

Ruttigers

ALMANAC

Break **20**

Quick Start Rules

Featuring our exclusive **Break20** update!



This project is dedicated to the friends creating it with me, the friends we have gamed with over the years, and in honor of those friends who are no longer with us.

They are Ruttigers all.

Special thanks to my old buddies Matt, Clark, and Pat. Also our new friend Andrew. Without them, this project would never have gotten off the ground.

Break20!

What's this Break20 update all about?

During play testing, there was one mechanic that kept taking over the table...

...it was **Break20**.

The moment attack rolls broke 20 and players dealt overrun damage, combat stopped feeling static and started feeling dangerous, explosive, and unpredictable in the best way possible.

We realized Break20 was more than extra damage. It was a trigger point, a critical window that could drive the entire rules set, so we started integrating it deeper into the game.

Now player characters unleash powerful class maneuvers when they Break20, while monsters are already trained to fight through deadly Break20 Spikes.

Goblin teeth gnash into exposed flesh. Ogres hurl foes across the battlefield. Berserkers barrel through enemies in a spray of violence and momentum.

The fastest way to understand it is to play it.

So grab a pencil and some dice, make a character, and throw them into a fight.

Our monsters are built to run themselves via their Break20 Spikes, so there's no need to pester your Games Master. You can easily play solo.

You'll quickly see how it transforms combat into a brutal chain reaction of shifting momentum, looming dread, hard choices, and sudden violence.

Once Break20 hits your table, combat never feels the same again.

Richard & The Ruttigers Crew



Contents

What treats are contained within this packet?

Character Sheet

The Ruttigers Manifest, a character sheet with abbreviated rules built right in, designed for jumping straight into the action.

Core Rules

Everything you need to start playing. No fuss, no bloat. The full book adds optional depth, but this is all you need to begin.

Character Cauldron

A random character generator. Roll up your race, attributes, class, skillset, quirky bogeys and trinkets, and viola, an instant Ruttiger, ready for chaos.

Class Samples

Six ready-to-play mini classes: Berserker, Brigantes, Greycloak, Sharpeye, Slyhand, and Necromancer.

Each one brings distinct flavor, tactics to the table.

These are just a glimpse of the full system. In the full book, we're building a 24-class roster designed to cover every kind of Ruttiger you can imagine.

Equipment Section

Armor, weapons, and gear to get your character properly kitted like a true Ruttiger, ready for anything the world throws at you.

Mini Bestiary

A selection of creatures with special traits and Break20 Spikes you can drop straight into play. All built using the Creature Cauldron, one of the core systems featured in the full book.

We can't wait for you to dive in. Everything here is designed to get you rolling dice, exploring, and causing a ruckus at the table.

Grab your friends and your dice, roll up a few characters, and let the chaos of Ruttigers begin!

Core Rules

The fundamental rules of the game...

When we forged this system, we shaped it from the bones of the classic grimoires of gaming. The rules are familiar but carry a few twists to make the action faster, the choices sharper, and the danger a little more devilishly dangerous. Still, your table is your world. If you have your own way to roll initiative or determine attributes, use it. This game was built to adapt, like a true Ruttiger.

Icebreaker Initiative

To determine Initiative roll a DEX or WIS Saving Throw, the results of which are shown below:

* **SUCCESS** The Character acts Before the Foes *

* **FAILURE** The Character acts After the Foes *

Game Masters may give character's a Boon to Initiative if they set up an ambush for their foes, or a give characters a Bane if foes are on alert or expecting an ambush.

Actions per Turn

Make one Attack, one Move and a Minor Action per Turn, once all combatants have had a Turn, the Round Ends:

ATTACK ACTIONS

Melee Attack ex. Longsword, Battleaxe, etc.
Range Attack ex. Longbow, Crossbow, etc.
Cast Spell ex. Cast One Spell or Cantrip
Extra Move Trade Attack for Move Action

MOVE ACTIONS

Movement Move at Movement Rate
Maneuver ex. Attempt Combat Maneuver
Skill Check ex. Pick Locks, Disarm Traps
Minor Action Perform Minor Action (see below)

Minor Actions: Bind Wounds, Disengage, Draw Weapon, Drink Potion, Take or Leave Cover, Read Scroll, Mount or Dismount, or Peruse TTRPG Rules.

Attributes & Modifiers

To determine Attributes, you roll 3d6, Six Times, Re-rolling Ones, then place each result with an Attribute: Strength, Constitution, Dexterity, Intelligence, Wisdom, and Charisma.

Attributes typically range between 6 to 18, and each score grants a **Modifier (Mod)** between -2 up to +5, which are applied to the various D20 Rolls, such as Attack Rolls, Saving Throws, Skill Checks, and Cantrip Casting Rolls.

Roll	Mod
6-7	-2
8-9	-1
10-11	+0
12-13	+1
14-15	+2
16-17	+3
18-19	+4
20	+5

Strength (STR) represents brute strength and brawn. Add STR to Martial Weapon Attack rolls.

Constitution (CON) represents a character's health and endurance. Add CON to, Hit Point rolls.

Dexterity (DEX) represents agility and reflexes. Add DEX to Armor Class and Rogue Weapon Attack rolls

Wisdom (WIS) represents awareness and the sixth sense. Add WIS to Detect Traps, Danger and Magic.

Intelligence (INT) represents logic and knowledge. Add INT to Recall Lore and Identify Magic Checks.

Charisma (CHA) represents raw will and social skills. Add CHA to Grifting and Negotiation Checks.

Attribute Scores are noted with a full name (ex. Strength), Attributes Modifiers use the abbreviation (ex. STR).

For more details on Character Creation see Page 7

Armor Class

Armor Class (AC) defines how difficult a character is to hit with an Attack roll. A character starts with Armor Class 10, then adds their DEX and Armor to their AC.

ARMOR CLASS Base 10 + DEX + Armor Bonus

Armor determines the character's **Armor Bonus (AC+)**, **Move Rate (Move)**, and **Slowed Movement (Die x5ft)** is used when they climb, crawl, sneak, slog mud, etc.

