

RUNECAIRN



Core Rules



BY ODIN'S BEARD RPG

RUNECAIRN

Core Rules



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Version 1.7

byodinsbeardrpg.com

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OVERVIEW

The gods have fallen
Fresh life blooms from the ruin
Fate is yours to weave

DEATH IS NOT THE END

Runecairn was written with the following design philosophies in mind:

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

Classless. A character's role or skills are not limited by a single class. Instead, the equipment they carry and their experiences defines their speciality.

Death. Characters 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 players, based on in-world elements.

Growth. Characters are changed through in-world advancement, gaining new skills and abilities by surviving dangerous events and overcoming obstacles.

Player choice. Players 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 players 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 player characters expect?

- **Defend** a village against roving invaders
- **Hunt** a monstrous creature stealing children
- **Reclaim** a family cairn overwhelmed by the dead
- **Retrieve** a powerful relic lost in the mountains
- **Confront** a raging jotunn blocking supplies reaching an isolated settlement
- **Broker** peace between two 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

Principles for Wardens

Information

- Provide useful information about the game world as the characters explore it
- Players do not need to roll dice to learn about their circumstances
- Be helpful and direct with your answers to their questions
- Respond honestly, describe consistently, and always let them know they can keep asking questions

Difficulty

- Default to context and realism rather than numbers and mechanics
- If something the players want to do is sincerely impossible, no roll will allow them to do it
- Is what the player describes and how they leverage the situation sensible? Let it happen
- Saves cover a great deal of uncertain situations and are often all that is necessary for risky actions

Preparation

- The game world is organic, malleable and random - it intuitively makes sharp turns
- Use random tables and generators to develop situations, not stories or plots
- NPCs remember what the PCs say and do, and how they affect the world
- NPCs don't want to die - infuse their own self-interest and will to live into every personality

Narrative Focus

- Emergent experience of play is what matters, not math or character abilities - give the players weapon trainers and personal quests to facilitate improvement and specialization
- Pay attention to the needs and wants of the players, then put realistic opportunities in their path
- A dagger to your throat will kill you, regardless of your heavy armour and impressive training

Danger

- The game world produces real risk of pain and death for the player characters
- Telegraph serious danger to players when it is present - the more dangerous, the more obvious
- Put traps in plain sight and let the players take time to figure out a solution
- Give players opportunities to solve problems and interact with the world

Treasure

- A Treasure is specific to the environment from where it is recovered - it tells a story
- Treasure is highly valuable, almost always bulky, and rarely useful beyond its worth and prestige
- Relics are not Treasure, though they are useful and interesting
- Use Treasure as a lure to exotic locations under the protection of intimidating foes





Choice

- Give players a solid choice to force outcomes when the situation lulls
- Use binary “so, A or B?” responses when their intentions are vague
- Work together with this conversational progress to keep the game moving
- Ensure that the player character’s actions leave their mark on the game world

Die of Fate

- Occasionally you will want an element of randomness (e.g. the weather, unique character knowledge, etc.)
- In these situations, roll 1d6 - a roll of 4 or more generally favours the players
- A roll of 3 or under tends to mean bad luck for the PCs or their allies

Principles for Players

Agency

- Attributes and related saves do not define your character - they are tools
- Don’t ask only what your character would do, ask what you would do, too
- Be creative with your intuition, items, and connections

Exploration

- Asking questions and listening to detail is more useful than any stats, items, or skills you have
- Take the Warden’s description without suspicion, but don’t shy away from seeking more information
- There is no single correct way forward

Talking

- Treat NPCs as if they were real people and rely on your curiosity to safely gain information and solve problems
- You’ll find that most people are interesting and will want to talk things through before getting violent

Caution

- Fighting is a choice and rarely a wise one; consider whether violence is the best way to achieve your goals
- Try to stack the odds in your favour and retreat when things seem unfavourable

Planning

- Think of ways to avoid your 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 realms are full of danger and wonder
- There are echoes of the old world everywhere
- Travel between the realms is perilous and rare

The Gods

- The Aesir and the Vanir are all dead or missing
- Mjölfnir is lost and Gungnir is broken
- The Jotunn are scattered, most fled to Jotunheim

The Titans

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

Bonfires

- The light of a bonfire will always lead you to safety
- Bonfires link the Nine Realms
- The flames of a bonfire will never dwindle

Secrets

- Secrets are worth seeking out but all are well guarded and dangerous
- Some mysteries will never be solved

Magic

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

Defeat

- If one path leads to defeat, try another way
- Some obstacles cannot be overcome immediately
- With every defeat comes new knowledge and opportunities

Death

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



CHARACTER CREATION

1. Name

Choose or roll a name for your character from the **Name tables** (page 40).

Next, roll for the rest of your character's traits (appearance, speech, personality, etc.) on the **Character Traits tables** (page 41).

2. Ability scores

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

Strength (STR): Used for saves requiring physical power, like lifting gates, bending bars, resisting poison, etc.

Dexterity (DEX): Used for saves requiring agility, speed, and reflexes like dodging, climbing, sneaking, balancing, etc.

