

FREE LEAGUE

# DRAGONBANE




QUICKSTART



# IN THE OLDEST TIMES







*It was in the oldest times, before the world was covered in forest and iron was tamed by dwarven masters. Before the advent of humanity and the mastery of the bread and ale-making arts.*

*The world was then ruled by dragons and demons. Yes, draconic serpents and demonic creatures were the princes and princesses of the oldest times. They were the primordial forces through which the world and its primeval matter was formed: the sky, the mountains, and the fiery oceans of magma and unthinking life.*

*They were opposing principles that made the world complete. Law and order versus chaos and madness, the stable and fixed versus the wild and eternally fluid.*

*Dragons versus demons.*

*The most ancient records tell of a draconic empire that once spanned much of the known world, where the emperor's peace was upheld by cruel dragon-mounted knights. But the texts also contain traces of another great power from a different age, governed by demon princes who shrouded the world in madness and murderous rage.*


*Remnants of these realms still rest in the earth beneath our feet. In the depths of the great forests and the chasms of the mountains slumber memories from ancient eras when vicious beasts reigned.*

*The hostility between dragons and demons brought death and ruin upon the ancient civilizations. It seems almost like a fundamental law of nature – that anything created by dragons alone is corrupted by demons, and that anything born of demonic will is burned to ashes by dragonfire.*

*However, this basic and incontrovertible truth also gives cause for hope, for it created the conditions which allowed other nations to be born, where humans and other kin have been able to flourish and go their own way.*

*But the ancient guardians of order and destruction will never leave the world to its fate. As sure as night follows day, the time will come again when dragons and demons fight for power over humanity, nature, and the eternal mysteries.*

– EXCERPT FROM GODMUNDAG THE ELDER'S  
IMPERIAL CHRONICLE OF THE OLDEST TIMES  
AND THEIR REMNANTS



**W**elcome to the Quickstart Guide for the *Dragonbane* RPG. This PDF contains a condensed version of the game's core rules, as well as pre-generated player characters and the adventure *Riddermound*, ready to play. You can print out this PDF or play directly from a computer or tablet.

## THE PLAYERS

All players except one portray adventurers in the world of *Dragonbane*. These individuals are called player characters. You decide what your player character thinks and feels, what they do and say – but not what happens to them. It is your job as a player to immerse yourself in your character.

*Dragonbane* is best suited for three to five players. It can be played with more or fewer people than that, but then you may have to make certain adjustments to the adventure.



## YOU AND OTHERS

Most of the rules in this game are written in the second person – i.e., speaking to "you." All rules that apply to you also apply to others in the game, both player characters and NPCs, unless expressly stated otherwise.



## START PLAYING

Adventure awaits in the world of *Dragonbane*! All you need to do before playing the adventure *Riddermound*, which is included in this Quickstart, is the following:

1. Decide who will be the GM.
2. Have each player pick one of the pre-generated player characters.
3. The GM reads through this PDF and becomes familiar with the rules and the adventure. The players are welcome to read the rules as well, but must not read the adventure itself.
4. Let the game begin!

## THE GAMEMASTER

The final player is the Gamemaster, or GM for short. The GM describes the world of *Dragonbane* to you, portrays the people you encounter on your treasure hunts (so-called *non-player characters*, or NPCs) and controls the monsters lurking in the depths.

The game is a conversation between the players and the GM, back and forth, until a critical situation arises where the outcome is uncertain. Then it is time to break out the dice – read more about that below.

It is the GM's job to put obstacles in your path and challenge your player characters, forcing them to show what they are really made of. But it is not up to the GM to decide everything that happens in the game – and certainly not how your story is supposed to end. That is decided in the game. It is what you are playing to find out.

# YOUR PLAYER CHARACTER

The player character is your tool, your eyes and ears in the game world. Take your character seriously and portray them as if they were a real person. Try to truly put yourself in the character's shoes. It will be more fun that way.

The full core game of *Dragonbane* describes in detail how to create your own player character. To keep track of your player character you use a *character sheet*. At the end of this Quickstart you will find five pre-generated player characters with filled-in character sheets, ready to head out on adventures!

## KIN

There are six playable kin in *Dragonbane*: human, halfling, dwarf, elf, mallard, and wolfkin. Each kin has an *innate ability* that no other kin can learn. The pre-generated player characters at the end of this PDF all have their innate abilities described. In most cases, using such abilities requires Willpower Points (see next page).

## PROFESSION

All the player characters are adventurers, but you have learned a thing or two before the game begins. Each profession has a *profession ability* that no other profession can learn. The pre-generated player characters at the end of this PDF all have profession abilities described. In most cases, using such abilities requires Willpower Points (see next page).

## ATTRIBUTES

Your adventurer has six base attributes that indicate your basic physical and mental capabilities, on a scale from 3 to 18 (or higher, in some cases). The higher the score, the better.

- ◆ **Strength (STR):** Raw muscle power.
- ◆ **Constitution (CON):** Physical fitness and resilience.
- ◆ **Agility (AGL):** Body control, speed, and fine motor skills.
- ◆ **Intelligence (INT):** Mental acuity, intellect, and reasoning skills.
- ◆ **Willpower (WIL):** Self-discipline and focus.
- ◆ **Charisma (CHA):** Force of personality and empathy.

## DICE

All you need to play this Quickstart, other than the PDF and possibly a few pencils, are dice. *Dragonbane* uses several different types of dice – with four, six, eight, ten, twelve, and twenty sides. These dice will be referred to as D4, D6, D8, D10, D12, and D20. If you do not already have a set of such dice, they can usually be purchased from most hobby stores.



## DERIVED RATINGS

Based on your attributes, you have a number of derived ratings that are used in various ways.

**Movement:** This rating determines how many meters you can run in a Round of combat (page 11).

**Damage Bonus:** Your Damage Bonus increases the damage inflicted by your attacks. You have two separate Damage Bonuses – one for Strength-based weapons and one for Agility-based weapons.

**Hit Points (HP):** This rating determines how much damage you can take, and is equal to your Constitution attribute. Damage is healed by resting.

**Willpower Points (WP):** This rating is equal to your Willpower attribute and specifies your maximum number of Willpower Points. Willpower Points are used for magic, as well as innate and profession abilities. Willpower Points are recovered by resting.

## SKILLS

Skills are knowledge and abilities you have acquired during (or prior to) your life as an adventurer. Your skills are measured by their skill levels, on a scale from 1 to 18 – the higher the score, the better.

## MOTIVATION

Adventurers are unique individuals willing to risk life and limb for excitement, glory, or riches. Your Motivation adds depth and personality to your player character and can also be used by the GM when creating stories. Roleplaying according to your Motivation allows your player character to increase their skills faster – this is described in the full core rules.

## MEMENTO

In addition to your other equipment, you have a Memento – an item of great sentimental value that you always carry with you. Once per gaming session you can use your Memento to recover an additional Condition during a Stretch rest (page 18).

## GEAR

You must write down all the items you are carrying on your character sheet. Any weapons you have At Hand, as well as the armor, helmet, and shield you are wearing, are listed in the respective boxes, while other items are recorded under Inventory. Write down one item per row. If it is not listed on your sheet, you do not have it with you.

## ENCUMBRANCE

You can carry a number of items equal to half your Strength (rounded up) in your Inventory without difficulty. Only the items written down in your Inventory box count towards your encumbrance.

**Weapons At Hand:** You can have up to three weapons At Hand, which means that they are worn on your belt or otherwise readily available for use in combat. Weapons kept On Hand are recorded under Weapons on the character sheet and do not count toward your encumbrance.

**Helmet, Armor, Shield:** Any helmet, armor, and/or shield worn on your body is recorded in its respective section, and does not count toward your encumbrance.

## MEASURING TIME

Three units are used to measure time in *Dragonbane*. Rounds are used in combat, while the Stretch and the Shift are used in other

situations. How these units of time are used is described in more detail in the full *Dragonbane* core rules.

UNIT OF TIME	DURATION	ENOUGH TIME TO
Round	10 seconds	Perform an action in combat.
Stretch	15 minutes	Explore a room, take a Stretch rest (page 18).
Shift	6 hours	Hike for 15 kilometers, take a Shift rest (page 18).



## ARROWS & SLINGSTONES

You do not have to count every arrow and slingstone you are carrying. Instead, each quiver of arrows or pouch of slingstones counts as a single item. As long as you have that item, you can use your weapon.

## HEAVY ITEMS

Really heavy items count as two, three, or even more regular items in terms of encumbrance. These will be indicated as having weight 2, 3, 4, and so on. In your

inventory, heavy items take up a number of rows equal to their weight. If no weight is specified, it is always 1.

## TINY ITEMS

Small and light items that can be hidden in a closed fist are called *tiny*. Items of this size do not affect your encumbrance at all. Tiny items are recorded in their own section on the character sheet.

**Coins:** Single coins count as tiny items and do not affect your encumbrance as long as they are fewer than 100. 100–199 coins count as one item, 200–299 as two, and so on.

### COINS

Monetary transactions are generally made with silver coins. Copper coins are used for smaller transactions and gold for larger ones. Ten copper coins equal one silver, and ten silver coins equal one gold.

## OVER-ENCUMBERED

You can temporarily carry more than your normal encumbrance limit. In that case you must make a Strength roll whenever you want to move in a Round of combat or walk for a Shift of travel. If the roll fails, you must either drop what you are carrying or stay where you are.

# ROLL THE DICE

In *Dragonbane* there are 16 skills in total, not counting the schools of magic. The skills are described in detail in the full core game, so this Quickstart just briefly explains how to use them. When using a skill, first describe what your player character is trying to achieve. Then roll a D20. A result that is lower than or equal to your skill level means that your action succeeds.

## ROLLING A DRAGON

Rolling a one (1) on D20 means that you are particularly successful. This is called *rolling a dragon*. In combat, a dragon roll has specific effects – increasing the damage of an attack, for example. Outside of combat the GM decides the effect. Some suggestions:

- ◆ You impress everyone around you.
- ◆ You achieve more than intended.
- ◆ The action is performed faster than usual.

## FAILURE

Rolling above your skill level means that your action fails. For some reason you do not achieve your goal – feel free to describe what happens together with the GM. The GM can also let failures have additional consequences to advance the story in an exciting way.

## ROLLING A DEMON

Rolling a 20 on D20 is called *rolling a demon* and means that the roll fails regardless of your skill level and other circumstances. Rolling a demon also means that the roll cannot be pushed (optional rule, page 9).

## BOONS AND BANES

Normally, the GM does not assess how difficult an action is. You only roll dice in challenging situations – period. But sometimes the GM might want to underscore that

### ATTRIBUTE ROLLS

When no skill seems relevant to the situation, the GM can instruct you to roll against a base attribute instead – a Strength roll to lift something heavy, for example. But if there is a skill that covers the action you wish to perform, your roll must be based on that. In unclear cases the GM decides what is appropriate.





external factors either help or hinder an action. You might then get a *boon* or *bane* to your roll.

In both cases you roll two D20s, but only one result counts. If you have a boon, only the best result applies. If you have a bane, only the worst result applies.

**Multiple Boons/Banes:** Even if you get multiple boons/banes to your roll, it never counts as more than one.

**Boon and Bane:** Sometimes you might get both boons and banes to your roll. Each boon negates one bane, and vice versa. If you have one boon and one bane, make a normal roll (one D20). If you have two boons and one bane, it counts as a boon.

### ONLY ONE CHANCE

As a rule, you only have one chance to succeed with any action. Once you have rolled the dice, you may not roll again to achieve the same goal. You need to try something different, wait until the circumstances have changed in a substantial way, or let another player character try. This rule does not apply in combat.