Armor	AC	Move (Slow)	Examples	Coin
Light	+3	40ft (1d8 x5ft)	Leather/Padded	9
Medium	+4	30ft (1d6 x5ft)	Chain/Ringmail	12
Heavy	+5	20ft (1d4 x5ft)	Plate/Scalemail	15
Helm	+1	No Adjustment	Full/Half Helmet	3
Shield	+1	No Adjustment	Round/Chevron	2

For details on Armor, Weapons & Equipment see Page 15

Attack Rolls

To attempt an Attack Roll, you roll a D20, plus the relevant Attribute Modifier, versus the target's Armor Class (AC).

Martial Weapon D20 + STR vs. Armor Class
- Martial Weapons deal 1d8 Damage or Higher -

Rogue Weapon D20 + DEX vs. Armor Class
- Rogue Weapons deal 1d6 Damage or Lower -

Note: STR and DEX are Not Added to Damage rolls.
For details on Armor, Weapons & Equipment see Page 13

Break20 & Nat20

Critical Hits (Crits) happen when your Attack roll result is Higher than 20, in which case there are two scenarios:

Break20 If your Attack roll is Over 20, add the excess points to Damage, so a roll of 23 deals +3 Damage.

Nat20 If your Attack roll is a Natural 20, then it deals Double the Break20 Damage, so a +3 becomes a +6.

Skill Checks

To attempt a Skill Check, roll a D20, plus the relevant Attribute Modifier versus the Difficulty Class (DC).

SKILL CHECK D20 + MOD vs. Difficulty (DC)
Difficulty Level guidelines for the GM are shown below:

Difficulty Levels

Easy 5 Moderate 10 Difficult 15 Hard 20

Difficulty Class (DC) is determined by the Game Master.

Saving Throws

Saving Throws (Saves) are rolled to avoid, resist or escape a variety of effects, such as traps, spells, and other hazards.

To attempt a Saving Throw roll a D20, add your Modifier, Half the character's Level (round up), versus Difficulty 11.

SAVING THROW D20 + ½Level + MOD vs. DC:11

The most common Saving Throws used in the game are:

Saving Throws

Strength Break Bonds, Resist Push or Pull
Constitution Resist Disease, Poison, Paralysis
Dexterity Dodge Trap, Hazard, Area Effect
Wisdom Spot Trap, Hidden Door, Illusion
Intelligence Recall Lore, Identify Magic Items
Charisma Resist Charm, Fear, Possession

Damage & Death

When a character takes a lot of Damage, they're likely to pass out, and may even bleed to death! Shown below are the three basic rules for taking Damage and Death:

Unconscious At 0hp the Character is Unconscious

Bleeding Below 0hp, Character Loses 1d4hp per Round

DEATH Below -10hp, the Character is Dead!

Characters may use One Move Action to Bind Wounds on a fallen ally in order to Stop their Bleeding.

Rest & Recovery

Characters regain Hit Points for each Full Nights Rest (8hrs), depending on the quality of their accommodations:

Sleeping Rough Recover 1d6+CON+Level Hit Points

Standard Room Recover 2d6+CON+Level Hit Points

Fine Hostelry Recover 3d6+CON+Level Hit Points

A good place to rest is often better than healing magics!

Boons & Banes

A Boon grants advantage, and a Bane gives a disadvantage:

BOON: Roll Two Die, keep the Highest Result

BANE: Roll Two Die, keep the Lowest Result

A Boon can cancel out a Bane, and vice versa, but you cannot stack boons or banes, they are not cumulative.

Fatigue Points

During arduous activity, such as a long hike, characters must make a CON Save or gain 1 point of Fatigue.

Each point of Fatigue imposes a -1 penalty to all d20 rolls, including Attacks, Saving Throws, and Skill Checks.

At 5 Fatigue, the character collapses and cannot move unaided. Taking a Long Rest negates all natural Fatigue.

Now, if you aren't too fatigued from reading rules, lets go to the next section and make a character!



Character Cauldron

Brew up your own Ruttiger quick and easy...

Step up and stir the ol' Cauldron of fortune, folly, and fate. Each roll you make might dredge you up a scarred Berserker, a hardy Brigantes, a cunning Slyhand, or a even dread Necromancer!

Step 1 - Choose Race

First choose from the five races listed below, or just roll a D6 and let the dice choose for you.

Step 2 - Roll Attributes

Next, roll 3d6 for each of the six core Attribute, and Re-roll Ones.

Place each result with an attribute, or roll them in order if you want to do things proper.

Apply your attribute adjustments as noted by your race, and note the Modifier (Mod) for each.

Modifiers are added to Attack rolls, Saving Throws and Skill Checks.

Roll	Mod
6-7	-2
8-9	-1
10-11	+0
12-13	+1
14-15	+2
16-17	+3
18-19	+4
20	+5

Step 3 - Choose Class

Next, choose one of our six sample Classes, or roll it randomly using a D6. The final game will have 24 Classes and more details, but these should give you a good idea of how Ruttigers classes work.

Step 4 - Roll Skills

Now roll a D20 three times on the Skills Roster, and give your character a +1 to the first skill you roll, +2 for the second, and +3 to the third.

Step 5 - Bogeys & Trinkets

Finally, you roll a D100 three times on the Bogeys and Trinkets chart. These are small items, quirks, and wee foibles your character has that tells you a tidbit about their background and personality.

Feel free to re-roll a Bogey or Trinket if you like, they are just meant to spark character ideas.

You're are now Ruttiger, now go read up on the details of your Class and buy some Equipment!