Wits (WIT): Used for saves to interrogate, investigate, provoke, manipulate spells, etc.

Spirit (SPI): Used for saves to charm, self-control, intimidate, persuade, belief, etc.

3. Vigour

Roll **1d6** for your starting **Vigour** score. Vigour determines your self-determination, drive, and focus. Vigour is what stands between you and the hollow void.

You lose one point of vigour at death. If your vigour drops to 0, you become a **shade**, a hollow being neither dead nor alive, and are lost to the darkness.

4. Vitality

Roll **1d6** to determine your **Vitality**, how hale and hearty you are.

5. Resilience (RES)

Resilience is your ability to avoid damage in combat. **Resilience** is made up of **Vitality** and **Vigour**. Add the two stats together to get your **Resilience**.

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

6. Starting class

Determines **initial equipment** and **skills**.

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

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

Your starting class does not determine what type of character you are. What you were does not dictate who you can be.





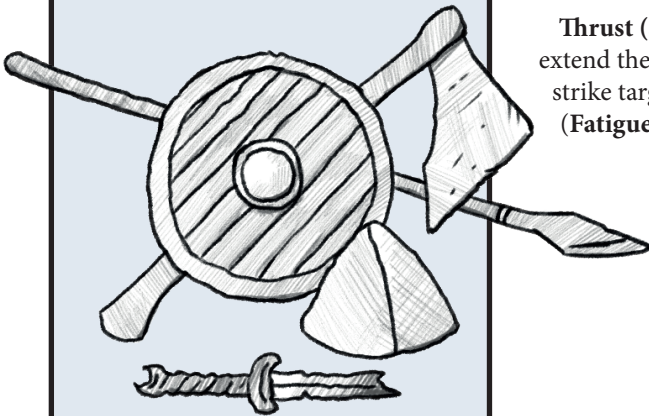
Warrior

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
Chain mail	bulky, 2 DEF
Bearded axe	d8
Ash wood spear	d6, 20'
Memento of defeat	
Free slots	4

Skills:

Block (reaction, key item): Raise shield; **STR** save to avoid all **physical damage (Fatigue)**

Parry (reaction, key item): Deflect attack and riposte; **STR** save to avoid all **physical damage** and retaliate with **damage advantage** - failure results in the attack against you gaining **damage advantage**

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

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

➔ **Dire strike:** Your opponent needs to make a **STR** save or stagger back from the ferocity of the attack, moving back 5 feet and losing their next turn

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

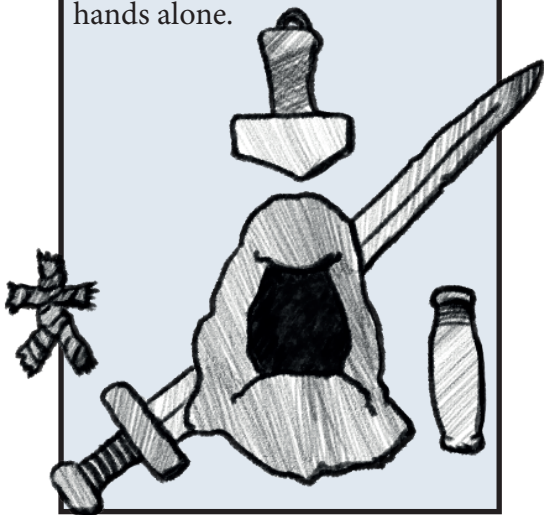
Skald

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.



Skald (SPI, 2 DEF)

Runic focus	key, small
Reindeer hide	1 DEF
Leather hood	+1 DEF
Steel sword	d6
Saga	Cure Wounds or Lightning Spear
Sacred waters	d10
Sacrificial bundle	small
Free slots	5

Skills:

Lightning knife (key item): Manifest and wield or throw a dagger made of lightning for **d4 damage**, 20ft range

Shout (reaction, key item): Your voice propels a shockwave that staggers a foe within **melee range**; **SPI** save to disrupt an attack and take no damage (**Fatigue**)

Cure wounds (spell): Call upon the remaining power of the gods to heal your wounds; restore **d8 Resilience** (**Fatigue**)

Lightning spear (spell): Summon a crackling bolt of lightning; strike your foe for **d8 damage**, 60ft range (**Fatigue**)

Sunder (sword): Tear through your opponent's armour for **d6 damage**; first occurrence causes target to lose **1 DEF** (**Fatigue**)

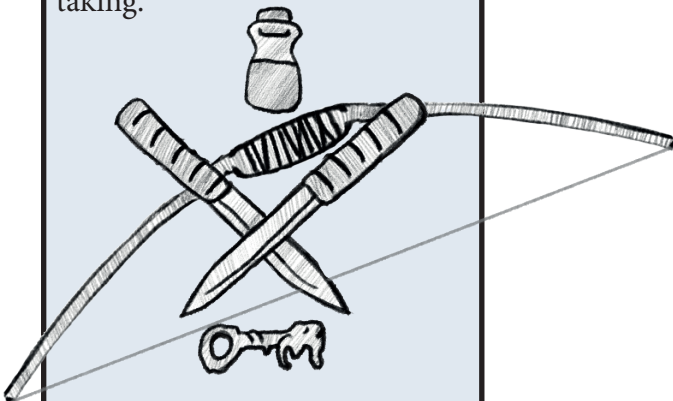
Scout

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, d6
Quilted cloth	1 DEF
Elm shortbow	bulky, d6, 60'
Fire oil	blast, d8
Skeleton key	small
Free slots	5