## OPTIONAL RULES

Sidebars like this one, in green, describe optional rules. They give the game more depth and complexity, but the game works fine without them. You might want to start playing without them and add them as you become more familiar with the game.

## OPPOSED ROLLS

Sometimes you must beat your enemy in an *opposed roll* to succeed with an action. This means that both you and your adversary roll dice. For example, opposed rolls are used when you are trying to **PERSUADE** a reluctant individual or **SNEAK** past a watchful guard. In combat it only counts as an action for the active party.

- ◆ If your roll fails, your action fails as well, regardless of your opponent's roll.
- ◆ If your roll succeeds while your opponent fails, your action succeeds.
- ◆ If both of you succeed with your rolls, your action succeeds if the result of your roll is *lower than* or *equal to* your opponent's result. If the opponent's result is lower than yours, you fail.

**Pushed Rolls:** Opposed rolls can be pushed (optional rule, see next page) as well, but only if you are the active party. This can be done even after your opponent's roll.

## NPCS AND SKILLS

NPCs use skills in the same way as player characters. The GM rolls dice for them, but only when the action directly affects a player character – for example, if the NPC is attacking a player character or is attempting to save them. When an NPC performs an action that does not directly affect a player character, the GM can simply decide what happens, without rolling dice.



## PUSHING YOUR ROLL

If you fail a skill or attribute roll, you can choose to *push* the roll, which means that you make another attempt. The new result applies, whatever it is. If you have a boon or bane, you must re-roll both dice. You can never push a demon roll (a natural 20).

Whenever you push a roll, immediately after the re-roll, you suffer a Condition. This means that you get a bane on all rolls for skills based on a certain attribute, and rolls against the attribute in question. Each attribute is linked to a certain Condition. Thus, there are six different conditions:

- ◆ **DAZED** – Strength
- ◆ **SICKLY** – Constitution
- ◆ **EXHAUSTED** – Agility
- ◆ **ANGRY** – Intelligence
- ◆ **SCARED** – Willpower
- ◆ **DIRTY** – Charisma

You decide which Condition you get from pushing a roll, with two important restrictions:

- ◆ You cannot choose a Condition you already have.
- ◆ You must be able to explain how the Condition results from the action you are trying to perform. The GM has the right to reject clearly unreasonable explanations.

Once you have all six Conditions, you may no longer push your rolls. In addition to their effects, Conditions provide inspiration for how to roleplay your character. Mark Conditions on your character sheet.

**Healing Conditions:** You can recover from a Condition by resting – a Stretch rest heals a Condition of your choice, and a Shift rest removes all of them. You can read more about resting and healing on page 18.

**NPCs and Monsters:** Only the player characters can push their rolls, not NPCs or monsters.



## HELP FROM OTHERS

Other PCs or NPCs can help you succeed at a die roll. This must be declared before you roll your die. It must also make sense in the story – the individual helping you must be physically present and have the capacity to support your action. The GM has the final say.

Whenever someone helps you with a roll, you get a boon (page 6). In combat, helping counts as an action – by helping someone else you lose your own action that round. NPCs can help each other just as player characters can.



# COMBAT & DAMAGE







**L**ife as an adventurer is hard and often violent. In *Dragonbane* you can run into wild beasts, malicious raiders, and demonic monsters. Combat

can be rough for your player character, sometimes even lethal. Before you enter combat, you should always ask yourself: is it worth it?

## ROUNDS & INITIATIVE

Combat is played in *Rounds*, which represent roughly ten seconds. At the start of each round, the first step is to decide who has the initiative – that is, in what order the combatants will act during the Round

### DRAWING THE INITIATIVE

To determine initiative ten playing cards are used, numbered 1 through 10. Normal playing cards work fine, just count the Ace as 1.

Each player taking part in the conflict, voluntarily or otherwise, draws a random card at the beginning of each Round, and the GM draws cards for NPCs. This is called drawing the initiative.

The number on the card determines the order in which you act in the Round. Number 1 acts first, number 2 acts second, and so forth until everyone has acted. Your place in the initiative order is called your *turn*.

Place your initiative card by your character sheet so everyone can see in which order you all act. The GM puts their card (or cards) in front of them. When all participants have had their turn, the Round is over and a new Round begins, by drawing the initiative again.

### INITIATIVE FOR NPCs

To make things simple, particularly in large battles, the GM can draw a single initiative card for a group of NPCs. All NPCs in that group acts on the same turn in the Round. The order among them is decided by the GM.

### SURPRISE

If you perform an attack that the GM deems surprising to your enemy, you get to choose any initiative card you want in the first Round of combat. If several characters participate in the surprise attack, you may all choose a card. The other combatants draw the initiative from the cards that remain. At the start of the second Round, everyone draws the initiative as usual.

### WAITING

On your turn in the Round, you can choose to *wait*. This means that you swap initiative cards – and therefore places in the initiative order – with another creature whose turn comes after yours. You can swap cards with other player characters as well as NPCs, and they cannot refuse the trade. However, you cannot swap initiative cards with anyone who has already had their turn, or who themselves chose to wait earlier in the Round.

**Monsters:** Monsters (page 20) often have multiple turns in a single Round, and therefore draw multiple initiative cards. In this case you decide which card you want to swap with, as long as it comes after your current turn in the initiative order. Monsters themselves never wait.



# ACTION & MOVEMENT

On your turn in the Round, you can *move* and perform one *action*. When it is your turn to act, you simply explain how you want to move and what action you want to perform. If necessary, you also roll dice to see whether you succeed.

You decide whether to move before you act or vice versa. You can even use part of your movement, perform your action, and then finish the movement.

## ACTIONS

An action in combat can be many different things, but the list below summarizes the most common ones. These actions are described in detail later in this chapter.

**Free Actions:** Drawing a weapon kept At Hand, dropping an item, dropping to the ground, getting up, or shouting a few words are all *free actions*. Free actions do

not count as your action in the Round and can be performed any number of times, but only on your turn.

## REACTIONS

Some actions are not performed on your turn, but on the opponent's. These are called *reactions* and include things like parrying or dodging attacks. This uses up your own turn in the Round, which means that you cannot perform a reaction if you have already had your turn and performed an action. Flip your initiative card after performing a reaction.

**Movement:** When performing a reaction, you also lose your movement in the Round. However, some reactions – such as dodging or parrying – give you a certain movement as part of the reaction. You can read more about this under Melee Combat (page 14).

## ACTIONS

An action in combat can be many different things, but the most common ones are summarized below. Rules for these actions can be found later in the chapter.

- ◆ **Dash:** This action doubles your Movement rate in the Round.
- ◆ **Melee Attack:** These can be performed against an enemy within 2 meters. Special attacks such as trip, disarm, grapple, and break also count as actions.
- ◆ **Ranged Attack:** Attacks with ranged weapon can be performed against enemies within the weapon's Range.
- ◆ **Parry:** Both melee and ranged attacks can be parried, but the latter requires a shield. Parrying is a reaction that takes place outside your turn and replaces your regular action in the Round.
- ◆ **Dodge:** Dodging melee or ranged attacks is also a reaction.
- ◆ **Take Cover:** Taking cover behind a solid object imposes a bane (page 6) on ranged attacks aimed at you.
- ◆ **Pick Up Item:** Pick up an item from the ground within 2 meters, or from your Inventory.
- ◆ **Equip/Unequip Armor/Helmet:** Suits of armor and helmets protect you from damage, but also restrict your movement.
- ◆ **First Aid:** The HEALING skill is used to save the life of someone who has had their HP reduced to zero and is at risk of dying.
- ◆ **Break Down Door:** Doors can take a certain amount of damage before they break down.
- ◆ **Pick Lock:** Picking a lock requires a SLEIGHT OF HAND roll. Doing so without lockpicks gives you a bane.
- ◆ **Use Item:** Use a potion or some other item within 2 meters of you.
- ◆ **Activate Ability:** Use an innate or profession ability. This counts as an action unless otherwise specified.
- ◆ **Cast Spell:** In most cases, casting a spell counts as an action. But some are reactions and do not require an action, while others are more time-consuming – these are called rituals. For more on magic, see chapter 3.



## FREE ACTIONS

- ◆ **Draw Weapon:** Draw or put away a weapon kept At Hand.
- ◆ **Change Position:** Throw yourself to the ground or get up.
- ◆ **Drop Item:** Drop an item on the ground.
- ◆ **Shout:** Say or shout a few words.
- ◆ **Persuade:** Encourage a player character with zero HP to rally (page 17).

## MOVEMENT

Under normal circumstances, you can run as many meters as your Movement rate. But there are a few special cases to consider:

**Dash:** By choosing to dash as your action in the Round, you can move twice as far as normal.

**Stand/Crouch:** You can drop to the ground or get up as part of your movement. It is a free action and does not affect your movement per se, but it can only be done on your turn.

**Door:** Passing through a closed but unlocked door costs half your movement in the Round. If you cannot move any further, you remain standing by the now open door. A locked door must either be picked open or broken down.

**Enemies:** You cannot move past a standing enemy who wants to stop you. A humanoid creature of human size can block an area of roughly 2×2 meters. Monsters can block larger areas. To move past an enemy who is blocking the way, you must first bring it to the ground or reduce its **HP** to zero. Friendly individuals can be passed without any problem.





### FLIP THE INITIATIVE CARD

Once you have had your turn in the Round, you can flip the initiative card face down to make it clear to you and everyone else that you have taken your action. This means that you cannot perform a reaction (such as parrying an attack) later in the Round.

**Free Attack:** If you are standing within 2 meters of an enemy and then move away from that enemy, you must make a **MOBILITY** roll.

The roll does not count as an action, but if it fails, the enemy immediately gets to perform an additional melee attack against you – a *free attack*. The free attack does not count as an action and can neither be parried nor dodged.

## MELEE COMBAT

To attack someone in melee, you generally must be within 2 meters of your target. On the grid map you need to be positioned in a square adjacent to the enemy. When attacking in close combat, you use the skill that covers the type of weapon you are wielding.

**Damage:** If the attack hits, your weapon determines which die you should roll to see how much damage you inflict on the enemy. The damage can be increased by Damage Bonus and a dragon roll and decreased by armor.

**Damage Bonus:** Your Damage Bonus is determined by your score in the attribute on which your weapon skill is based – Agility for **KNIVES**, Strength for all other melee weapons.

**Weapon:** You can have up to three weapons At Hand. Write them down in the Weapons section on your character sheet. Drawing a weapon kept At Hand is a free action. Picking up another weapon from the ground or from your inventory costs a regular action.

**Strength Requirement:** Some weapons have a Strength requirement. If your Strength is lower than the requirement, you get a bane on all attacks and parries with that weapon. If your Strength does not even meet half the requirement, you cannot use the weapon at all.

**Grip:** Weapons require either one or two hands to use. The Strength requirement of a one-handed weapon decreases by 3 if you hold it with both hands.

### CRITICAL HIT

By rolling a dragon (a natural 1) when you attack, you score a *critical hit*. This means that a dragon roll is required to parry or dodge the attack, and that you may choose one of the following effects:

- ◆ Your weapon inflicts double damage, excluding the Damage Bonus. Roll twice as many dice as normal

### THE MAP

Grid maps are a useful tool in combat, as they can be used to keep track of where everyone is. Such a map is included in the adventure *Riddermound* at the end of this Quickstart. Each square on the map represents an area of 2×2 meters. The map also contains doors, walls, and other details.

As a rule, each square on the map can only be occupied by one person at a time, but it is possible to pass through a square where a friendly combatant is positioned. Diagonal movement is allowed, but not if both squares you want to pass between are blocked or occupied by enemies.