 <p>1-2</p> <p>Human +1 to Any Two Attributes No Innate Special Traits Or Weaknesses Medium</p> 	 <p>3</p> <p>Pecklyn +2 to Dexterity Boon to Stealth, Cannot wield Heavy Weapons Small</p> 	 <p>4</p> <p>Stout +1 to Strength +1 to Constitution Boon to HD rolls -2 to Climb & Swim Skill Checks Medium</p> 	 <p>5</p> <p>Firbolg +2 to Strength Bane Stealth Wield Heavy Weapons One Handed Large</p> 	 <p>6</p> <p>Sifey +1 to Dexterity +1 to Wisdom Immune to Charm Takes +1 Damage from Iron Weapons Medium</p> 
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Classes

- Berserker** **STR/CON**
A raging brute who crushes enemies with savage force and relentless momentum.
- Brigantes** **STR/CON**
A hardened tactician who controls battle via discipline and coordinated assaults.
- Greyfriar** **WIS/CHA**
A divine healer who restores allies and smites enemies with holy wrath.
- Necromancer** **INT/CHA**
A grim summoner who commands the dead through dark ritual magic.
- Sharpeye** **DEX/WIS**
A deadly archer who fells distant foes with lethal precision.
- Slyhand** **DEX/WIS**
A deft rogue who exploits openings, dodges danger, and fights dirty.

Skills Roster

D20	Skill	Stat	Skill Description
1	Fumble		No Discernible Skill
2	ROGUE		Choose One Rogue Skill
3	Freeclimb	CHA	Climbing freehand without ropes
4	Grifting	WIS	Haggling, con artistry, gambling
5	Search	DEX	Search area, spot traps & hazards
6	Stealth	DEX	Moving silently, hiding in shadows
7	Thievery	DEX	Sleight of hand, pick locks & traps
8	SCHOLAR		Choose One Scholar Skill
9	Arcana	INT	Recall lore & identify magic types
10	Decipher	INT	Decipher unknown glyphs & runes
11	Occultism	INT	Lore on demonology & necromancy
12	Reliquary	INT	Identify and appraise magic items
13	Wyrding	WIS	Detect magical auras & sixth sense
14	SURVIVAL		Choose One Survival Skill
15	Climbing	STR	Climbing with rope or other tools
16	Delving	WIS	Subterranean survival & foraging
17	Riding	DEX	Ride land based or winged mounts
18	Swimming	CON	Swimming in choppy rough waters
19	Tracking	WIS	Read tracks, forage food & water
20	Bonus!		Choose Any Skill you like!

Bogeys & Trinkets

D100	Bogey/Trinket	D100	Bogey/Trinket	D100	Bogey/Trinket	D100	Bogey/Trinket
01-02	Tin Lantern	27-28	Black Arrow	53-54	Wooden Mask	79-80	Born in Wilds
03-04	Sketchbook	29-30	Copper Flute	55-56	Iron Mask	81-82	Wanted Thief
05-06	Quill & Ink	31-32	Cryptic Diary	57-58	Old Grimoire	83-84	Lone Survivor
07-08	Wide Brim Hat	33-34	Whiskey Flask	59-60	Ancient Coin	85-86	Former Pirate
09-10	Hobnail Boots	35-36	Hunter's Horn	61-62	Dragon Tooth	87-88	Cursed Heretic
11-12	Cloak & Cowl	37-38	Broken Skull	63-64	Black Candle	89-90	Eye patch
13-14	Gambling Dice	39-40	Ornate Pipe	65-66	Tarot Cards	91-92	Nasty Scar
15-16	Silver Dagger	41-42	Odd Statuette	67-68	Unholy Item	93-94	Ornate Tattoo
17-18	Iron Gauntlet	43-44	Brass Spyglass	69-70	Unholy Book	95-96	Odd Birthmark
19-20	Rusty Iron Key	45-46	Strange Jar	71-72	Holy Item	97-98	Gravelly Voice
21-22	Signet Ring	47-48	Griffon Feather	73-74	Holy Book	99-00	Seeks Revenge
23-24	Broken Sword	49-50	Wanted Poster	75-76	Sly Gambler		
25-26	Eerie Amulet	51-52	Treasure Map	77-78	Exiled Outcast		

Classes

A sampler of Ruttiger Classes...

Grim warriors, deft handed rogues, and cunning spell casters, each Class contains three core sections:

Vital Statistics

All Classes have the following Vital Statistics:

Armor: Types of Armor the Class may wear

Hit Points: Die rolled to determine Hit Points

Weapons: Types of Weapons usable by the Class

Attack: Bonus to Melee or Ranged Attack per Rank

Skillset: Bonus to Skills gained per Rank

Break20 Spikes

Martial & Rogue Classes get powerful Break20 Spikes!

When a total D20 roll exceeds 20, the excess is added directly to Damage. Martial and Rogue Classes may also trigger one of their Break20 Spikes, unleashing brutal attacks, rapid movement, tactical openings, and other explosive combat effects.

Rituals & Spellcasting

Spellcasting Classes possess a powerful Ritual which may be cast without requiring a Spellcasting Check. Rituals require one Full Turn to perform, but can unleash devastating magic, divine wrath, healing, necromancy, and other supernatural powers.

Spellcasters begin with 1 Spell and 2 Cantrips. They gain One Spell every Even Rank and Two Cantrips every Odd Rank.

Spell casters may also get Break20 Spikes while casting their Spells or Cantrips as well.

For details on Spellcasting see Page 11.



Berserker

Armor: No Armor, may use Shield

Hit Points: 1d10+CON per Rank

Weapons: Martial Melee Weapons

Attack: +1 to Melee Attack per Rank

Skillset: +1 to a Survival Skill & One other per Rank



Rage Die

Once per Turn, the Berserker may add their Rage Die to a Melee Attack or Melee Damage roll, or roll their Rage Die to recover lost Hit Points.

RANK	1	2-3	4-5	6-7	8-9	10
Rage Die	D4	D6	D8	D10	D12	2D6

Break20 Spikes

On a Break20 Attack roll choose one Berserker maneuver.

Bullrush: Gain an extra Move Action, rush forward at a different Melee Foe and gain +2 to Next Attack.

Cleave Foe: Follow through with your attack deal Half your original Damage total to an adjacent Melee Foe.