Skills:

Dash (reaction, key item): Deftly evade an attack; **DEX** save to avoid all damage – failing the save **impairs** the enemy's attack, reducing it to **d4 (Fatigue)**

Backstab (key item): Dash behind your enemy and inflict a critical strike; **DEX** save to strike for **double damage (2d6)** - failure results in an attack from the target with **damage advantage**

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

Volley (shortbow): Fire two arrows without hesitation -- roll damage die twice (**Fatigue**)

➔ **Dire strike:** Fire another arrow and roll another damage die

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.

Seer (WIT, 0 DEF)

Yew staff	key, d4
Stout linen	0 DEF
Runestone	Slow or seiðr spear
Bleached jawbone	
Free slots	7

Skills:

Greystone (key item): Cast a magical stone as if from a sling for **d4** damage, 30' range

Barrier (reaction, key item): Cast a barrier spell; **WIT** save to raise a magical shield to negate all damage from the attack – failing the save imposes **damage disadvantage** on the target's attack (**Fatigue**)

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**)

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



Character creation example

New tabletop role-playing gamer Amy wants to create a character in *Runecairn*.

Amy starts by rolling on the female names table and gets **54, Lind**. Amy likes the sounds so decides to keep it.

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

She's **brawny**, with **dark 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 starting class.

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** and gets 3.

Amy then rolls a **d6** for **Vitality** and gets 4.

Adding the two rolls up, Lind the Skald has **7 Resilience**.

The Skald class starts with the following equipment:

- Runic focus (key item) (small)
- Reindeer hide armour (1 Defence)
- Leather hood (+1 Defence)
- Steel sword (d6)
- Saga: cure wounds or lightning spear (choose 1)
- Sacred waters
- Sacrificial bundle (small)

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

Her **key item** is a *runic focus*, which allows her to cast magic in the form of **sagas**. Amy has the choice of either a healing tale (**cure wounds**) or a tale 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 don't take up physical slots 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 **two sips** of mead.

Amy's now finished creating her new skald, Lind, who's equipped and ready to set off into a strange new world.

RUNECAIRN

ANRITM



Lind the Skald

RESILIENCE

9 / 9

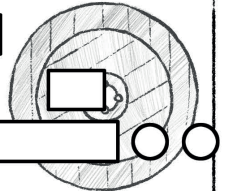
SPEED DEF

40 2

VIGOUR 4

SHIELD

VITALITY 5



ARMOUR

2

Reindeer hide and leather hood

KEY ITEM

Runic focus (small)

STR 9 / 9

DEX 14 / 14

WIT 10 / 10

SPI 16 / 16

WEAPONS

MEAD

Steel sword d6

SKILLS/SPILLS

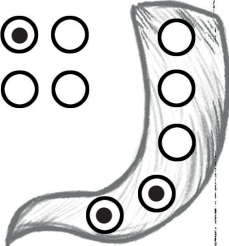
☞ §§§

Lightning knife d4

Shout


Lightning spear d8

Sunder d6



CURSED

FATIGUE §§§



DEPRIVED

SOULS



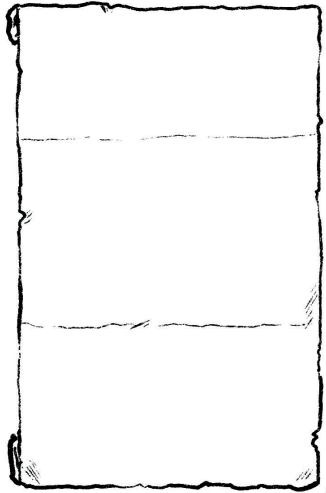
INVENTORY 5 / 10

Saga: lightning spear

Sacred waters

Sacrificial bundle (small)

NOTES



CONCEPTS OF PLAY

Resilience

Resilience (RES) is the ability to avoid damage in combat, representing your personal drive, toughness, instinct and survivability.

Resilience is calculated by adding 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 on the **Omens** table (page 21).

Defence

Before calculating damage to **Resilience**, subtract the target's **Defence** value from the result of **physical damage** rolls. Shields and similar armour provide a bonus (e.g. +1 Defence), but only while the item is held or worn.

Magic bypasses mundane armour - **Defence** doesn't reduce **magical damage**.

Wearing heavy armour weighs you down. If you're wearing **bulky** armour, make all **DEX** saves at **disadvantage** due to the cumbersome nature.