### LONG WEAPONS

An attack with a weapon with the feature **Long** (such as long spear and lance) can hit enemies up to 4 meters away (two squares). With such a weapon it is also possible to attack past a friendly combatant and hit an enemy on the other side of that person.



and add them up. For example, if you strike with a broadsword (damage 2D6) and have Damage Bonus D4, the damage from a critical hit is 4D6+D4.

- ◆ You immediately perform a second attack against the same or another enemy within 2 meters. This additional attack is a free action.
- ◆ Armor has no effect against the attack, as it finds a gap or weak spot. This effect can only be chosen if the attack deals piercing damage (optional rule, to the right).

## PARRYING

When hit by an attack in close combat, you can choose to parry the attack with your weapon or shield. You must declare that you are going to parry before the attacker rolls for damage. You cannot parry unarmed. It is also impossible to both parry and dodge the same attack. When parrying, you roll against your skill level for the weapon.

**Reaction:** Parrying is a reaction, as it breaks the initiative order. It replaces your regular action, and you must immediately flip your initiative card. This means that you cannot parry if you have already performed your action in the Round.

**Durability:** If your parry succeeds, the enemy's attack hits your weapon or shield, and you suffer no damage. However, if the damage exceeds your weapon's Durability, the weapon is damaged and all further use of it suffers a bane.

**Shield:** If you carry a shield, you can parry with it instead of your weapon. There is no skill for shields

## DRAGON ROLL WHEN PARRYING

If you roll a dragon when parrying, you immediately perform a counterattack on your opponent – an automatic hit with your weapon that cannot be dodged or parried. This does not apply if the attacker rolled a dragon as well – in that case you need a dragon roll just to parry, and do not get a counterattack.

## DAMAGE TYPES

There are three types of damage: slashing, piercing, and bludgeoning. Some weapons, such as swords, can inflict both slashing damage and piercing damage – you must state whether you stab or slash before rolling the die. The damage type influences the effectiveness of armor, and monsters can be resistant to certain types of damage.

– instead you can use any Strength-based melee skill (i.e., any of them except **KNIVES**) to parry with a shield.

**Piercing Damage:** Piercing attacks can never damage a parrying weapon or shield.

**Monsters:** As a rule, monster attacks (page 20) cannot be parried, unless otherwise specified.

## DODGING

As an alternative to parrying, you can try to dodge when hit by an attack. You cannot parry and dodge the same attack – you must choose one or the other. You must declare that you are dodging before your opponent rolls for damage. Roll for **MOBILITY** – on success you evade the attack and take no damage. On a failure, you are hit by the attack.

**Reaction:** Dodging is a reaction and, like parrying, requires that you have not already performed your action in the Round. Once you have dodged, your action in the Round is spent and you must flip your initiative card.

**Movement:** Whether your attempt to dodge succeeds or not, you always fall to the ground and cannot get up until your next turn. On a successful dodge you may, if you want, move up to 2 meters in any direction. This movement does not give anyone a free attack against you.

**Monsters:** As a rule, monster attacks (page 20) can be dodged, unless otherwise specified.





# RANGED COMBAT

When attacking someone with a ranged weapon, you should preferably be positioned over 2 meters from your target (i.e., not in an adjacent square on the map). Standing 2 meters away or less gives you a bane. Roll against **MARKSMANSHIP** for all ranged attacks, except thrown weapons – for these, instead use the appropriate weapon skill (e.g. **KNIVES** for a throwing knife and **SPEARS** for a throwing spear).

**Damage:** If the attack hits, the weapon determines which die you should roll to see how much damage it inflicts. The damage can be increased by Damage Bonus and rolling a dragon and is decreased by armor.

**Damage Bonus:** Your Damage Bonus for ranged weapons is based on Agility.

**Range:** The maximum distance (in meters) at which the weapon can be used effectively. You can fire at targets up to twice the normal range, but then you get a bane.

**Cover:** If your target has taken cover behind a solid barrier, such as a parapet or a tree, and is only partially exposed, you get a bane on your attack. Taking cover is an action.

## BLOCKED LINE OF SIGHT

Hitting someone with a ranged attack requires a clear line of sight. You can shoot past a friendly combatant, but an enemy standing in the way blocks your line of sight and makes it impossible to hit a target behind them.

## PARRY & DODGE

Parrying a ranged attack requires a shield. It works the same way as in close combat, except that rolling a dragon does not give you a counterattack. You can dodge ranged attacks just like melee attacks.

## CRITICAL HIT

Rolling a dragon when performing a ranged attack results in a critical hit, which means that it can only be dodged if the opponent also rolls a dragon. You may also choose one of the following effects:

- ◆ Your weapon's damage is doubled, excluding the Damage Bonus. Roll twice as many dice as normal and add them up. For example, a critical hit with a longbow inflicts 4D6 damage.
- ◆ Armor has no effect against the attack, as it hits a gap or weak spot. This effect can only be chosen if the attack deals piercing damage (optional rule, page 15).



# DAMAGE

Life as an adventurer is hard and risky. The rewards may be great, but the only thing you know for sure is that you will suffer all sorts of damage along the way. Taking damage reduces your hit points (HP).

## ARMOR

Wearing leather, chainmail, or plate armor can protect your body from damage. Equipping or unequipping armor counts as an action in combat. The armor you are wearing should be written down in the Armor section on your character sheet, and does not count toward your encumbrance (page 5). You can only wear one suit of armor at a time. Some armors can give you a bane on certain skill rolls or restrict your movement.

**Armor Rating:** An armor's effectiveness is determined by its Armor Rating. Whenever you take damage from a physical attack, subtract the Armor Rating from the damage.

**Helmets:** Your armor can be combined with a helmet, which can further increase your Armor Rating. Equipping or unequipping a helmet counts as an action. Helmets can also give you a bane when using certain skills.

## DAMAGE TYPES & ARMOR

If the optional rule for damage types (page 15) is used, the following rules apply:

- ◆ Leather and studded leather gain a +2 bonus to their Armor Rating against bludgeoning damage.
- ◆ Chainmail gets a +2 bonus to its Armor Rating against slashing damage.

If the type of damage is not stated, armor has its normal effect.

## DEATH

If your HP reaches zero, you drop to the ground and risk dying. At this point it is safest to stay put and wait for help.

**Death Roll:** On your turn in each subsequent Round, you must make a death roll – a roll against your Constitution attribute. The death roll can be pushed if that optional rule is used. Record how many death rolls you make on your character sheet. After three successful death rolls you recover D6 HP and do not need to make another roll. After three failed death rolls, your player character dies. Rolling a dragon counts as two successful death rolls, and rolling a demon counts as two failures. If the combat ends, keep counting Rounds until all death rolls have been made.

**Additional Damage:** If you suffer additional damage while at zero HP, it automatically counts as a failed death roll.

**Rally:** Another player character within 10 meters and earshot can PERSUADE you to rally and keep fighting despite having zero HP. This is a free action but each person can only do it once per Round. If you rally, you can continue acting as normal, but must keep making death rolls as described above. You can even try to PERSUADE yourself to rally, but with a bane.

**Saving a Life:** When you have zero HP, another person can save your life with a successful HEALING roll. This counts as an action. If the roll succeeds, you stop making death rolls and recover D6 HP. Multiple attempts are allowed. You cannot heal your self in this way, even if rallied. Additional HEALING rolls have no effect once you are no longer at zero HP, except during a rest (see next page). Magic can save lives as well.

**Instant Death:** You don't record negative HP, but if a single attack reduces your HP to a negative score equal to your full HP, your player character dies instantly. Time to honor the fallen adventurer and create a new one!

## ZERO HP FOR NPCs

When an NPC reaches zero HP, no death rolls are made – the GM decides whether the person lives

or dies. However, an NPC dies if hit by an instantly killing attack, just like a player character.





# CONDITIONS

In this game, you can suffer six different Conditions. Each Condition gives you a bane on all rolls against a certain attribute and skill rolls based on that attribute:

- ◆ **DAZED** – Strength
- ◆ **SICKLY** – Constitution
- ◆ **EXHAUSTED** – Agility
- ◆ **ANGRY** – Intelligence
- ◆ **SCARED** – Willpower
- ◆ **DIRTY** – Charisma

**Suffering a Condition:** The most common way to suffer Conditions is to push your roll (optional rule, page 9). You must then choose a Condition and

describe how you get it. You can suffer Conditions in other ways as well, for example because of monster attacks or spells.

**Multiple Conditions:** If you suffer a Condition that you already have, you must choose another Condition. If you have all six Conditions, you cannot get additional ones and may no longer push your rolls. Conditions you get for other reasons have no effect.

**Healing Conditions:** You can heal one Condition of your choice during a Stretch rest. A Shift rest heals all Conditions.

## HEALING & RESTING

Lost **HP** and **WP** are recovered by resting. There are two kinds of rest – the Stretch rest and the Shift rest. While resting, you cannot perform any actions that require die rolls or **WP**.

**Stretch Rest:** A short rest that only lasts one Stretch. During a Stretch rest you heal D6 **HP**, or 2D6 **HP** if someone else is tending to you and succeeds with a **HEALING** roll. The caregiver cannot rest during the same Stretch and can only heal one person during the rest.

During a Stretch rest you also recover 2D6 Willpower Points and heal a Condition of your choice.

If something dramatic interrupts your rest, the effects are lost. You can only recover **HP** and **WP** through a Stretch rest once per Shift, even if you take more damage or spend more **WP**.

**Shift Rest:** A Shift rest lasts one full Shift and can only take place in a safe location where there are no enemies nearby. During a long rest you recover all your lost **HP** and **WP** and heal all Conditions. If a Shift rest is interrupted by combat or hard work, it counts as a Stretch rest.

**Magic:** Spells can allow you to heal **HP** more quickly than usual.

## OTHER HAZARDS

### FALLING

Falling on a hard surface inflicts D6 points of bludgeoning damage for each meter after the first three. A successful **MOBILITY** roll reduces the number of D6 by half (rounded up). Armor does not protect against falling damage.

### POISON

Poisons are measured by Potency. A weak poison has Potency 9, a moderate poison has Potency 12, and a strong poison can have Potency 15 or even more. Whenever you ingest a poison, the GM makes an opposed roll – the Potency versus your Constitution. If the poison wins, you suffer its full effect. If you win, you only suffer the limited effect of the poison. Poison has no effect on monsters.



### Lethal Poison

- ◆ **Full Effect:** You take D6 damage per Round, on your turn, until you reach zero HP. If you consume an antidote in time, the effect is halted.
- ◆ **Limited Effect:** You take D6 damage on your next turn

### Paralyzing Poison

- ◆ **Full Effect:** You become DAZED and must make a CON roll at the start of each turn (not an action). If it fails, you can neither move nor perform actions (not even free actions) until your next turn. The effect wears off after one Stretch or if you are given an antidote.
- ◆ **Limited Effect:** You become DAZED.

### Sleeping Poison

- ◆ **Full Effect:** You become EXHAUSTED and must make a CON roll each turn (not an action). If it fails, you fall asleep and remain sleeping for one Shift. Being given an antidote or taking one point of damage or more wakes you up.
- ◆ **Limited Effect:** You become EXHAUSTED.

### DARKNESS

In complete darkness you cannot dash (page 12) or hit enemies with ranged attacks. To attack an enemy in close combat, you must first make a SCOUTING roll (not an action).

**Torches:** A torch lights up 10 meters (five squares) in all directions. Lighting a torch is an action and requires a tinderbox or a fire to light it with, or the magic trick Ignite (page 25). If none of these are available, a torch can be lit with a SURVIVAL roll and a Stretch of work.

A torch is carried in one hand, which means that you cannot use two-handed weapons, or a second one-handed weapon while carrying a torch. However, the torch itself can be used as a weapon (bludgeoning damage D8, Durability 6). Whenever you hit someone with it, you must immediately roll to see whether the torch goes out (below).