Feral Rage: Shake off the pain, take -2 Damage from Attacks, Spells, and other damage sources Next Round.

Brigantes

Armor: Any Armor, may use Shield

Hit Points: 1d10+CON per Rank

Weapons: Martial Melee Weapons

Attack: +1 to Melee Attack per Rank

Skillset: +1 to a Survival Skill & One other per Rank



Tactical Die

A Brigantes gains One D6 Tactical Die per Rank which may be added to Attack or Damage rolls, or given to a Melee Ally during combat to add to Attack or Damage.

Each Die may only be used Once per Day and are replenished after a Long Rest.

Break20 Spikes

On a Break20 Attack roll choose one Brigantes maneuver.

Sword & Board: Choose to gain either +2 to Armor Class or +2 to Longsword Attack Next Turn.

Rallying Cry: Bellow out a battle cry, all Allies within Earshot gain +1 to Attack rolls Next Round.

Flanking: Outflank a Melee Foe and grant a Melee Ally a Boon to their Next Attack versus that Foe.

Greyfriar

Armor: Any Armor, may use Shield

Hit Points: 1d8+CON per Rank

Weapons: Martial Melee Weapons

Attack: +1 to Melee or Range per Rank

Skillset: +1 to a Scholar Skill & One other per Rank



Channel Divine Ritual

A Greycloak gains One D6 Divine Mana Die per Rank, that takes one Full Turn to channel. Once channeled it may be used to either Heal, or to dole out the Wrath of their God.

Healing: Restore Hit Points to one Ally within View equal to the total of any Divine Mana Dice rolled. They may also use Divine Mana to Reduce Damage to an Ally within View.

Wrath of God: Hurl Divine Mana at a point within View. The blast has a 15ft Radius and deals Mana Damage equal to the total Divine Mana Dice rolled. Targets who Save take Half Damage. The Greycloak chooses a Damage Type which aligns to their deity, such as fire, frost, or lightning.

Divine Spellcasting

For details on casting Divine Spells and Cantrips, refer to the Spellcasting section on Page 11.

Necromancer

Armor: Light Armor, No Shield

Hit Points: 1d6+CON per Rank

Weapons: Any Martial or Rogue

Attack: +1 to Melee Attack per Rank

Skillset: +1 Scholar Skill & One other per Rank



Necromancy Ritual

A Necromancer gains 1 Point per Rank to summon Corpses. Summoning a Corpse requires one Full Turn to perform the ritual. Corpses obey the Necromancer's orders and remain for one Day or until destroyed.

Pts	Size	AC	HP	Att	Dam	Save	Move
1	Sml	10	5	+1	D4	15	40ft
2	Med	11	10	+2	D6	14	35ft
4	Lrg	12	15	+3	D8	13	30ft
6	Gnt	13	20	+4	D10	12	25ft
10	Hge	14	25	+5	D12	11	20ft

Occult Spells & Cantrips

For details on casting Divine Spells and Cantrips, refer to the Spellcasting section on Page 11.

Sharpeye

Armor: Light or Medium, No Shield

Hit Points: 1d6+CON per Rank

Weapons: Rogue Range Weapons

Attack: +1 to Range Attack per Rank

Skillset: +1 to a Survival Skill & One other per Rank



Sharpshooting

A Sharpeye gains One Boon per Rank which may be added to Ranged Attack or Damage on a successful hit.

Each Boon may only be used Once per Day and is replenished after a Long Rest.

Break20 Spikes

On a Break20 Attack roll choose one Sharpeye maneuver.

Deadshot: Deal an additional 1d6 Damage to the Target you hit with your Break20 attack roll.

Hobble: Target is hobbled, they lose One Move Action and get a Bane to Saves Next Round.

Quickshot: Make one additional Ranged Attack using the Ranged Weapon you already have equipped.

Slyhand

Armor: Light Armor, No Shield

Hit Points: 1d6+CON per Rank

Weapons: Rogue Melee Weapons

Attack: +1 to Melee Attack per Rank

Skillset: +1 to a Rogue Skill & One other per Rank



Slyhand Die

A Slyhand gains One D6 per Rank. These Dice may be added to Attack or Damage with any Rogue Weapon, or to Rogue Skill Checks. Each Die may only be used Once per Day and are replenished after a Long Rest.

Each Die may only be used Once per Day and are replenished after a Long Rest.

Break20 Spikes

On a Break20 Attack roll choose one Slyhand maneuver.

Blindspot: One Melee Foe you are engaged with suffers Bane to Attacks against you Next Round.

Defthand: Steal a small carried item from the Target, must be a visible object they are carrying or wearing.

Quicksharp: Make one extra Melee or Ranged Attack using a Dagger or small sharp object (1d4 Damage).

Spellcasting

Learn how to cast powerful spells and conjure cantrips..

Magic in Ruttigers is dangerous, exhausting, and feared by common folk for good reason. Divine miracles blaze with holy power, while occult rites draw upon forbidden knowledge, ancient symbols, and things best left buried. Every spell cast risks failure, but if magic surges beyond mortal limits, it can reshape the battlefield in an instant.

Starting Spells

Casters begin play with One Spell and Two Cantrips. Cantrips are minor spells that may still prove deadly in the hands of a skilled caster. Casters learn One new Spell every Even Rank and One new Cantrip every Odd Rank.

Casting Roll

Casting a spell works much like making an Attack Roll. **Divine Casters** such as the Greycloak, Roll D20 plus WIS or CHA versus Difficulty 11. **Occult Casters** such as the Necromancer Roll D20 plus INT or CHA versus Difficulty 11.

Casting roll outcomes:

Failure: The spell fails, and the caster cannot cast that Spell or Cantrip again until after a Long Rest.

Success: The spell is successfully cast.

Break20: The spell surges with overwhelming power. Double either the Range, Effect, or Duration of the spell.

Nat20: A massive surge of power. Triple either the Range, Effect, or Duration of the spell.

Now you know how to wield mighty magics!