Inventory

- You start with **10 inventory slots**
- Most items take up **1 slot** and **small** items don't take up any
- **Bulky** items take up **2 slots** and are two-handed or awkward to carry
- Anyone with a **full inventory** (all slots filled) is reduced to **0 Resilience**
- You can't carry more items than your inventory allows

Saves

A save is a roll to avoid bad outcomes from risky choices and circumstances. Roll a d20 for an appropriate ability score. If you roll *equal to or under that ability score*, you pass. Otherwise, you fail. A 1 is always a success, and a 20 is always a failure.

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

Mead flask & healing

Filled with mead brewed by the gods and infused with the Iðunn's everlasting apples, sipping this mead restores health and heals injuries.

One sip takes an action and restores **10 RES** and clears **2 points of Fatigue**. The flask is replenished when resting at a bonfire.

You start with **2 sips**. The amount of mead in the flask can be increased under the right circumstances.

Your **mead flask** does not take up any inventory slots.





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
- **Poisoned:** Take damage every turn, bypassing **DEF**; a successful **STR** save or resting at a **bonfire** cleanses the poison

Fatigue

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

Fatigue is caused by casting **spells**, using certain **skills**, and rare **monster abilities**.

Each **Fatigue** occupies **1 inventory slot** and lasts until the character rests at a **bonfire**.

Clearing fatigue

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

You can also attempt to clear **Fatigue** through introspection, such as reflecting on your ancestors, meditating in nature, or singing a song to lift your spirits.

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

You can attempt to **clear Fatigue** in this manner once per day.

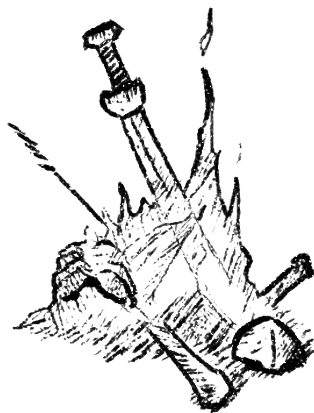
Bonfires

Bonfires link the Nine Realms and offer a beacon of hope to souls lost in the dark.

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

Resting at a bonfire also causes most slain foes to return to life. Powerful or intelligent foes such as **gods**, **jotunn**, or **dragons** are not reborn in this manner and remain dead when defeated.

When resting at a bonfire, you can choose to spend **Souls** to grow your power.



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, your character is 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** will imbue 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 the following attributes: **STR**, **DEX**, **WIT**, **SPI**, or **Vitality**.

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

Wealth & treasure

Gold and most coins have little value and most trade is through barter.

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

ITEMS & EQUIPMENT

Armour

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

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 hood with wolfskin cloak

Quilted cloth: Padded wool defensive jacket

Reindeer hide: Cured and toughened leather hide; a symbol of wealth and status

Stout linen: Comfortable and well-made, allows free movement but offers no protection from attack

Armour

Name	DEF	Qualities
Stout linen	0	small
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: Made from strong linden wood, large round shield reinforced with iron

Shields

Name	DEF	Qualities
Buckler	+1	rare
Linden wood shield	+1	key, block, parry, STR 12
Kite shield	+2	key, bulky, block, parry

Weapons

Ash spear: Ash wood shaft fitted with sharpened iron head, used 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

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 dangerous accuracy

Yew staff: Long, curved staff made from yew wood, carved with intricate runes and figures

Weapons

Name	Dmg	Qualities	Weapon Skills
Spear, ash	d6	ranged, 20'	thrust 10'
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		lobber d6 (adv)
Hammer, blacksmith	d6	rare	smash d6 (adv)
Hunting knives	d6	key, dual	dash, backstab, lacerate
Longbow, elm	d8	bulky, ranged, 100'	volley 2d8
Maul, breaking	d10	key, rare, bulky, STR 17	shove, smash d10 (adv)
Seax	d6		rend
Shortbow, elm	d6	bulky, ranged, 60'	volley 2d6
Sling, stone	d4	ranged, 30'	pummel 2d4
Spear, hewing	d10	key, bulky, STR 14	shove, cleave, lacerate
Staff, yew	d4	key, WIT 12	greystone, barrier, llobber d4 (adv)
Sword, steel	d6	rare	sunder

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 at **double damage**
- ➔ **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**)

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

- **Success:** Strike your target 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**)

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**)

Flurry: Sling two stones rapidly -- roll **damage** twice (**Fatigue**)

➔ **Dire strike:** Sling a third stone and roll an extra damage die

Greystone: Cast a magical stone as if from a sling for **d6 damage**

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

➔ **Dire strike:** Your opponent needs to make a **STR** save or stagger from the ferocity of the attack, moving back 5 ft. and losing their next turn

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

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

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

Render: 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**)

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 (**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**

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

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

Memento of defeat: Broken and rusted sword; by holding and focusing on past failures lose all your held souls and awaken 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 waters: Water from the well Urðarbrunnr; can be drunk to regain **8 RES** or thrown 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
Bleached jawbone	rare
Chalk	small
Chisel	
Apple, dried	small
Face paint	small
Fire oil	rare
Horn	
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 waters	rare
Sacrificial bundle	small
Saw	
Skeleton key	rare, small
Spike	small
Tar	
Torch	