A torch can burn up to a Shift, but torches are unreliable. While carrying a torch, you must roll a D6 after each Stretch, or whenever the GM wants to heighten the drama. A result of 1 means that the torch goes out.

### FEAR

There are many horrifying beasts lurking in the ruins and forests of *Dragonbane*. Such creatures can perform so-called fear attacks. Fear attacks can also be triggered by magic and other terrifying experiences.

When struck by a fear attack you must immediately make a roll against your base Willpower attribute. The roll can be pushed (page 9) and does not count as an action. Particularly frightening events can give you a bane on the roll. If the roll fails, you must roll on the Fear Table below.

### FEAR TABLE

D8	EFFECT
1	<b>Enfeebled.</b> The fear drains your energy and determination. You lose 2D6 WP (to a minimum of zero).
2	<b>Shaken.</b> You suffer the Condition SCARED.
3	<b>Panting.</b> The intense fear leaves you out of breath and makes you EXHAUSTED.
4	<b>Pale.</b> Your face turns white as a sheet. You and all player characters within 10 meters and in sight of you become SCARED.
5	<b>Scream.</b> You scream in horror, which causes all player characters who hear it to immediately suffer a fear attack as well. Each person only ever needs to make one Willpower roll to resist the same fear attack.
6	<b>Rage.</b> Your fear turns to anger, and you are forced to attack its source on your next turn – in melee combat if possible. You also become ANGRY.
7	<b>Paralyzed.</b> You are petrified with terror and unable to move. You cannot perform any action or movement on your next turn. Make another Willpower roll during each subsequent turn (not an action) to break the paralysis.
8	<b>Wild Panic.</b> In a fit of utter panic, you flee the scene as fast as you can. On your next turn you must dash away from the source of your fear. Make another Willpower roll during each subsequent turn (not an action) to stop running and act normally again.

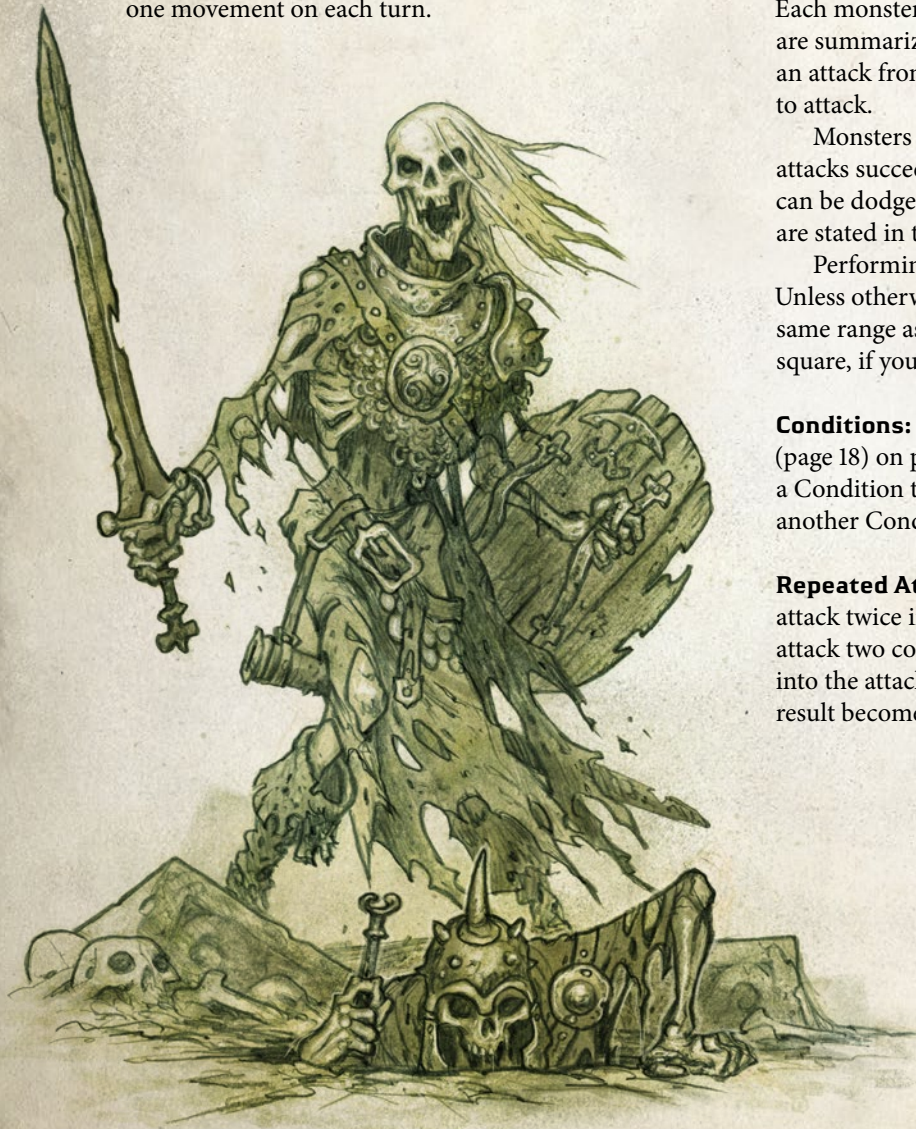


# MONSTERS

A *monster* is a creature of unnatural origin, a terrible beast that strikes terror in all and defies the natural order. Monsters are controlled by the GM and act largely in the same way as player characters and NPCs in combat. But there are some significant differences, which are described below.

## SPEED

Some monsters are so powerful that they can act multiple times in the same Round. This is indicated by their Speed score. At the start of each Round, the GM draws one initiative card for each point of Speed. The monster can act at each turn in the Round, with one action and one movement on each turn.



**Waiting:** If a player character swaps initiative cards (optional rule, page 11) with a monster, the player character chooses one of the monster's cards. Monsters themselves never wait.

## MOVEMENT

Just like player characters, monsters have a Movement score and can move before or after their attack, or divide their movement before and after the attack. Taking flight or landing are free actions.

## MONSTER ATTACKS

A monster always uses a monster attack when it attacks. Each monster has a unique set of monster attacks, which are summarized in a table. The GM rolls or chooses an attack from this table when it is the monster's turn to attack.

Monsters never roll dice to hit their target – monster attacks succeed automatically. As a rule, a monster attack can be dodged but not parried. Exceptions to this rule are stated in the monster attack description.

Performing a monster attack counts as an action. Unless otherwise specified, monster attacks have the same range as melee attacks, i.e. 2 meters (an adjacent square, if you are using grid maps).

**Conditions:** Monster attacks can inflict Conditions (page 18) on player characters. If a character gains a Condition they already have, the player must choose another Condition instead.

**Repeated Attacks:** A monster never makes the same attack twice in a row. If the GM rolls the same monster attack two consecutive times, the second roll changes into the attack one step higher up on the table. The 6 result becomes a 1.





## SKILLS

Monsters can have skills, but they are mainly used outside of combat or for passive opposed rolls – not for attacks. They only attack using their monster attacks.

## MELEE COMBAT

**Dodging & Parrying:** A monster can dodge if it has a skill level in **MOBILITY**, and monsters carrying weapons can also parry. Each dodge or parry uses up one of the monster's actions in the Round (flip an initiative card of your choice).

**Hitting a Weak Spot:** A piercing attack can find a gap or weak spot in the monster's natural armor, just like on humanoid opponents (optional rule, page 17).

## NATURAL ARMOR

Many monsters have some form of natural armor. This works just like ordinary armor.

## RESISTANCE AND IMMUNITY

Some monsters are *resistant* to certain damage types. This means that all damage of this type is halved (rounded up). Some monsters can even be *immune* to certain types of damage, and therefore take no damage at all from such attacks.

## PERSUASION

Monsters are immune to the **PERSUASION** skill unless otherwise stated.

## FEAR

Monsters are too terrifying to get scared themselves, and are therefore immune to fear attacks. But many of them can certainly instill terror in the player characters.



# MAGIC







**S**ome call magic a gift from the dragons, others a curse from the demons, and still others call it the blessing of the gods or spirits. And it is true that dragons, demons, gods, and spirits influence magic and can guide the sorcerer who wields it, but the truth is that magic is a basic force of nature that exists throughout the physical world as well as beyond it. Magic is described in detail in the full *Dragonbane* core game. This Quickstart only offers a brief summary of how magic is used.

### SCHOOLS OF MAGIC

There are different schools of magic, each with a different view on what magic is and how it works. Three schools are described in the core game: Animism, Elementalism, and Mentalism. Each school is a separate skill.

### WILLPOWER POINTS

Sorcerers cast spells by using their mental strength, represented by Willpower Points. Your maximum number of WP equals your Willpower attribute.

Willpower Points are spent when casting spells. As a rule, casting a spell costs 2 WP per Power Level, while lesser magic tricks (below) cost 1 WP. When you run out of WP, you cannot cast more spells until you have recovered.

**Power From the Body:** If you are running low on Willpower Points, you can draw power from your body if need be. But this is harmful, potentially even lethal. Roll a die of your choice (D4, D6, D8, D10, D12, or D20) before casting the spell – the result indicates how many WP you gain and can use straight away, but you also take the same amount of damage. If you reach zero HP because of this damage, it happens after you cast the spell.

## USING MAGIC

A spell is a formula for how a sorcerer can influence and alter the world through magical means. Many spells are included in the *Dragonbane* core game. A selection of them is described along with the pre-generated player characters at the end of this PDF.

You either know a spell or you do not. You don't have a skill level in individual spells, only in the school. You hold your spells in your memory or spellbook.

### MAGIC TRICKS

So-called *magic tricks* are minor, relatively harmless spells. They are often the first thing a sorcerer learns, as it trains their mind to handle spells and magical power. Each school has its own magic tricks. Performing a trick

costs 1 WP and succeeds automatically, but still counts as an action in combat.

### CASTING SPELLS

To cast a spell, roll for your skill level in the relevant school. If it succeeds, the spell has the intended effect, as per its description. Otherwise, it has no effect. You can push the roll if this optional rule is used. Magic tricks succeed automatically.

### MAGIC AND IRON

Iron has an anti-magical effect, which means that you cannot use magic while in direct contact with iron or steel, except for tiny items (page 6).







## POWER LEVEL

The Power Level of a spell indicates how much power you charge it with. The Power Level ranges from 1 to 3. Casting a spell costs 2 WP per Power Level. In other words, normal spells always cost at least 2 WP, and magic tricks always cost 1 WP.

## REQUIREMENTS

To cast a spell, you must fulfill one or more requirements, which are specified in the description of each spell.

- ◆ **Word:** The spell is activated with a chant or power word.
- ◆ **Gesture:** The spell is activated by making specific hand movements.
- ◆ **Focus:** The spell is activated with an item held in your hand, such as a staff or wand.
- ◆ **Ingredient:** The spell is activated using certain ingredients, which are consumed in the process.

Some spells have multiple requirements. You cannot cast a spell unless all its requirements are fulfilled.

## TIME CONSUMPTION

Unless otherwise stated, casting a spell always counts as an action in combat. However, there are reaction spells which are performed outside your own turn. Unlike other reactions in combat, such as parrying and dodging, reaction spells do not replace your regular action in the Round. This means that you can cast as many of them as you want, if you have enough WP.

## RANGE

Each spell has a maximum range. Unlike ranged weapons, spells cannot be used on targets outside their specified range. Personal range means that the spell only affects the person who casts it.

## AREA OF EFFECT

Some spells do not only affect a target directly, but an entire area. Each target in the area can be affected by the spell. This is called the Area of Effect. If there is a specified range (for example “30 meters, sphere 4 meters”), the Area of Effect extends from a point within range chosen by the sorcerer. Otherwise, the point of origin of the Area of Effect is the sorcerer himself.