Greyfriar Spells

Divine Weapon (Touch) One Weapon Caster Holds deals +3 Divine Damage versus any Demonic & Undead Creature, effect lasts for 3 Rounds.

Resistance (View) Caster or One Ally within View take Half Damage from one chosen Damage type, such as fire, frost, or acid, for 3 Rounds.

Smite Evil (Touch) One Weapon Caster Holds deals and additional 1d10 Damage versus a Demonic & Undead Creature, on the Caster's next Successful Hit.

Turn Undead (Earshot) Undead creatures within Earshot of Caster's voice must Save, or they retreat 30ft from the Caster for 3 Rounds.

Greyfriar Cantrips

Aegis (Touch) Target the Caster Touches gains +2 to Armor Class for 3 Rounds. The gods protect thee!

Bind Evil (Earshot) Bind One Demon or Undead to spot they Stand On, creatures must Save to End Effect.

Bless (Touch) Target gains a +1 to Attack, Damage, Skill Checks and Saving Throws for 3 Rounds.

Cure (Touch) Caster's Touch is able to permanently Cure the Effect of One Disease or Poison.

Dispel (Touch) Negates Effect of One Spell or Cantrip cast upon a Target the Caster Touches.

Lay Hands (Touch) Target the Caster Touches regains 1d4 Hit Points per Rank, by divine beneficence!

Light (View) Conjure a Floating Orb, that emits a 30ft Radius of Light & moves at Caster's Command for 1 Hour.

Sustenance (View) Conjure 1d6 Meals that will each feed One Character for One Day.

Necromancy Spells

Hoarfrost (Touch) One Weapon Caster Holds deals +3 Hoarfrost Damage, the frigid cold of death that also effects Ethereal Creatures, for 3 Rounds.

Imbue Rot (Touch) One Weapon Caster Holds deals +2 Necrotic Damage, +4 Necrotic Damage versus Undead, effect lasts for 3 Rounds.

Miasma (Cloud) Summon billowing Cloud of Putrid Rot that deals 2d6 Necrotic Damage to all Targets within Cloud Radius. Targets that Save take Half Damage.

Undeath (Self) Caster becomes an Undead Creature and is fully Immune to Disease, Poison, Drowning, and Suffocation for 1 Hour. You can feel yourself decay.

Necromancy Cantrips

Balewing (Self) Caster sprouts leathery Bat-like Wings and can Fly at Normal Move Rate for 3 Rounds.

Deacant (Touch) One Corpse Caster Touches may be asked up to 3 Questions. Truth is not guaranteed!

Dispel (Touch) Negate the Effect of 1 Spell or Cantrip cast upon a Target the Caster Touches.

Ghostwalk (Self) Caster takes Ghostly Ethereal Form and may Pass Through Solid Objects for 3 Rounds.

Grim Facade (Self) Caster gains Illusory Disguise of a Creature they've seen Die, for 1 Hour.

Night Cloak (Self) Caster is Cloaked in Shadow and Foes get -2 to Attack Caster for 3 Rounds.

Oculus (Self) Conjures a Floating Eye (Move:50ft) with a mental and visual link to Caster for 1 Hour.

Shadowwalk (Self) Step into Shadow, and Reemerge from Shadow up to a 60ft distance from origin.

Spell Ranges & Areas of Effect

SPELL & CANTRIP RANGES & AREAS OF EFFECT
Aura: 10ft Radius centered on the Caster, moves with Caster
Blast: Hurl effect up to 120ft, impact has a 15ft Blast Radius
Cloud: Hurl effect up to 120ft, effect has a 15ft Cloud Radius
Earshot: Target Clear Hearing 120ft, Half Deaf 60ft, Deaf 0ft

Self: Spell only affects Caster, and can't be shared with allies.
Touch: Caster must Touch Target roll or roll a Melee Attack
View: Clear View is 120ft, Poor 60ft, Dark or Blindness 0ft
Wall: Conjures Wall up to 10ft High, 10ft Wide, 5ft Thick
Zone: Hurl effect up to 120ft, effect has a 15ft Zone Radius

Equipment

Ruttigers Armor, Weapons, & Gear...



"So, you're new around here? Figures. You've got that wide-eyed dreamy look. Well, before you go running off to get yourself eaten or trampled, you'll need a proper kit. Well, ol' Gimlet Quicksharp knows what every Ruttiger needs to stay alive, at least for a wee bit."

Starting Coinage

Ruttigers start with 10d6 Coin (cn) which they can spend on various equipment items. We recommend that you buy armor first, weapons next, and then other gear.

All items have their Coin (cn) price listed in the far right column, though many merchants can be haggled with.

Armor, Helms, Shields

Armor, helms and shields define the AC Bonus, the base Movement Rate (Move) when wearing each armor type, and Slowed movement die rolled if you climb, swim, etc.

Weapon Details

Weapon details include the Damage (Dam) and Range of each weapon, as well as Weapon Notes which define specific quirks of using each weapon.

Armor, Helm & Shield

Armor	AC	Move (Slow)	Examples	Coin
Light	+3	40ft (1d8 x5ft)	Leather/Padded	9
Medium	+4	30ft (1d6 x5ft)	Chain/Ringmail	12
Heavy	+5	20ft (1d4 x5ft)	Plate/Scalemail	15
Helm	+1	No Adjustment	Full/Half Helmet	3
Shield	+1	No Adjustment	Round/Chevron	2

Rogue Weapons

Weapon	Dam	Range	Notes	Coin
Crossdart	1d4	90ft	Requires Bolts	2
Cudgel	1d6	Mle	+1 vs. Skeletons	3
Dagger	1d4	Mle/30ft	Throw 30ft	2
Flail, Light	1d6	Melee	+1 vs. Shields	3
Hammer	1d6	Melee	+1 vs. Skeletons	3
Handaxe	1d4	Mle/30ft	Throw 30ft	2
Mace, Light	1d6	Melee	+1 vs. Skeletons	3
Pickaxe	1d6	Melee	+1 vs. Breastplate	3
Quarterstaff	1d6	Melee	+1 vs. Skeletons	3
Shortbow	1d4	60ft	Requires Arrows	2
Shortspear	1d6	Mle/60ft	Throw 60ft	3
Shortsword	1d6	Melee	Re-roll Ones	3
Sickle	1d4	Melee	+1 to Attack	2
Sling	1d4	90ft	Requires Pellets	2