COMBAT

Rounds

- Roughly ten seconds of in-game time
- Comprised of **turns**

Actions

- **Move up to 40ft, cast a spell, attack, move again**, or other reasonable action
- Declare actions before rolling dice; if risky, the Warden calls for a save
- All actions, attacks, and movements occur simultaneously

Reactions

- PCs can **react** to an enemy attack and attempt to either **block, deflect, avoid**, or otherwise mitigate damage
- Some reactions are only available through **key items** or **relics**

All PCs have the following reactions:

- **Roll**: Make a **DEX** save to roll away from an enemy's attack, **avoiding all damage** (causes **Fatigue**)
- **Withdraw**: Make a **DEX** save to disengage from combat and retreat, **avoiding all damage**; failing the save means you escape but still take damage from the attack

Turns

The Warden telegraphs the actions taken by NPCs or monsters.

If surprised at the start of combat, the PC makes a **DEX save** to act before their opponents.

Failing this save also means PCs can't use a **Reaction** in their first turn.

Attacking & damage

- Attacks lower **Resilience** but damage is reduced by **Defence (DEF)**
- Roll weapon die and subtract **DEF**; deal remaining to the target's **Resilience**
- **Magic** bypasses **mundane armour** but not **magical armour**
- Unarmed attacks always do **1d4** damage.

Attack modifiers

Damage advantage. Attacks from a position of strength (against a helpless foe or through a daring manoeuvre). Roll for damage twice and take the **higher result**.

Damage disadvantage. Attacks from a position of weakness (through cover or with bound hands). Roll for damage twice and take the **lower result**.

Certain skills or items can also grant **damage advantage** or **disadvantage**.

Multiple attackers. If multiple attackers target the same foe, roll all damage dice and keep the single highest result (**damage advantage**).

Dual and 2-handed weapons. If attacking with two weapons at the same time or one weapon held in both hands, gain damage advantage.

Dire strike

Some weapons or enemies have special abilities that are triggered when rolling **max damage**, such as rolling 10 on a d10.

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





Blast

Blast attacks affect all targets in the area, rolling separately for each affected character. Blast refers to anything from explosions to huge cleaving onslaughts to the impact of a meteorite.

If unsure how many targets can be affected, roll the damage die for a result.

Ability score loss

If any of a PC's **ability scores** are reduced to 0, they die.

Ability loss is reset when resting at a bonfire or by certain magic or items.

Critical damage

- Once a target reaches **0 RES**, any additional damage reduces **STR** directly and triggers a **critical damage** save
- The target must roll under **STR** to avoid **critical damage** (this includes PCs, NPCs, and monsters); any target that fails a **critical damage** save **dies**

Death

On death, characters wake up at the last bonfire rested at. They keep all inventory items but drop unspent **souls** at the location of their death.

Resurrected characters can retrieve these dropped **souls** if they reach this location without dying again. Dropped **souls** are permanently lost at death if not retrieved.

Omens

Omens are messages from spirits, the gods, or the land and can represent fortune or favour.

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

Omens

- 1 A spirit appears to you in the form of an animal. Make a **SPI** save. If you pass, the animal accompanies you until dawn of the next day.
- 2 Roiling storm clouds gather overhead and a you glimpse a winged shape within. Make an **INT** 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 most of your hearing until the next day.
- 5 You hear the hushed murmur of a thousand voices whispering in unknown tongues. Make an **INT** save. If you pass, you gain insight into the future.
- 6 As if the dead of winter, you see your breath billow 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.

Combat example

Lind the skald enters a darkened ruin, overgrown and ancient. The corridor leads north and figures are heard shuffling.

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

Warden: Further down the ruin you see an armoured form wandering aimlessly. Its skin is decayed and drawn and it's holding a rusted spear. It's a **draugr** and it hasn't spotted you yet.

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

Warden: OK, you rush forward and slash at the undead warrior. Roll your damage.

Amy rolls a 5 on her d6.

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

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

Choosing to use Lind's shout skill as a reaction to avoid the attack, Amy rolls a d20 and attempts to roll under her SPI of 16. She gets 5, a success!

Warden: You emit a shockwave and knock the draugr off balance, deflecting the attack! Tick 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 4 on her d6 for the attack.

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 a 5 on his d6 for damage. He subtracts Lind's defence rating of 2 from the damage.

Warden: Oof! You take 3 points of 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 damage for her spell and gets a 5. She marks another point of fatigue for the spell.

Warden: **Magic** bypasses the draugr's armour therefore it takes full damage. Because the attack reduces its **RES** below 0, it takes the remaining 4 damage to its **STR**. The draugr now needs to make a **critical damage STR** save or die!

The warden rolls 16 on a d20, failing to roll under the draugr's new STR score of 7.

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

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

Warden: Before you can search, the spell you just cast draws the attention of another **draugr**. It shuffles out of the darkness, holding a rotted **shortbow**. Roll a **DEX** save to see if you can react quick enough to avoid it!

Amy rolls a 16 on her d20. 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 and gets 4. He subtracts Lind's defence.

Warden: You take 2 **damage**. A second draugr shambles out next to the first,

spear in hand. What do you do?