- ◆ **Sphere:** A sphere centered on the point of origin. The size refers to the sphere’s diameter.
- ◆ **Beam:** A beam in a straight line from the point of origin, up to a specified number of meters.
- ◆ **Cone:** A cone extending from the point of origin. The cone has the specified length and width at the end.
- ◆ **Circle:** A circle centered on the point of origin. The specified size refers to the circle’s diameter.
- ◆ **Wall:** A 1-meter-thick and 3-meter-tall wall. The wall can be placed any way the sorcerer wants, but only as an unbroken straight line. The specified size refers to the wall’s length.





## FAILURE, DRAGONS AND DEMONS

If the roll for casting a spell fails, the spell has no effect, but you still spend your WP. You are free to describe how the failure manifests itself in the story, as long as it has no mechanical effect.

**Rolling a Dragon:** Rolling a Dragon when you cast a spell produces a critical effect. This means that your target must roll a dragon in any attempts to resist, parry,

or dodge the spell, and that you may choose *one* of the following effects:

- ◆ The damage or range of the spell is doubled.
- ◆ The spell does not cost any WP.
- ◆ You can immediately cast another spell, but get a bane on the roll.

**Rolling a Demon:** If you roll a demon (natural 20), the spell fails, and you cannot push the roll.

# SPELLS

## TRICKS

**Ignite:** You light or extinguish a candle, torch, or lantern within 10 meters.

**Heat/Chill:** The area within 10 meters of you becomes pleasantly warm or cold.

**Puff of Smoke:** An impressive puff of smoke erupts around you. Very useful for dramatic entrances.

## FIREBALL

- ◆ **Requirement:** Word, Gesture
- ◆ **Time Consumption:** Action
- ◆ **Range:** 20 meters
- ◆ **Duration:** Instant

The spell sends a fireball at the target, as a ranged attack. If it hits, the fireball inflicts D6 damage. Each Power Level beyond the first increases the damage by D6 or creates another fireball that hits another target within range.

## GUST OF WIND

- ◆ **Requirement:** Word, Gesture
- ◆ **Time Consumption:** Action
- ◆ **Range:** Cone 10 meters
- ◆ **Duration:** Instant

The spell summons a great gust of wind. Small objects are hurled 2D6 meter away from you. All untethered creatures up to human size within the Area of Effect are pushed D3 meters away from you per Power Level and suffer the same amount of bludgeoning damage.

## PILLAR

- ◆ **Requirement:** Word, Gesture
- ◆ **Time Consumption:** Action
- ◆ **Range:** 10 meters
- ◆ **Duration:** Shift

The spell raises a pillar, three meters high and one meter wide, from the ground or a stone floor. If someone is standing in that spot, the victim must make a **MOBILITY** roll (not an action) to avoid falling off the pillar. If the pillar is created under a low ceiling and the **MOBILITY** roll fails, the victim takes D10 bludgeoning damage. For each additional Power Level, the height of the pillar increases by three meters, which can mean falling damage to anyone who falls off.







# RIDDERMOUND



**D**eep in the vast forests of the Misty Vale lies a burial mound called the Riddermound. It is a feared place, haunted by the undead form of a powerful knight in the dragon emperor's service – but the death knight is also said to be watching over hidden treasures.

This adventurer is designed to be a quick introduction to *Dragonbane* and its rules. At the end of this PDF there are five pre-generated player characters for the players to choose from. The adventure is intended for three to five players, plus the Gamemaster.

## FOR THE GM'S EYES ONLY!

The following pages are intended solely for the Gamemaster, who should read the adventure carefully before playing. We urge players to stop reading here!

## THE SITUATION

The player characters are adventurers who have come to the Misty Vale in search of glory and riches. They have heard rumors of an ancient and very valuable crown buried inside the Riddermound and have walked here during several days of hardship. When play starts, the characters find themselves on point #1 on the map.

When the player characters arrive, the mound has already been opened by a goblin grave robbing expedition sent by an orc chieftain named Maladúk. These grave robbers have all been killed or routed – except for poor Grub in room #5 – but not before provoking the wrath of the death knight and some of the lesser undead who inhabit this gloomy realm of shadows.

The death knight is still on the hunt for grave robbers. It moves back and forth through the mound, slowly but relentlessly – filled with anger over the goblins' audacity. The death knight is described in detail under Tomb of the Dragon Knight (room #9), but it can pass through closed portcullises and doors and thereby show up anywhere.

Try to create a suspenseful atmosphere of being hunted, like in a horror film, before the confrontation. Use the death knight to unsettle the player characters as they sneak around in the dark. They can hear its heavy, dragging footsteps, the rattling of chainmail, and the loud thuds of its morningstar scraping the walls.

## MAP & LOCATIONS

The map on page 29 shows all locations inside the burial mound. You can draw the mound for the players room for room on a whiteboard or a sheet of paper or print the map out and cut the rooms apart to be shown one by one.

The descriptions of the rooms all follow the same template. First comes a text in *italics* that can be read aloud to the players as they enter the room. This is followed by bullet points of the most important things found in the room. Bullet points written in *italics* are hidden at first glance – to find them, the player characters must look in the right place and make a **SPOT HIDDEN** roll.



## RANDOM EVENTS

For each Stretch that the characters spend in a room, to examine it or take a Stretch break, you can roll on the table below or choose an event.

The room descriptions indicate which events can occur there. Re-roll an event that cannot occur in the room.

### D12 EVENT

1-6 Nothing happens.

7 **Ceiling Collapse.** A section of the mound's ceiling collapses. A character rolling for SPOT HIDDEN (or choose randomly) must make a MOBILITY roll (not an action) or take D6 bludgeoning damage and become DIRTY as they are showered with cascades of earth and stone.

8 **Massacred Goblin.** The characters find the sad remains of a dead goblin. The body is severely mangled, but a player character who makes a HEALING roll realizes that the goblin has not been dead very long.

9 **Giant Spider.** The player characters are attacked by a giant spider dwelling in a cavity behind one of the walls. For stats, see next page. This event can only occur once.

10 **Restless Spirits.** Translucent figures with twisted faces come floating from the shadows, assaulting the player characters with shrieks and screams. The characters must roll against WIL to resist fear (page 19). Once servants of the dragon knight's household, the spirits are attracting their master the death knight, who arrives after D3 rounds (see event #12 below).

11 **Draconic Vision.** A stray memory envelops one of the characters, who is suddenly looking out over a strange city of turrets, towers, and horn-like spires. Something comes flying straight at the character – a huge dragon ridden by a knight in golden plate mail and a horned great helm. The player character must make a WIL roll to resist fear. Then the vision ends. The event can only occur once.

12 **The Death Knight.** The death knight has been disturbed by the character, and it attacks. As it is partially immaterial, it can pass through closed portcullises and doors. The death knight retreats to its tomb (#9) if it loses half of its HP, and fully recovers there in one Stretch.

# LOCATIONS

## LEAVING THE MOUND?

If the characters leave the mound to rest and heal outside it, roll a D6 for each Shift:

1-3: Nothing happens, the characters can rest.

4-5: A patrol of goblins, twice as many as the characters and with stats like Grub (page 30), arrive and immediately attack.

6: The death knight appears by the characters' camp and attacks them.

## I. THE BURIAL MOUND

*A hill crowned by tall standing stones rises in a glade in the middle of the forest. The place is strangely quiet. However, you notice a faint but ominous odor – a putrid stench like that of rotten vegetables.*

- ◆ **Stone Slab:** A roughly hewn, square-shaped slab of stone, 2×2 meters in size, is embedded in the earth at the top of the hill. It has been slightly moved from its original position, and a small gap on one side reveals some form of cavity underneath it. The stone slab is heavy, but pushing it aside requires no die roll.
- ◆ **Tracks and Droppings:** Clear footprints can be seen in the grass of the hill. A player character who succeeds with a SURVIVAL roll also identifies small piles of wolf droppings and goblin excrement. The odor is coming from the latter.



## GIANT SPIDER

Speed: 2

Movement: 24

Armor Rating: —

HP: 50

### MONSTER ATTACKS

#### D6 ATTACK

- 1 **Mandibles!** The hairy spider spreads out its mandibles and strikes at a character. The saw-toothed jaws swoosh through the air like scimitars. The attack inflicts 2D8 slashing damage.
- 2 **Scratch Attack!** The famished giant spider throws itself at the player characters, attacking frenetically with its multitude of hairy, barbed legs. Everyone within 2 meters suffers D8 slashing damage.
- 3 **Bristle Cloud!** The spider curls up and raises its hair, before showering the characters with a cloud of spider bristles. Everyone within 4 meters must roll **MOBILITY** (no action). On failure the victim breathes the bristles into their lungs and take D6 damage (armor has no effect). A **CON** roll must be made at each turn to cough up the bristles, with a further D6 damage if it fails. As soon as a **CON** roll succeeds, the effect is removed.
- 4 **Poison Sting!** The eight-legged horror raises its rear end and attacks a player character with a nasty poison stinger that suddenly shoots out from the repulsive body. The sting inflicts D10 piercing damage, and if the victim suffers damage, they also suffer the effects of a paralyzing poison with Potency I6. The attack can be parried.
- 5 **Web Attack!** The spider beast's numerous disgusting eyes focus on the adventurer with the highest **STR** – or whoever the GM considers having the bulkiest body. Next, the giant spider spews a slimy web over the victim, who must make a **MOBILITY** roll (not an action). On failure the victim is caught in the web and unable to move. Breaking free requires a successful **STR** roll with a bane (requires an action). Another character can help.
- 6 **Body Slam!** With a great leap the giant spider launches its massive body at a hapless victim. The attack inflicts 2D6 bludgeoning damage and the victim is knocked down.

## 2. SHAFT

*An underground shaft opens beneath the stone slab. No bottom can be seen. A musty smell of stale air and dried-up corpses rises from the depths.*