Martial Weapons

Weapon	Dam	Range	Notes	Coin
10ft Pole	1d6	Reach	Handy Tool	4
Battleaxe	1d8	Melee	Two Hands/1d10	4
Bolghammer	1d12	Reach	Two Handed	6
Crossbow	1d10	120ft	Save to Reload	5
Flail, Heavy	1d8	Melee	+1 vs. Shields	4
Greataxe	1d12	Reach	Two Handed	6
Greatsword	1d12	Reach	Two Handed	6
Longbow	1d8	120ft	Requires Arrows	4
Longspear	1d8	Mle/90ft	Throw 90ft	4
Longsword	1d8	Melee	Two Hands/1d10	4
Mace, Heavy	1d8	Melee	+1 vs. Skeletons	4
Morningstar	1d8	Melee	+1 vs. Skeletons	4
Polearm	1d10	Reach	Grants +1 to AC	4
Scythe	1d12	Reach	Two Handed	6
Warhammer	1d10	Melee	+1 vs. Skeletons	5

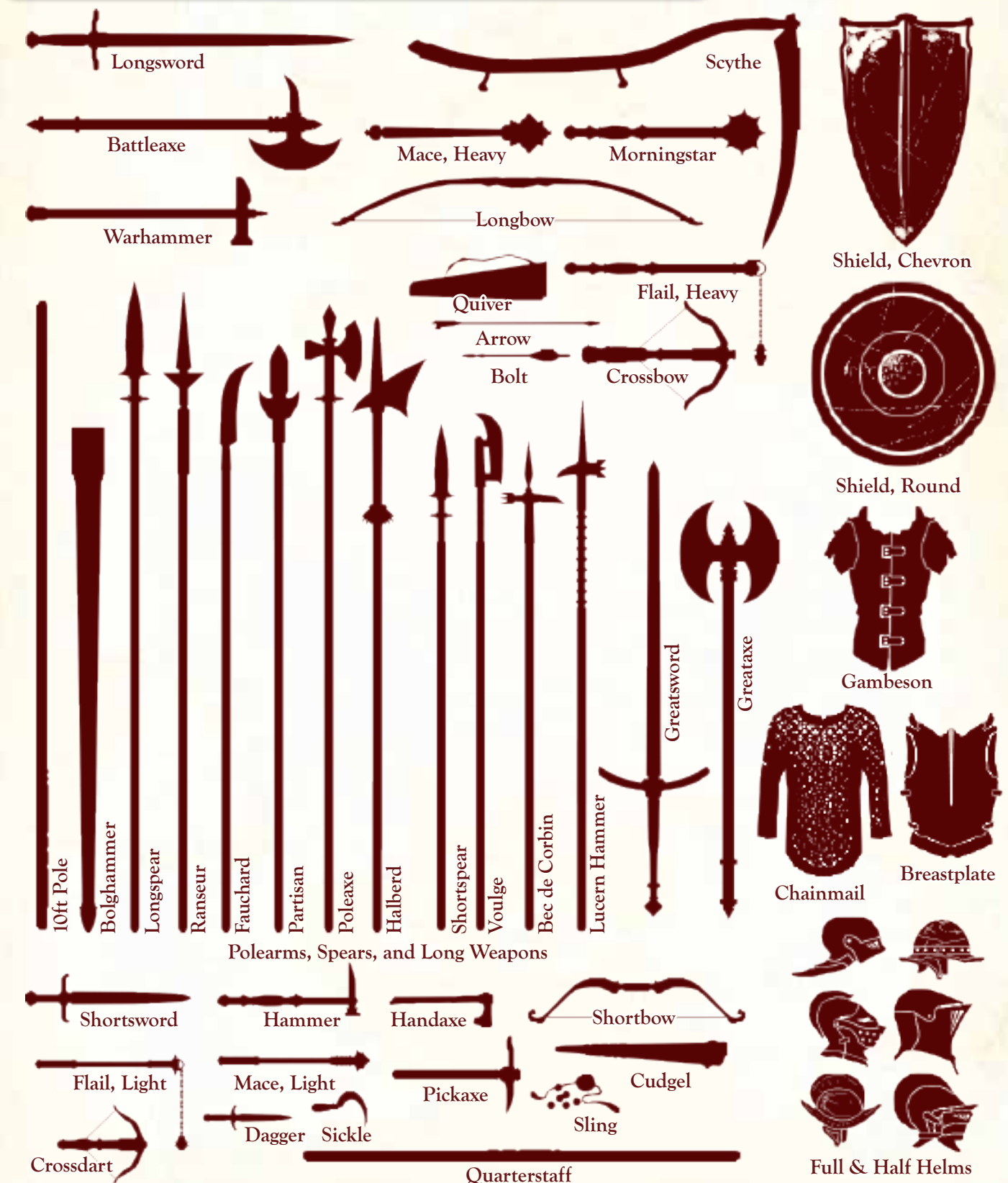
General Gear

Equipment	Equipment Notes	Coin
Backpack	Good for carrying items & treasure	1
Bedroll	Warm blanket & thatch bedding	1
Caltrops	Targets Save or take 1d4 Damage	1
Dice Set	Set of bone dice, good for gambling	1
Lantern	30ft Radius Light, 6hrs per Oil Flask	2
Notebook	Sturdy leather-bound notebook	1
Oil, Flask	Deals 1d6 Damage if Lit & Thrown	3
Quill & Ink	Finest crow-quill and squid ink	1
Rations	Feeds 1 Medium Person for 1 Day	1
Rope, 50ft	Iron grappling hook included	2
Spikes, 6	Jam doors and windows shut	1
Spyglass	See up to 3 Miles in the distance	2
Tinderbox	Flint & tinder for starting fires	2
Waterskin	Leather skin for water or wine	1
Widow's Salt	Circle of Salt keeps out Undead	2

*Ammunition such as Arrows, Crossbow Bolts, and Sling Pellets cost 1 Coin per Dozen, we suggest you stock up Michael!