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

Amy rolls a d10 twice for damage, one for each draugr, and gets 9 and 4. Amy updates her character sheet to remove 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 points, bringing it under 0 and reducing its **STR** by 1.

The warden rolls a 1 on the draugr's critical damage save.

Warden: A critical success! The first draugr is still up but at -1 RES. The second sizzles as it takes 4 points of damage. Both lurch forward, spears raised! Unless you avoid it, they'll hit with **damage advantage** since its two on one.

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

Amy makes a Spirit save by rolling a d20. A failure at 18! She ticks 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 and gets 6 and 6.

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

He subtracts Lind's defence.

Warden: You take 10 damage.

Amy: I'm at -8!

Warden: You lose 8 points of **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 1. Natural 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 point of **Vigour**.

Amy marks her sheet, cursing her bad luck. She has 3 Vigour left. Her total Resilience is now reduced to 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 a better 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. Some 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.

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.

Scrolls are 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.

Casting both types of magic takes a toll. After every spell, add a **Fatigue** to inventory, occupying one 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. A few examples:

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.

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

A few examples:

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. Reroll 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	You can see through a magical floating eyeball that flies around 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 rotate around 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 straight 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 your 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 of yourself who mirrors your actions and movement
Poison Cloud	A dense green fog spreads from a point of your choice, 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 all physical damage from the next attack
Seiðr Spear	Propel a spear of pure energy that strikes for d10 damage
Seiðr Volley	Propel a flurry of magical arrows, striking all creatures in a 10ft area for d6 blast damage
Shield Wall	A magical 30 ft 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

Seer Spells

Spell Name	Description
Spectacle	A clearly false but impressive illusion of your choice appears, under your control, up to the size of a palace and has full motion and sound
Swarm	You become a swarm of ravens, rats, or fish and can only be harmed by blast attacks
Ward	A silver circle 50ft across appears on the ground; one species of your choice cannot cross it
Web	Your wrists shoot thick webbing



Skald Spells

Spell	Description
Charm	A creature you can see treats you as a friend
Command	A target obeys a single three-word command that does not cause it harm
Control Weather	You may alter the type of weather at will, but you 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	The next creature that hits you with a physical attack takes d12 magic damage
Laughter	Your words cause a creature to double over in uncontrollable laughter
Lightning Spear	Summon a crackling bolt of lightning that strikes for d8 damage
Pacify	A creature near you has an aversion to violence
Protection from Magic	Ignore the first 8 points of magic damage and gain advantage on magical saves
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 two 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 magical spear that strikes a target for d10 damage; attacks against dragons or giants are made with damage advantage
Temper Weapon	Imbue weapon with magic and enhance damage to d12
Thunderbolt	A column of magic energy that deflects attacks and does d10 blast damage



MONSTERS



Draugr

Draugr

8 RES, 1 DEF, 11 STR, 8 DEX, 9 WIT, 6 SPI, 20ft, spear/axe (d6)

- Death-blue corpse driven by hatred for the living, eyes burn with red malice
- Emit 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, 10 DEX, 10 WIT, 12 SPI, 25ft, hammer (d8)

- Short and stocky with long beards; gruff and stand-offish
- Strongest in mountains or underground
- Resistant to most magic and poison

Elf

8 RES, 1 DEF, 8 STR, 14 DEX, 14 WIT, 12 SPI, 40ft, dual swords (d6)

- Beautiful, amoral, and long-lived; ruthless and arrogant
- Rarely reveal themselves to non-elves
- Resistant to most magic

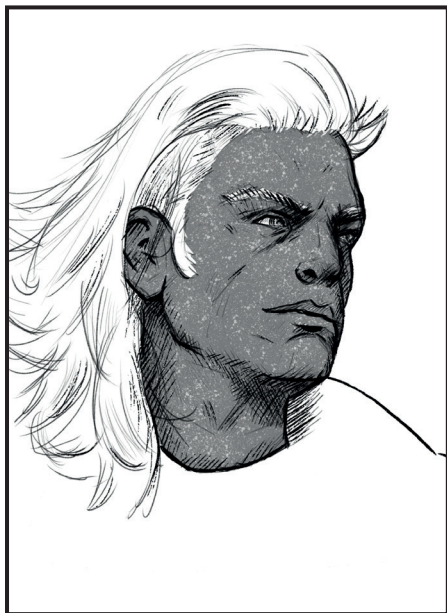
Jotunn, fire

20 RES, 4 DEF, 18 STR, 12 DEX, 13 WIT, 14 SPI, 25ft, flaming sword (d10)

- Tall and broad like other jotunn, with flaming hair and eyes; arrogant and quick to anger
- Emotions dictate strength and colour of visible flame
- **Dire strike:** Targets ignites in fire for d6 magic damage



Elf



Forest jotunn

Jotunn, forest

18 RES, 3 DEF, 16 STR, 12 DEX, 10 WIT, 14 SPI, 20ft, broad axe (d10)

- Usually human-like, but much taller and broader; intelligent and peaceful, slow to anger
- Rarely gather in large numbers, even small settlements are rare
- Grab blocks all movement and reactions; STR save to break free