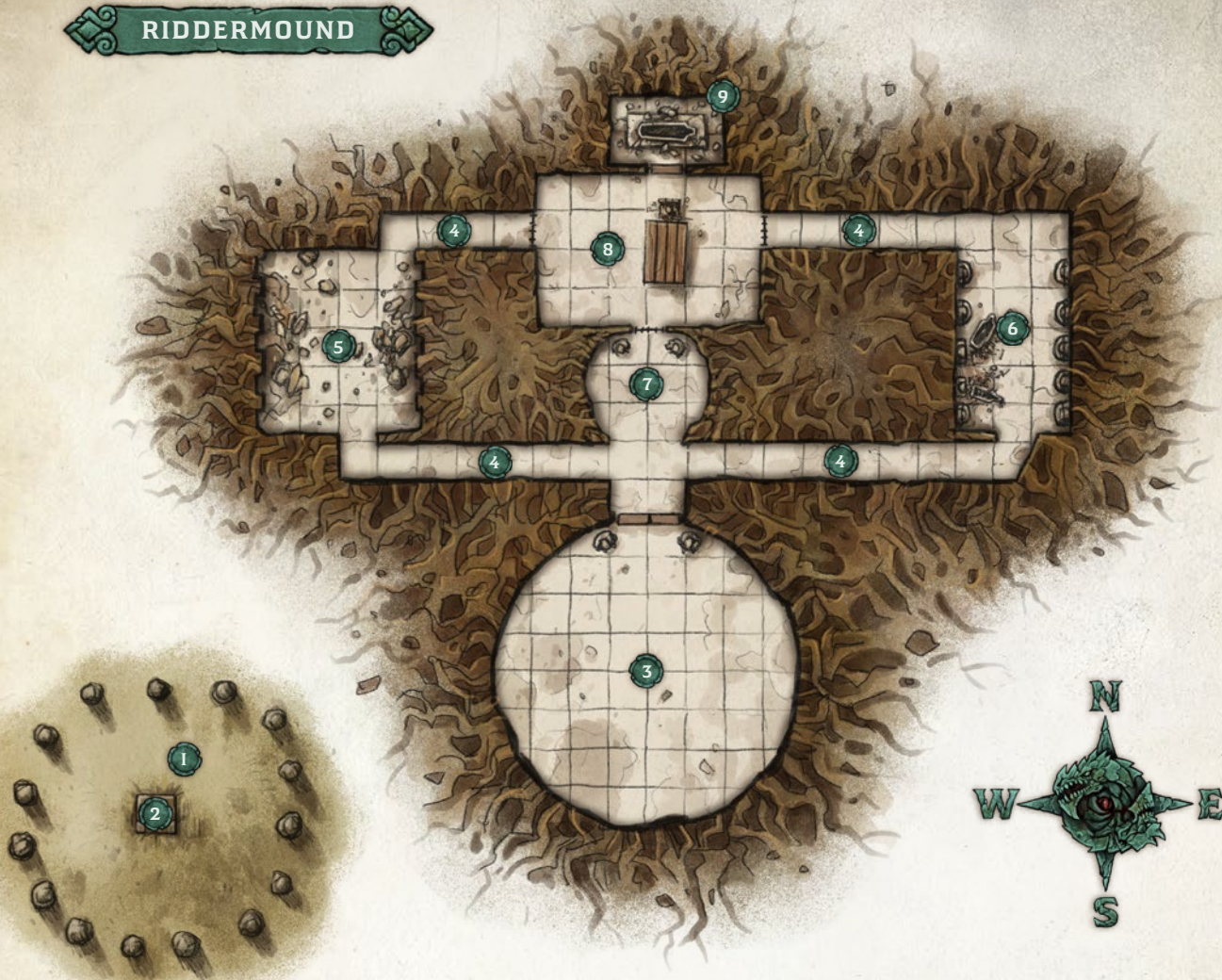
- ◆ **Long Fall:** It is five meters to the bottom of the shaft. Each player character must make a **MOBILITY** roll to climb down. A rope gives a boon to the roll. On a failure the player character falls as per the rules on page 18.
- ◆ **Vaulted Cave:** If the player characters drop a torch or similar light source into the shaft, they can see that it leads down into a vaulted, earthen cave with some form of doorway in the north wall

## 3. ANTECHAMBER

*A dome-shaped chamber with a floor of beaten earth. In the darkness far above, the opening to the surface looks like a faintly glowing square. In the north wall is a set of double oak doors with iron fittings. A silvery symbol stretches across both doors, which are flanked by statues of knights in antiquated armor.*

- ◆ **Forced Oak Door:** The goblins have already forced open the oak door, which is slightly ajar when the player characters arrive.
- ◆ **Stylized Crown:** A successful **LEARNING** roll identifies the symbol on the door as a stylized crown from the ancient time when the Misty Vale was ruled by a might dragon-worshipping kingdom.





- ◆ **Tracks In the Dirt:** Lots of footprints and drag marks can be seen in the dirt floor.
- ◆ **Sleeping Bats:** A cauldron of vampiric bats hangs in clusters from the chamber's ceiling. Detecting them requires a successful roll for **SCOUTING**, which in turn makes it possible to **SNEAK** past them. If this fails, the bats attack. For stats, see next page.
- ◆ **Goblin Poison Dagger:** A player character who makes a **SPOT HIDDEN** roll finds a curved goblin dagger in the dirt. The blade is coated with lethal viper venom with Potency 9.
- ◆ **North:** Double doors leading to the Mound Tunnels (#4).

#### 4. MOUND TUNNELS

A dark, damp tunnel through packed earth that branches off in different directions. The air is chilly and filled with musty smells. Slithering roots, worms, and centipedes are hanging like stalactites from the ceiling and make the ground slippery.

- ◆ Random event 7–12 can occur here.
- ◆ **North:** Opening to the Guardhouse (#7).
- ◆ **East:** Damp earthen tunnel to the Family Crypt (#6).
- ◆ **South:** Double doors to the Antechamber (#3).
- ◆ **West:** Damp earthen tunnel to the Servants' Crypt (#5).

#### 5. SERVANTS' CRYPT

A dark and damp chamber with an earth floor. Dug-out burial niches cover the walls from floor to ceiling. Broken skeletons, moldered rags, and shards of crushed pottery can be seen all over the place.

- ◆ **Vandalized:** The crypt has clearly been visited by grave robbers. Skeletons have been dragged onto the floor, jars have been crushed and clothes slashed.
- ◆ **Locked Portcullis:** A portcullis blocks the passage to the Lady's Hall (#8). A broken key is stuck in the lock and the door is impossible to open. It can be forced by inflicting 30 points of damage or casting a spell such as **Pillar**, but such noise will immediately attract the death knight.



## VAMPIRIC BATS

A hundred vampiric bats sleep hanging from the ceiling. They wake up and attack as a collective entity, chattering frenetically, if the player characters make noise. They look

like ordinary bats, only bigger and with thick fangs and a single cyclopic eye. The vampiric bat swarm, or cauldron, is a monster as per the rules on page 20.

**Speed:** 3

**Movement:** 24

**Armor Rating:** —

**HP:** 24

**Resistance:** The vampiric bats attack together as a cauldron and are managed as a single monster. For all attacks against the bat cauldron

with physical weapons, even magical weapons, the damage is halved (rounding up). Fire does normal damage.

### MONSTER ATTACKS

#### D6 ATTACK

1–2 **Whirling Horror!** The bats whirl around their victims in a frenzy. All characters within 10 meters must roll against WIL to resist fear (page 19).

3–4 **Coordinated Attack!** The bats all strike the player character with the highest CON score. The attack inflicts 2D6 slashing damage, and the victim must roll against WIL to resist fear.

5–6 **Mass Attack!** The bats split up and attack all characters within 10 meters. Each victim suffers D8 slashing damage.

◆ **Hidden Goblin:** Hiding behind the skeletal remains in one of the burial niches closest to the floor is a hyper-ventilating goblin named Grub. It takes a successful SPOT HIDDEN roll to discover this last surviving member of Maladûk's expedition.

- ◆ Random event 7–12 can occur here.
- ◆ **North:** Damp earthen tunnel that turns east toward the Lady's Hall (#8), blocked by a locked portcullis.
- ◆ **South:** Damp earthen tunnel that turns east toward the Mound Tunnels (#4).

**Grub's Help:** Poor Grub is scared out of his wits, and his only aim is to get out of the mound alive. His first impulse is to run, but if the player characters can PERSUADE him to calm down, he is willing to help them. Having observed the death knight's movements, he can inform them that it moves unhindered through the mound but seems unwilling or unable to pass through the oak door leading out to the Antechamber (#3). Grub has also taken a rusty iron ring with three large iron keys, two intact and one broken, from the Guardhouse (#7). The rest of the broken key is stuck in the door in #5. The other two

go to the portcullises in #6 and #7. Only the lock in #6 can be opened with the key.

## GRUB

Grub the goblin is a pitiful sight: dirty, wild-eyed, and panting hysterically. He wears battered and broken leather armor and reeks of fear and goblin bodily fluids.

**Weapon:** Short sword (skill level 12/ damage D10)

**Movement:** 10

**Damage Bonus:** — **HP:** 9

**Armor:** 1 (leather)

**Skills:** Mobility 10, Sneaking 14





## 6. FAMILY CRYPT

*A dark chamber with a packed dirt floor. Seven simple sarcophagi of stone are lined up along the walls. Several of them are open, and two skeletons have been thrown onto the ground.*

- ◆ **Vandalized:** Three of the seven sarcophagi have been opened and plundered by the goblins.
- ◆ **Treasures:** If the player characters examine the unopened sarcophagi, they will find four individually buried skeletons – several of them child-sized – dressed in the moldered remnants of beautiful ceremonial garments. They all wear gilded headbands worth 5 silver coins each, as well as jeweled rings worth 3 silver apiece.
- ◆ **Locked Portcullis:** An iron portcullis blocks the passage to the Lady's Hall (#8). It can be opened with one of the intact keys from Grub's iron ring, but it requires a successful **SLEIGHT OF HAND** roll – on failure the key breaks. The door can also be forced by inflicting 30 points of damage or casting a spell such as **Pillar**, but such noise will immediately attract the death knight.
- ◆ **Trap:** A trapdoor is hidden under a thin layer of earth in front of the barred portcullis. Spotting it requires searching the floor and making a **SPOT HIDDEN** roll. If this does not happen, the first character to approach the portcullis will fall through the trapdoor. The character falls into a pit with sharp wooden stakes at the bottom and takes 3D6 piercing damage. A successful **MOBILITY** roll halves the damage (rounding up).
- ◆ Random event 7–12 can occur here.
- ◆ **North:** Damp earthen tunnel that turns west toward the Lady's Hall (#8), blocked by an iron portcullis.
- ◆ **South:** Damp earthen tunnel that turns west toward the Mound Tunnels (#4).

## 7. GUARDHOUSE

*A small room with a floor of beaten earth. The flickering light of a torch streams through a black iron portcullis in the far wall. Two mummified guards with rusted chainmail and long spears flank the barred gate.*

- ◆ **Rusted Portcullis:** The barred door is completely rusted out and impossible to open even with the key from Grub in #5. It can be forced by inflicting 30 points of damage or casting a spell such as **Pillar**, but such noise will immediately attract the death knight.
- ◆ **Weapons and Armor:** The mummified guards do not come alive, even if the player characters take their weapons and items. The rusty chainmail crumbles immediately if touched, but each guard has a long spear (two-handed, damage 2D8, Durability 6, Piercing, Long).

- ◆ Random event 7–12 can occur here.
- ◆ **North:** Rusty portcullis blocks the passage to the Lady's Hall (#8).
- ◆ **South:** Opening to the Mound Tunnels (#4).

## 8. THE LADY'S HALL

*A small room with an oak table in the middle and burning torches on the walls. A mummified woman in gilded chainmail is sitting at the far end of the table. An iron-fitted oak door behind the mummy bears an ancient symbol in glittering silver.*

- ◆ **The Lady:** The mummified woman is the dragon knight's wife. She guards the entrance to her husband's final resting place and wakes as a ghost if the player characters try to open the oak door to #9 or touch the sword **Fiendcarver**. She then demands that they leave the burial mound in peace. She speaks in an ancient tongue that can only be understood with a successful **LEARNING** roll. If the player characters persist in stealing the sword or opening the door, her face contorts into a horrifying grimace before she attacks. If the player characters refrain from doing so, they may instead listen to the Lady's rather incomprehensible speech. The words for "dragon" and "empire" are mentioned repeatedly, as are the name **Eledain**, something about "the Emperor's gift," and the struggle between corruption and the cleansing fire.
- ◆ **The Fiendcarver:** The mummified woman's claw-like hands rest on a magnificent bastard sword set with jewels (one-handed, **STR** requirement 13, damage 2D8, Durability 15, Slashing, Piercing). The sword is magical and glows red whenever the bearer is within 10 meters of a demon.
- ◆ **The Chainmail:** The gilded chainmail is light and flexible (Armor Rating 4, gives bane to **SNEAKING** rolls).
- ◆ **Stylized Crown:** A player character who makes a **LEARNING** roll can see that the symbol on the iron-fitted oak door is a stylized crown just like the one in the Antechamber (#3).
- ◆ **Torches:** The torches burn with magical fire which automatically goes out if they are removed from the burial mound.
- ◆ Random event 10–12 can occur here.
- ◆ **North:** Iron-fitted oak door to the Tomb of the Dragon Knight (#9).
- ◆ **East:** Damp earthen tunnel to the Family Crypt (#6), blocked by an iron portcullis.
- ◆ **South:** Iron portcullis to the Guardhouse (#7).
- ◆ **West:** Damp earthen tunnel to the Servants' Crypt (#5), blocked by an iron portcullis.