Weapons & Armor

An array of Ruttigers Armor & Weapons...



Bestiary

A few nasty beasts to tussle with...

The wilds of Ruttigers are filled with savage beasts, twisted horrors, feral raiders, and ancient monsters lurking beneath ruined stone and black forests.

Some hunt alone, others swarm in packs, but all are dangerous once steel is drawn and blood starts flowing. Each creature entry contains three core sections:

Stat Blocks

Each creature has the following statistics:

Level: Challenge level of the creature

Size: Size category of the creature

AC: Armor Class of the creature

HP: Hit Points of the creature

Att: Attack bonus of the creature

Dam: Damage dealt by the creature

Save: Saving Throw bonus of the creature

Move: Movement rate of the creature

Damage Die Note:

If multiple Damage Dice are listed, the creature makes multiple attacks. For example, 2D8 means the creature makes two attacks that each deal 1D8 Damage.

Special Traits

Special Traits represent innate abilities possessed by the creature, such as flight, aquatic movement, dark-adapted vision, petrifying gazes, paralytic bites, and other monstrous powers.

Break20 Spikes

When a creature rolls a Break20 on an Attack, its violence escalates into sudden danger. Massive beasts hurl foes through the air, goblins gnash their teeth or skitter away, and feral monsters erupt into a frenzy.

Each creature has unique Break20 Spikes based on its nature and fighting style.



Basilisk

Level 6

Size	AC	HP	Att	Dam	Save	Move
Lrg	15	30	+3	2d10	12	50ft

A monstrous wingless drake with a petrifying gaze that turns flesh to stone. Basilisks spew burning acid and can pass through solid stone like a ghost to ambush prey.

Special Traits

Earthwalk: Creature is able to Pass through Solid Earth and Stone at normal Move Rate, At Will.

Break20 Spikes

On a Break20 attack, roll 1d6 to determine reaction:

(1-3) Earthwalk: Creature phases into the ground and pops up in a random location up to 60ft away.

(4-5) Spew Acid: Creature spews a cone of acid that is 60ft Long and 10ft at its base. Targets with area of effect must DEX or WIS Save or take 1d8 Acid Damage.

(6) Stonegaze: Target is Turned to Stone and cannot move. Target must CON Save to end the effect, if they fail three CON Saves the effect is permanent.

Dryad

Level 4

Size	AC	HP	Att	Dam	Save	Move
Med	14	20	+2	2d6	13	40ft

A wild forest spirit huntress who charms intruders, moves between trees in an instant, and strikes with her bow from shadowy forest glens like Artemis the huntress.

Special Traits

Allure: Creature's innate beauty is so utterly disarming, all Attackers must make a CHA Save each Round or they suffer -2 to Attacks against it.

If a Target's CHA Save is below 5, they are Enthralled and follow all of her commands until the effect is Dispelled.

Break20 Spikes

On a Break20 attack, roll 1d6 to determine reaction:

(1-3) Wildwalk: Creature uses wild fey magic to step into foliage and reappear up to 120ft away.

(4-5) Puppeteer: Target within View of creature must CHA Save or Attack an Ally Next Turn.

(6) Deftstrike: Creatures gets One Extra Attack with their Bow or Shortsword that deals 1d6 Damage.

Ghoul

Level 2

Size	AC	HP	Att	Dam	Save	Move
Med	13	10	+1	1d10	14	30ft

Ghouls are feral undead that hunt in the dark, driven by hunger and decay. Their bite can paralyze victims, leaving them unable to move as the ghoul closes in to feed.

Special Traits

Darksight: Creature has No Penalties due to Darkness or Dim Light conditions, but -2 to Attack in Full Light.

Undead: Creature is Immune to Disease, Drowning, Poison and Suffocation, but prone to Undead effects.

Break20 Spikes

On a Break20 attack, roll 1d6 to determine reaction:

(1-3) Bite: Target takes an extra 1d4 Necrotic Damage from the bite of the creature's putrid rotting teeth.

(4-6) Paralysis: Target is immediately Paralyzed and must attempt a CON Save each Turn to End Paralysis.



Goblin

Level 1/2

Size	AC	HP	Att	Dam	Save	Move
Sml	13	3	+1	1d4	15	40ft

Goblins are sneaky, skittering wee pests that infest ruins, forests, and tunnels, surviving through numbers, noise, and opportunism. Individually weak and cowardly, they become dangerous in packs, swarming enemies, harrying from angles, and turning the battlefield into chaos.

Goblin tribes adapt to their environments in strange ways. Some swim through flooded warrens, others see through dim caverns, and a few take to the air on crude, twitching wings. Whatever their form, goblins remain the same at heart: fast, spiteful, and dangerous when underestimated.

Special Traits

Goblins of all ilk are sneaky skittering little pests:

Skitter: Creature gets a Boon to Stealth Checks.

Goblins tribes adapt traits related to their environment:

Amphibious: Creature is able Hold their Breath up to 30 minutes and Swim at normal Move Rate.

Dimsight: Creature Halves Penalties due to Darkness or Dim Light conditions, but -1 to Attack in Full Light.

Winged: Creature is able to Fly at Move Rate, but gets -2 to AC while in flight due to their wingspan.

Break20 Spikes

Goblins get One Break20 effect based on their type:

Archer: Creatures gets One Extra Attack with their Bow or Ranged Weapon that deals 1d4 Damage.

Scout: Creature immediately Double Moves, retreating from combat so it can alert its allies.

Warrior: Target takes an extra 1d4 Damage from the bite of the creature's gnashing sharp teeth.