Lindworm

20 RES, 2 DEF, 16 STR, 16 DEX, 16 WIT, 14 SPI, 40ft, bite (d8)

- Enormous serpent the length of a river, with two powerful forelegs
- Balances on one leg to slash with the other
- **Dire strike:** Swallow the target, STR save to escape

Rock troll

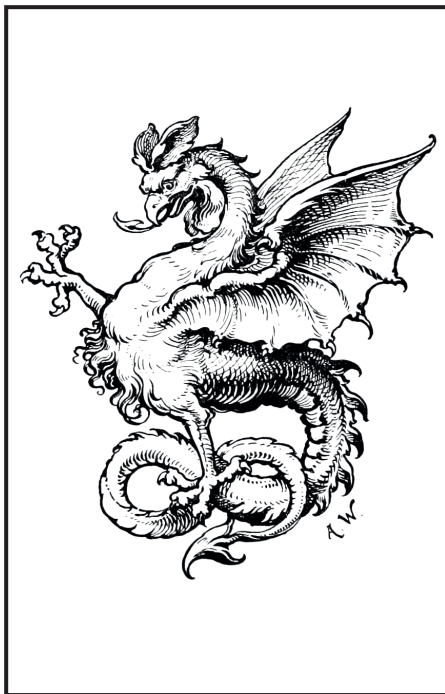
4 RES, 2 DEF, 12 STR, 6 DEX, 6 WIT, 10 SPI, 20ft, claw (d4)

- Hunched form with dragging arms and 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

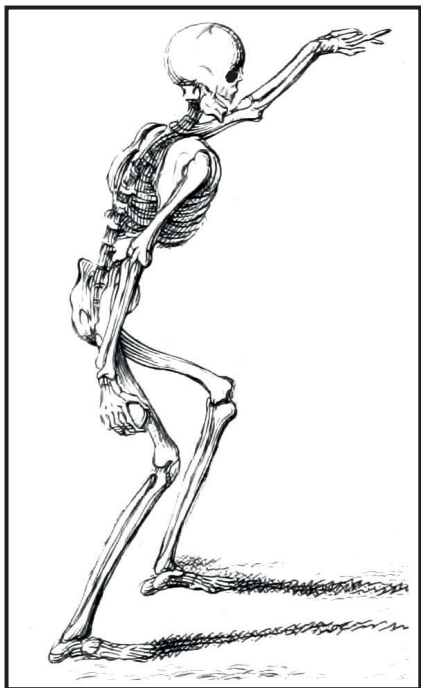
Shade

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, gather in hordes



Lindworm



Skeleton

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

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 attack: Roll d6 3 times and take the highest result for damage

Skeleton, giant

16 RES, 14 STR, 10 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

Treant

10 RES, 1 DEF, 12 STR, 6 DEX, 5 WIT, 12 SPI, 15ft, slam (d6)

- Lumbering and gangly, toughened bark and lush green foliage
- Watch silently from the forests for those who cut or burn too much
- Weak to fire but risks drawing the attention of others



Treant

Troll

12 RES, 1 DEF, 14 STR, 10 DEX, 10 WIT, 12 SPI, 20ft, club (d8)

- Long green hair and pale green skin, larger than most humans; rarely helpful or friendly
- Live in close families in caves, protect the land around them
- As an action, recover lost RES when standing on rock or stone

Warg

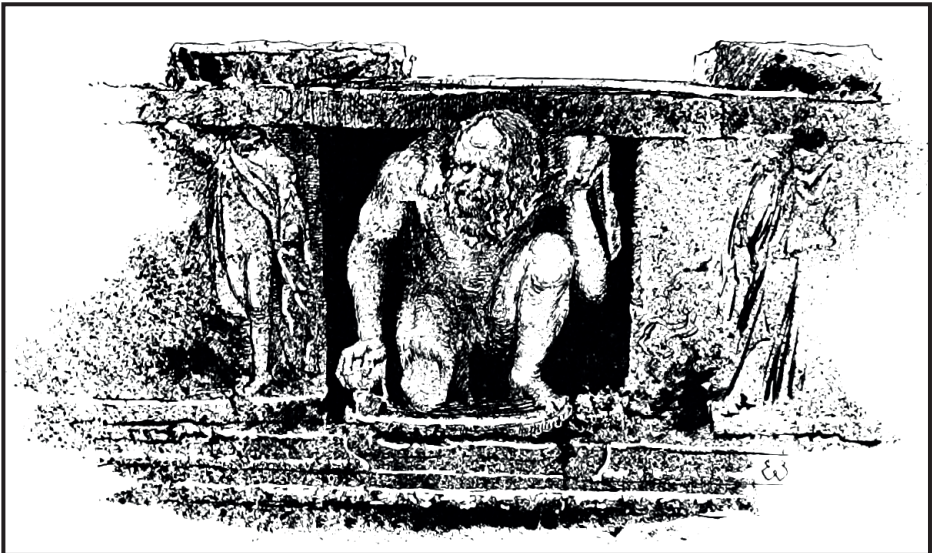
18 RES, 14 STR, 12 DEX, 9 WIT, 8 SPI, 30ft, bite (d12)

