispy

## Face

1	Bony	6	Symmetrical
2	Damaged	7	Fierce
3	Chiselled	8	Sharp
4	Elongated	9	Square
5	Pale	10	Sunken

## Speech

1	Blunt	6	Gravelly
2	Booming	7	Precise
3	Cryptic	8	Squeaky
4	Droning	9	Eloquent
5	Formal	10	Whispery

## Virtue

1	Ambitious	6	Honourable
2	Cautious	7	Humble
3	Courageous	8	Merciful
4	Disciplined	9	Serene
5	Gregarious	10	Tolerant

## Vice

1	Aggressive	6	Lazy
2	Bitter	7	Nervous
3	Craven	8	Rude
4	Deceitful	9	Vain
5	Greedy	10	Vengeful

## Pronunciation Guide

Icelandic is close to Old Norse in structure but different in pronunciation. For simplicity, Icelandic spelling and pronunciation is used for non-English words in this text.

### Letter Explanation

Á	“ou” in “house,” “about” and “shout.”
Ð	“th” in “feather,” “father” and “that,” but as the last letter of a word it is like “th” in “thin.”
É	same as English “yay.”
Í	an English “ee” and the “i” in “Maria” and the “y” in “diary.”
Ó	“o” in “sole” and like “oa” in “goat” and “soap.”
Ú	English “oo” as in “zoo.”
Ý	Icelandic “i,” it’s only a matter of spelling.
Þ	English “th” in “thunder,” “theatre” and “thong.”
Æ	the name of the letter “i” in English or the sound of the letters “ai” in the words “Thai food.” Hi/hæ & bye/bæ are the same in English and Icelandic.
Ö	German “ö” and English “u” in “urgent” or “fur.” Equivalent to English “e” as in “bed,” but with the lips rounded.





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## Inspiration

- ♦ *Dark Souls* (video game series, 2012-2016).
- ♦ *Cairn* (TTRPG, 2020).
- ♦ *Into the Odd* (TTRPG, 2015-2022).
- ♦ *American Gods* (novel, 2001).
- ♦ *Sagas of Icelanders* (c. 1200-1400 CE).



THE SHEIN OF FATE





# DELVE GENERATOR

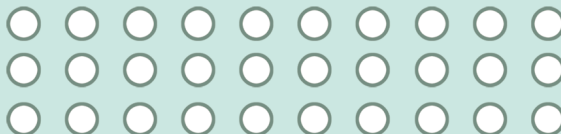
## Dungeon Type

--

## Objective

--

## Dungeon Size



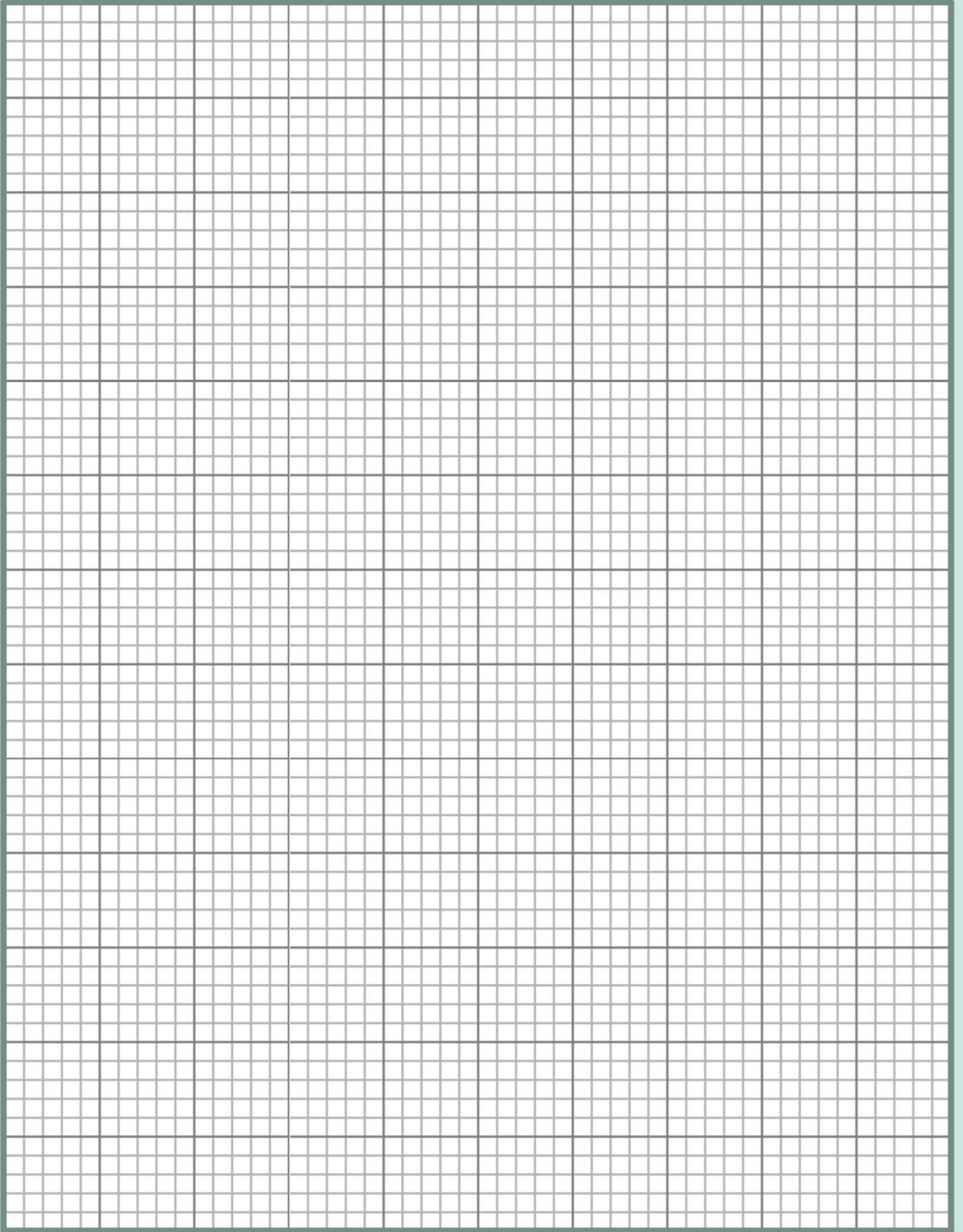
## Resolution Adjustment

11

## Encounters

This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There is no handwriting or other markings on the paper.

## Dungeon Map





# DEATH IS NOT THE END

- ♦ Remastered edition with clarified rules and refreshed layout.
- ♦ Designed for 2 players, one Warden and one Adventurer.
- ♦ Streamlined rules based on Cairn and Into the Odd.
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