Grendel Level 1

Size	AC	HP	Att	Dam	Save	Move
Med	13	5	+1	1d8	15	30ft

Grendel brutal orc warriors driven by instinct and rage. They fight like something half-civilized and half-feral, all teeth and impact, pushing forward without restraint.

Grendel adapt to their environments. Some move through water like predators, others hunt by scent, and many fight in darkness. A Break20 turns their violence feral, erupting into sudden damage, movement, or pack-fueled brutality.

Special Traits

Grendel tribes have traits related to their environment:

Aquatic: Creature is able Breathe Water and Swim at double Move Rate, but gets -1 to Attack while on Land.

Bloodhound: Creature gains a Boon to Tracking Skill Checks due to their acute sense of smell.

Dimlight: Creature Halves Penalties due to Darkness or Dim Light conditions, but -1 to Attack in Full Light.

Break20 Spikes

Grendel get One Break20 effect based on their type:

Blood Hunter: Creature gains +1 to Damage for each Break20 rolled during combat.

Feral Warrior: Target takes an extra 1d4 Damage from a headbutt, bite, or other feral attack.

Scout: Creature gets One free Move Action, retreating from combat so it can alert its allies.

Spearman: Creatures gets One Extra Melee or Ranged Attack with their Spear that deals 1d6 Damage.

Harpy Level 3

Size	AC	HP	Att	Dam	Save	Move
Med	14	15	+2	2d6	14	50ft

Harpies are shrieking winged predators that descend from above in flurries of claws and fury. Their wailing cries disorient prey before they strike, tearing through foes with savage aerial attacks and chaotic speed.

Special Traits

Winged: Creature is able to Fly at Move Rate, but gets -2 to AC while in flight due to their wingspan.

Break20 Spikes

On a Break20 attack, roll 1d6 to determine reaction:

(1-3) Wailing: Targets within Earshot must Save or lose One Move Action on their Next Turn.

(4-5) Screech: Targets within Earshot must Save or get -1 to Attacks and Saves on their Next Turn.

(6) Dire Shriek: Targets within Earshot must Save or take 1d6 Damage from the harpy's bitter shrieking.



Ogre Level 8

Size	AC	HP	Att	Dam	Save	Move
Hge	15	40	+4	2d12	10	30ft

Ogres are towering, brutish giants that trudge through the world like living disasters. Slow to anger but overwhelming when roused, they rely on sheer mass and raw violence.

Their presence alone can warp the battlefield, scattering weaker foes and breaking up formations with every step. Different ogres are shaped by the harsh environments they inhabit. Some reek with a foul stench that weakens nearby enemies, others thrive in swamps and bogs where they move with unnatural ease.

Special Traits

Ogre traits vary based on environment and ogre type:

Wood Ogre: Known for their odoriferous and foul stench, targets within Melee Range must Save each Round or get -2 to Attack on their Next Turn.

Bog Ogre: Native to swamps and boggy fens, all bog ogres are Amphibious. They may Swim at normal Move Rate, and Hold their Breath up to 30 Minutes.

Cave Ogre: Lumbering brutes who stalk dark tunnels and caverns, cave ogres have Dimlight which Halves all Penalties due to darkness or dim lighting conditions.

Break20 Spikes

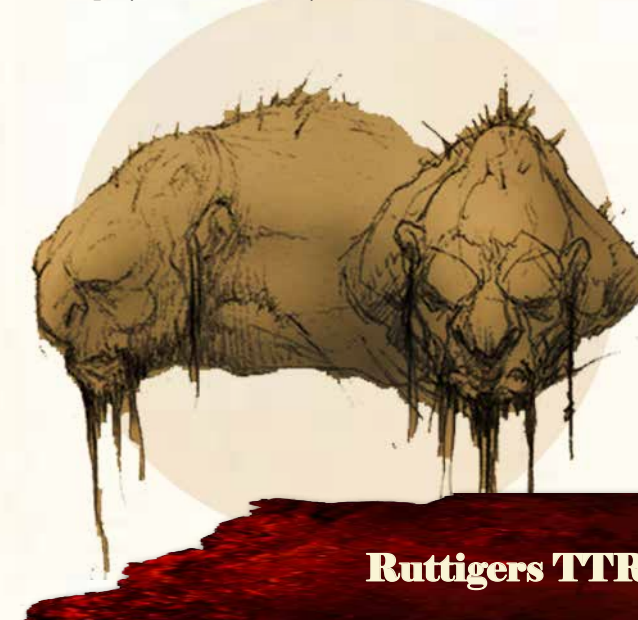
On a Break20 attack, roll 1d6 to determine reaction:

(1-3) Hurl Foe: Ogre hurls one random melee foe 30ft; they take 2d6 damage unless they Save for Half Damage.

(4-5) Wild Swing: All targets within 10ft of ogre Save or take 1d8 damage from the ogre's wild swing.

(6) Rage Haze: The ogre enters a frenzy; it deals double damage on its Next Successful Attack roll.

If an ogre enters a Rage Haze, make sure to telegraph it to the players, in case they want to switch tactics, or flee!



Troll Level 6

Size	AC	HP	Att	Dam	Save	Move
Lrg	15	30	+3	2d10	12	30ft

Trolls are massive, ravenous horrors that stalk caves, swamps, and black waters, driven by hunger and vicious instinct. Their claws can rend foes apart in seconds, while their unnatural regeneration knits flesh and bone back together unless the creature is completely destroyed.

Special Traits

Trolls adapt traits related to their environment:

Amphibious: Creature is able Hold their Breath up to 30 minutes and Swim at normal Move Rate.

Aquatic: Creature is able Breathe Water and Swim at double Move Rate, but gets -1 to Attack while on Land.

Dimlight: Creature Halves Penalties due to Darkness or Dim Light conditions, but -1 to Attack in Full Light.

Break20 Spikes

On a Break20 attack, roll 1d6 to determine reaction:

(1-3) Rend: Target takes an extra 1d10 Damage from the long sharp claws and rotted teeth of the troll.

(4-6) Regenerate: Creature recovers 2d6 Hit Points.