- Hill-sized wolf with burning eyes and deadly bite
- One of the sons of Fenrir, filled with hunger and vengeance towards men
- **Dire strike:** As enormous jaws can easily main, target loses an arm

Wolf

4 RES, 9 STR, 10 DEX, 4 WIT, 8 SPI, 40ft, bite (d4)

- Dense black and grey fur, yellow eyes; territorial and dangerous in any number
- Attuned to the rhythm of nature and can sense those that disrupt the balance
- **Dire strike:** Howl to warn the other wolves in the area; roll d6, on a 6 another wolf appears



Troll

APPENDIX

Names

Male			
1-2	Áge	51-52	Ketill
3-4	Alvar	53-54	Knud
5-6	Ari	55-56	Kristján
7-8	Arne	57-58	Leif
9-10	Birger	59-60	Logi
11-12	Björn	61-62	Magnús
13-14	Bo	63-64	Njal
15-16	Darri	65-66	Nói
17-18	Einar	67-68	Ødger
19-20	Emil	69-70	Ólafur
21-22	Erik	71-72	Orri
23-24	Flóki	73-74	Roar
25-26	Flosi	75-76	Rune
27-28	Frode	77-78	Salvar
29-30	Funi	79-80	Sigmar
31-32	Gorm	81-82	Skarde
33-34	Guðmundr	83-84	Stefán
35-36	Gunnar	85-86	Sten
37-38	Halfdan	87-88	Sune
39-40	Harald	89-90	Svend
41-42	Helgi	91-92	Toke
43-44	Hilmir	93-94	Torsten
45-46	Ingólfur	95-96	Troels
47-48	Jón	97-98	Trygve
49-50	Kåre	99-100	Vilmar

Female			
1-2	Anna	51-52	Katla
3-4	Anri	53-54	Kristín
5-6	Arnkatta	55-56	Lind
7-8	Åse	57-58	Liv
9-10	Astrid	59-60	Lukka
11-12	Auður	61-62	Margrét
13-14	Bodil	63-64	María
15-16	Edda	65-66	Randi
17-18	Estrid	67-68	Revna
19-20	Freyja	69-70	Saga
21-22	Frida	71-72	Sif
23-24	Gertrud	73-74	Signe
25-26	Gro	75-76	Sigríð
27-28	Guðrún	77-78	Sigríður
29-30	Gunhild	79-80	Sigrún
31-32	Hallbera	81-82	Sunna
33-34	Harpa	83-84	Thurid
35-36	Hekla	85-86	Þuríður
37-38	Hilda	87-88	Thyra
39-40	Hrefna	89-90	Tora
41-42	Inga	91-92	Tove
43-44	Ingibjörg	93-94	Ulfhild
45-46	Jóhanna	95-96	Valgerður
47-48	Kaðlín	97-98	Von
49-50	Karitas	99-100	Yrsa

Character Traits

Physique

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

Skin

1	Birthmark	6	Rough
2	Dark	7	Smooth
3	Elongated	8	Tanned
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



Icelandic Pronunciation Guide

Letter	Explanation
Á	is like "ou" in "house", "about" and "shout"
Ð	is like "th" in "feather", "father" and "that", but as the last letter of a word it is like "th" in
É	same as English "yay"
Í	like an English "ee" and the "i" in "Maria" and the "y" in "diary"
Ó	is like "o" in "sole" and like "oa" in "goat" and "soap"
Ú	like English "oo" as in "zoo"
Ý	exactly like Icelandic "í", it's only a matter of spelling
Þ	like English "th" in "thunder", "theatre" and "thong"
Æ	is like 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	like German "ö" and English "u" in "urgent" or "fur". Equivalent to English "e" as in "bed", but with the lips rounded.

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

RUNECAIRN

††††††††

RESILIENCE

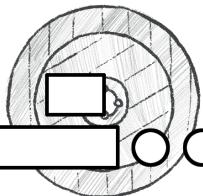
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SPEED DEF

VIGOUR

SHIELD

VITALITY



ARMOUR

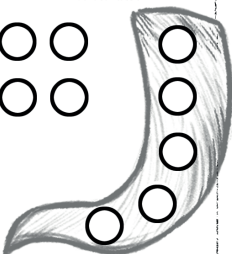
KEY ITEM

WEAPONS

MEAD

SKILLS/SPELLS

↻ §§§

SOULS

NOTES

STR

 /

DEX

 /

WIT

 /

SPI

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CURSED

FATIGUE §§§



DEPRIVED

INVENTORY

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Runecairn is a Norse fantasy role-playing game inspired by *Cairn*, *Knave*, and *Into the Odd*.

Explore a new world rich with forgotten secrets, lost magic, and dangerous mysteries.

Slay fearsome creatures, delve into crumbling ruins, and navigate an untamed wilderness.

Designed to be played with one player and one warden.

The gods have fallen
Fresh life blooms from the ruin
Fate is yours to weave.

DEATH IS NOT THE END



BY ODIN'S BEARD RPG