## THE LADY

The Lady is a translucent, faintly blue shimmering phantom of a tall warrior maiden in full-length chainmail and a gilded headband. Her face looks sad

and dignified, but when she attacks it contorts into a terrifying death mask with empty eye sockets. The Lady is a monster as per the rules on page 20.

**Speed:** 2

**Movement:** 12

**Armor Rating:** —

**HP:** 27

**Immunity:** Ghosts are immaterial, undead creatures and therefore immune to all damage except magic and fire. A defeated ghost is only banished for one Shift, after which it returns.

**Persuadable:** As opposed to most monsters, it is possible to **PERSUADE** a ghost, but with a bane.

### MONSTER ATTACKS

#### D6 ATTACK

- 1 **Phantom Strike!** The ghost lunges with great speed and force at a player character within 10 meters. The victim takes 2D6 bludgeoning damage, is hurled D6 meters backwards, and lands prone.
- 2 **Freezing Hand!** The ghost rams its translucent hand into the chest of an unfortunate player character and lets the chill of death embrace their heart. The victim takes D12 damage and becomes **EXHAUSTED**. Armor has no effect.
- 3 **Ghostly Shriek!** The undead face twists into a hideous grimace as the ghost lets out a shriek that chills the souls of all player characters within 10 meters. All of them must roll against **WIL** to resist fear (page 19).
- 4 **Gaze of Death!** The ghost towers over one of the player characters and stares with dead eyes into their soul. The victim sees their life flash before their eyes and is reminded of dead friends and foes in a grotesque vision. The victim becomes **SCARED**, suffers a fear attack (page 19) with a bane on the **WIL** roll. This attack cannot be dodged.
- 5 **Spectral Embrace!** With an unnatural wheezing sound, the ghost suddenly appears in front of a character within 10 meters. The victim is then locked in a deadly embrace meant to extinguish their spark of life. The attack inflicts D12 bludgeoning damage and leaves the victim **SCARED**.
- 6 **Icy Grip!** The ghost grabs a victim and lets its deathly cold flow through their body. The attack inflicts 2D8 damage and leaves the victim **SCARED**. Armor has no effect.

## 9. TOMB OF THE DRAGON KNIGHT

*In the middle of a burial chamber with torches on the walls stands a podium with an ornate sarcophagus of stone. The floor, ceiling, and walls are all made of stone bricks. A painting of a ridden dragon can be seen on the far wall.*

- ◆ **The Opened Sarcophagus:** The stone coffin has been opened from the inside with tremendous force, and pieces of the shattered lid lie scattered on the floor.

- ◆ **Demon Crown:** In the sarcophagus is a gilded crown imbued with a spell which halves all damage from attacks by demons (rounding up). This effect is explained by the runes on the crown, which can be read with a successful **LEARNING** roll.
- ◆ **Tomb Trap:** A successful **SPOT HIDDEN** roll reveals that the statuette part of the sarcophagus is connected to a mechanism that indicates the existence of a trap. And sure enough – if anyone removes the artifact



without carefully replacing it with an item of equal weight (normal item), requiring a successful **SLEIGHT OF HAND** roll, twenty blades shoot out from the sarcophagus in all directions. Everyone within 2 meters must succeed with a **MOBILITY** roll or take 2D6 piercing damage.

- ◆ **The Death Knight:** If the player characters have not already defeated the death knight, or if a Stretch or more has passed since it was defeated, it attacks them here.

- ◆ **Fresco:** The dragon in the mural on the back wall has a knight on its back, wearing the same exact gear and horned helmet as the death knight.
- ◆ **Inscription:** Ancient runes are engraved on the wall beside the fresco. A player character who makes a **LEARNING** roll can make out something about “the Emperor’s gift” and a “holy wrath” that will consume all who dare touch said gift.
- ◆ Random event 10–12 can occur here.
- ◆ **South:** Iron-fitted oak door to the Lady’s Hall (#8).

## THE DEATH KNIGHT

The death knight is a huge warrior in antiquated plate mail and a horned great helm. The open visor reveals a grim skeleton face with empty eye sockets. It moves slowly and heavily through the mound to the awful sound of scraping metal.

The death knight is protected by ancient draconic magic at the mound. It takes damage as per the rules, but if defeated it will wake up again in room #9, fully restored, after one Stretch.

The death knight is a monster as per the rules on page 20.

**Speed:** 2

**Movement:** 10

**Armor Rating:** 6

**HP:** 38

**Resistant:** Takes half damage from non-magical weapons, except fire which inflicts normal damage.

**Gear:** Morningstar (damage 2D6, Bludgeoning), plate armor (Armor Rating 6).

### MONSTER ATTACKS

#### D6 ATTACK

- 1 **Power Strike!** In frosty silence and with creaking joints, the death knight swings its weapon in a dreadful attack at a player character. The damage is rolled with twice the weapon's normal number of dice (4D6), and the victim is knocked down. The attack can be parried.
- 2 **Unholy Roar!** The death knight's decayed skull twists and lets out an inhumanly horrific scream that cuts like a rusty blade through the characters' souls. Everyone within 10 meters must roll against **WIL** to resist fear (page I9).
- 3 **Hand of Death!** The death knight raises its hand and gestures towards a character within 10 meters, who is hurled into the air and lands prone 2D4 meters away. The attack inflicts the same amount of bludgeoning damage and cannot be dodged.
- 4 **Sweeping Attack!** With surprising speed, the death knight sweeps with its weapon in a deadly attack. All player characters within 2 meters suffer weapon damage. The attack can be parried.
- 5 **Paralyzing Cold!** An unfortunate character stares directly into the death knight's terrifying eyes as a wheezing sound is heard from the creature's throat. The attack has the effect of a paralyzing poison with Potency I4 (page I9). The attack cannot be dodged.
- 6 **Visions Of Death!** The ghost kneels and gestures towards the ground. Next, a temporary portal to the realm of the dead opens, and a character within 10 meters is attacked by wraiths who tear at the victim while shouting their names in despair. The victim becomes **SCARED** and suffers a fear attack (page I9) with a bane to the **WIL** roll.



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PLAYER

KIN Human AGE Old  
PROFESSION Wizard - Elementalist  
MOTIVATION I love and fear fire.

# DRAGON BANE

APPEARANCE Tall, wiry, and straight-backed.  
Long white beard and bushy  
eyebrows. Unbowed by age, with  
inquisitive eyes.

NAME Archmaster Aodhan

STR 10 CON 11 AGL 8 INT 17 WIL 19 CHA 14

DAZED SICKLY EXHAUSTED ANGRY SCARED DIRTY

DAMAGE BON. STR -

DAMAGE BON. AGL -

MOVEMENT 8

### ABILITIES & SPELLS

Adaptive  
Magic  
Fireball  
Pillar  
Gust of Wind  
Heat/Chill  
Puff of Smoke  
Ignite

### SKILLS

- ◆ 5 Axes (STR)
  - ◆ 10 Blunt Weapons (STR)
  - ◆ 5 Brawling (STR)
  - ◆ 4 Knives (AGL)
  - ◆ 4 Marksmanship (AGL)
  - ◆ 5 Spears (STR)
  - ◆ 5 Swords (STR)
- 
- ◆ 14 Healing (INT)
  - ◆ 14 Learning (INT)
  - ◆ 8 Mobility (AGL)
  - ◆ 12 Persuasion (CHA)
  - ◆ 7 Scouting (INT)
  - ◆ 4 Sleight of Hand (AGL)
  - ◆ 4 Sneaking (AGL)
  - ◆ 7 Spot Hidden (INT)
  - ◆ 14 Survival (INT)

### INVENTORY

CARRY CAPACITY 5

1 Spellbook  
2 Torch  
3  
4  
5  
6  
7  
8  
9  
10

MEMENTO Worn diary full of your  
experiences and discoveries.

### MAGIC SCHOOLS

Elementalism (INT) LEVEL 14

WILLPOWER POINTS 19

HIT POINTS 11

TINY ITEMS

COPPER SILVER GOLD 7

### WEAPONS

Staff GRIP 2h RANGE - DAMAGE D8 DURABILITY 6 FEATURES Bludgeoning, Toppling

ARMOR ARMOR RATING

HELMET ARMOR RATING

SHIELD DURABILITY



---

# ARCHMASTER AODHAN

*From an early age you have been fascinated with fire. Your sorcerous mother brought you to a school of magicians after you accidentally burned down a barn on the family farm. At school you learned the secrets of magic, but the thirst for deeper knowledge made you restless. Now, after a few years of extensive travel, you have joined a company of adventurers for an expedition to the Misty Vale.*

## ADAPTIVE

◆ **Willpower Points:** 3

Humans are adaptive. When rolling for a skill, you can choose to make the roll against another skill level of your choice. You must be able to motivate how you use the selected skill. The GM has the final word, but should be lenient.

## MAGIC

◆ **Willpower Points:** Varies

As a wizard you can use magic. Read more about magic on page 22 in the Quickstart PDF





PLAYER

KIN Elf AGE Adult  
PROFESSION Hunter  
MOTIVATION The minions of darkness will die by my arrows.

# DRAGON BANE

APPEARANCE Smooth and confident walk. Clear eyes that suspiciously scrutinize everyone. Eager and swift in thought and action.

NAME Orla Moonsilver

STR 13 CON 15 AGL 17 INT 13 WIL 10 CHA 9  
 DAZED SICKLY EXHAUSTED ANGRY SCARED DIRTY

DAMAGE BON. STR D4

DAMAGE BON. AGL D6

MOVEMENT 14

ABILITIES & SPELLS

Inner Peace  
Animal Kinship

SKILLS

- 6 Axes (STR)
- 6 Blunt Weapons (STR)
- 6 Brawling (STR)
- 14 Knives (AGL)
- 14 Marksmanship (AGL)
- 6 Spears (STR)
- 6 Swords (STR)

INVENTORY 7

- Quiver
- Torch
- Flint & Tinder
- Rope
- 
- 
- 
- 
- 
- 

MAGIC SCHOOLS LEVEL

- 6 Healing (INT)
- 6 Learning (INT)
- 14 Mobility (AGL)
- 5 Persuasion (CHA)
- 12 Scouting (INT)
- 7 Sleight of Hand (AGL)
- 14 Sneaking (AGL)
- 6 Spot Hidden (INT)
- 12 Survival (INT)

MEMENTO Fang from the troll that slew your sister.

WILLPOWER POINTS 10

TINY ITEMS

COPPER SILVER GOLD 4

HIT POINTS 15

WEAPONS	GRIP	RANGE	DAMAGE	DURABILITY	FEATURES
<u>Longbow</u>	<u>2h</u>	<u>50</u>	<u>2D6</u>	<u>-</u>	<u>Piercing</u>
<u>Knife</u>	<u>1h</u>	<u>-</u>	<u>D8</u>	<u>3</u>	<u>Subtle, Piercing</u>

ARMOR RATING 1 ARMOR Leather

ARMOR RATING HELMET

DURABILITY SHIELD



---

# ORLA MOONSILVER

*You grew up in the tropical forests of the south, always in search of adventure, but also humbled by your family's expectations of discipline and reflection. After a troll attacked your village and killed many of your kinsmen, you decided to find a new future for yourself. Still seeking your destiny, you have concluded that journeying is your goal. Together with a group of fellow adventurers you have traveled to the Misty Vale to see what it has to offer.*

## INNER PEACE

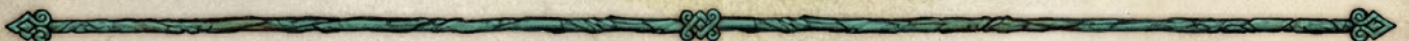
◆ **Willpower Points:** —

As an elf you can meditate deeply during a Stretch rest. You then heal an additional D6 HP and a D6 extra WP, and can recover from an additional Condition. You are completely unresponsive during your meditation and cannot be awakened.

## ANIMAL KINSHIP

◆ **Willpower Points:** 3

You can activate this ability when rolling for SURVIVAL, and then get a boon to the roll. You can also use the ability to turn an animal (not a monster) that you encounter into your companion. This takes a Stretch, and you can only have one animal companion at a time. The GM decides which animals are nearby. The animal companion follows you as long as you remain in its natural environment and it can scout for you at no additional WP cost. For 3 additional WP you can command the animal companion to attack an enemy (free action for you).





PLAYER

KIN Mallard AGE Adult  
PROFESSION Knight  
MOTIVATION I seek honor, fame, and fortune.

# DRAGON BANE

APPEARANCE Strong, sturdy, and stubborn.  
Waddling walk. Quick to anger  
when provoked, especially if someone  
insults his family or honor.  
Seldom smiles.

NAME Makander of Halfbay

STR 16 CON 16 AGL 10 INT 12 WIL 14 CHA 13

DAZED SICKLY EXHAUSTED ANGRY SCARED DIRTY

DAMAGE BON. STR D4

DAMAGE BON. AGL -

MOVEMENT 8

### ABILITIES & SPELLS

Ill-tempered  
Protector

### SKILLS

- ◆ 14 Axes (STR)
  - ◆ 14 Blunt Weapons (STR)
  - ◆ 7 Brawling (STR)
  - ◆ 5 Knives (AGL)
  - ◆ 5 Marksmanship (AGL)
  - ◆ 7 Spears (STR)
  - ◆ 14 Swords (STR)
- 
- ◆ 5 Healing (INT)
  - ◆ 10 Learning (INT)
  - ◆ 10 Mobility (AGL)
  - ◆ 12 Persuasion (CHA)
  - ◆ 5 Scouting (INT)
  - ◆ 5 Sleight of Hand (AGL)
  - ◆ 5 Sneaking (AGL)
  - ◆ 5 Spot Hidden (INT)
  - ◆ 5 Survival (INT)

### INVENTORY

- CARRY CAPACITY 8
- 1 Torch
  - 2 Flint & Tinder
  - 3
  - 4
  - 5
  - 6
  - 7
  - 8
  - 9
  - 10

MEMENTO A fine pipe made of black horn (a gift from your father).

### MAGIC SCHOOLS

LEVEL

WILLPOWER POINTS 14

TINY ITEMS

COPPER SILVER GOLD 10

HIT POINTS 16

### WEAPONS

	GRIP	RANGE	DAMAGE	DURABILITY	FEATURES
<u>Battleaxe</u>	<u>1h</u>	<u>-</u>	<u>2D8</u>	<u>6</u>	<u>Slashing, Toppling</u>
<u>Shortsword</u>	<u>1h</u>	<u>-</u>	<u>D10</u>	<u>9</u>	<u>Slashing, Piercing</u>

ARMOR RATING 6 **ARMOR** Plate\*

\* Gives a bane to rolls for Mobility and Sneaking. The wearer cannot dash.

ARMOR RATING 6 **HELMET**

DURABILITY 12 **SHIELD** Small Shield



---

# MAKANDER OF HALFBAY

*You are the youngest son of the Baron of Halfbay, who resides at his seat of power many days' travel to the east. Knowing that the title will pass to your older (but lesser) brother, you searched your soul and decided to forge your own path. You take great pride in your name and honor, and accept missions that help the weak and punish the wicked. Now you have joined a company of adventurers, drawn by rumors of treasure in the Misty Vale.*

## ILL-TEMPERED

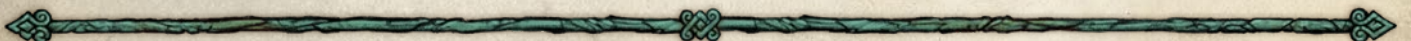
◆ **Willpower Points:** 3

Mallards tend to have a choleric temper. If you have the **ANGRY** Condition, you can activate this ability (no action) when making a dice roll and get a boon to the roll. You can also choose to become **ANGRY** when you activate the ability, if you're not already. This ability cannot be used for rolls against **INT** or **INT**-based skills.

## PROTECTOR

◆ **Willpower Points:** 3

As a knight you don't hesitate to take a hit to protect your friends. If you and another player character are both within 2 meters of the same enemy and the enemy tries to attack the other character, you can activate this ability to force the enemy to attack you instead. Using this ability can be done out of turn and it does not count as an action.





PLAYER

KIN Halfling AGE Young  
 PROFESSION Thief  
 MOTIVATION I'm up for anything, the more dangerous the better!

# DRAGON BANE

APPEARANCE Innocent face with shrewd, constantly observing eyes. Light and silent on her feet. Sees opportunity in any situation.

NAME Krisanna the Bold

STR 8 CON 13 AGL 19 INT 14 WIL 15 CHA 10

DAZED SICKLY EXHAUSTED ANGRY SCARED DIRTY

DAMAGE BON. STR -

DAMAGE BON. AGL D6

MOVEMENT 12

ABILITIES & SPELLS

Hard to Catch  
Backstabbing

SKILLS

- ◆ 4 Axes (STR)
- ◆ 4 Blunt Weapons (STR)
- ◆ 4 Brawling (STR)
- ◆ 14 Knives (AGL)
- ◆ 7 Marksmanship (AGL)
- ◆ 4 Spears (STR)
- ◆ 4 Swords (STR)

INVENTORY 4

- 1 Lockpicks
- 2 Torch
- 3 Flint & Tinder
- 4 Rope
- 5
- 6
- 7
- 8
- 9
- 10

MAGIC SCHOOLS LEVEL

- ◆ 5 Healing (INT)
- ◆ 6 Learning (INT)
- ◆ 14 Mobility (AGL)
- ◆ 5 Persuasion (CHA)
- ◆ 6 Scouting (INT)
- ◆ 14 Sleight of Hand (AGL)
- ◆ 14 Sneaking (AGL)
- ◆ 12 Spot Hidden (INT)
- ◆ 6 Survival (INT)

MEMENTO A treasure map you "found."

WILLPOWER POINTS 15

TINY ITEMS

COPPER SILVER GOLD 2

HIT POINTS 13

WEAPONS	GRIP	RANGE	DAMAGE	DURABILITY	FEATURES
<u>Dagger</u>	<u>1h</u>	<u>-</u>	<u>D8</u>	<u>6</u>	<u>Subtle, Slashing, Piercing</u>
<u>Throwing Knives</u>	<u>1h</u>	<u>8</u>	<u>D8</u>	<u>-</u>	<u>Piercing</u>

ARMOR RATING 1 ARMOR Leather

ARMOR RATING HELMET

DURABILITY SHIELD



---

# KRISANNA THE BOLD

*Growing up in a city in the west, you were always coming up with wild ideas and daring your friends to take ever-greater risks in the alleys. You became an adept pickpocket and later started burglarizing luxurious mansions. You were caught and thrown in prison, but escaped shortly thereafter. Now you keep clear of the city, always looking for new challenges and experiences together with a party of adventurers. You are currently on your way to the Misty Vale, which is said to offer plenty of both.*

## **HARD TO CATCH**

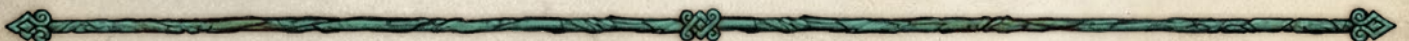
◆ **Willpower Points:** 3

Halflings are hard to catch. You can activate this ability when dodging an attack, getting a boon to the **MOBILITY** roll.

## **BACKSTABBING**

◆ **Willpower Points:** 3

You can activate this ability when rolling for **SLEIGHT OF HAND** or **SNEAKING** and get a boon to the roll. You can also use it when making a melee attack against an enemy that is also within 2 meters of another player character. Your attack then counts as a sneak attack, which means it cannot be dodged or parried, you get a boon to the roll, and the number of dice rolled for the damage is increased by one (i.e. 2D8 instead of D8). This ability can only be used with a Subtle weapon. Activating this ability does not count as an action.





PLAYER

KIN Wolfkin AGE Young  
 PROFESSION Warrior  
 MOTIVATION I seek out combat to defeat the most formidable adversary I can find. Fleeing is cowardice.

# DRAGON BANE

APPEARANCE Scarred, bulging muscles. Looks loyally at friends, but menacingly at foes. Confident and arrogant. Takes good care of his clothes. Often wears fragrant perfumes.

NAME Bastonn Bloodjaw

STR 18 CON 17 AGL 14 INT 11 WIL 13 CHA 7  
 DAZED SICKLY EXHAUSTED ANGRY SCARED DIRTY

DAMAGE BON. STR D6

DAMAGE BON. AGL D4

MOVEMENT 14  
 CARRY CAPACITY

ABILITIES & SPELLS

Hunting Instincts  
Seasoned Fighter

SKILLS

- ◆ 7 Axes (STR)
  - ◆ 14 Blunt Weapons (STR)
  - ◆ 7 Brawling (STR)
  - ◆ 6 Knives (AGL)
  - ◆ 12 Marksmanship (AGL)
  - ◆ 14 Spears (STR)
  - ◆ 14 Swords (STR)
- 
- ◆ 5 Healing (INT)
  - ◆ 5 Learning (INT)
  - ◆ 12 Mobility (AGL)
  - ◆ 4 Persuasion (CHA)
  - ◆ 5 Scouting (INT)
  - ◆ 6 Sleight of Hand (AGL)
  - ◆ 6 Sneaking (AGL)
  - ◆ 5 Spot Hidden (INT)
  - ◆ 5 Survival (INT)

INVENTORY

- 1 Torch
  - 2 Flint & Tinder
  - 
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  -
- MEMENTO Blue bottle of perfume.

MAGIC SCHOOLS LEVEL

WILLPOWER POINTS 13

HIT POINTS 17

TINY ITEMS

COPPER SILVER GOLD  
2

WEAPONS	GRIP	RANGE	DAMAGE	DURABILITY	FEATURES
<u>Long Spear</u>	<u>2h</u>	<u>-</u>	<u>2D8</u>	<u>6</u>	<u>Long, Piercing</u>
<u>Throwing Spear</u>	<u>1h</u>	<u>36</u>	<u>D10</u>	<u>-</u>	<u>Piercing</u>

ARMOR ARMOR RATING 2  
Studded Leather\*  
 \* Gives a bane to Sneaking rolls.

HELMET ARMOR RATING

SHIELD DURABILITY



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# BASTONN BLOODJAW

*You have come from the northern wastelands in search of work, joy, and the finer things in life. Tired of your people's tribal feuds, you dreamed of something bigger and traveled south. There you worked as a mercenary, gladiator, caravan escort, and guardsman, before banding together with a company of adventurers. You are now on your way to the Misty Vale, enticed by rumors of demons, monsters, and mighty foes.*

## HUNTING INSTINCTS

◆ **Willpower Points:** 3

As wolfkin you can use this ability to designate a creature in sight, or a creature you want to track the scent of, as you prey. This counts as an action in combat. You can follow the scent of your prey for a full day, and you can spend 1 further WP (not an action) to gain a boon for an attack against your prey.

## SEASONED FIGHTER

◆ **Willpower Points:** 1

If you activate this ability at the start of a Round of combat, you can keep your initiative card instead of drawing a new one. Activating this ability is done out of turn and does not count as an action.

