

RUTTINGERS ALMANAC



Quick Start Rules
Blood, Guts and Bad Ideas



This project is dedicated to the friends creating this 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. Without them, this project would never have gotten off the ground.

Quick Start

What's Contained in this Quick Start Package..?

Character Sheet

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

Core Rules

Everything you need to start playing, no fuss. The full book will add plenty of extra optional rules, but these Quick Start rules are all you need to get started.

Character Cauldron

Our random character generator is a blast. Roll a race, attributes, class, skillset, quirky bogeys and trinkets, and even a minor enchantment for one of your items. Instant Ruttiger ready for adventure.

Class Details

A peek at the four sample classes and how they play, plus a teaser for the full 24-class roster we are cooking up for the main book.

Class Samples

Four ready-to-play classes, Berserker, Huntsman, Slyhand, and Necromancer, each with its own unique flavor and tactics at the table.

Equipment List

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

Mini Bestiary

37 creatures and 27 special traits you can drop right into your games. All built using the Creature Cauldron that will be one of the core features of our main book.

Gazetteer Sample

Two pages from the Gazetteer transport you straight into the harsh orc homelands of Warmungr and the wild, roiling waters of the Pig Sea.

We cannot 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, your dice, and let the chaos of Ruttigers begin.

Ruttigers Almanac

What's are the Contents of the Final Book..?

Core & Ancillary Rules

Expanded ancillary rules and a wealth of optional systems so you can run the game your way.

24 Character Classes

A full roster of 24 classes, including several play styles you have likely never seen before.

Creature Cauldron

The complete Creature Cauldron with stat blocks, special traits, and everything needed to build monsters and NPCs in minutes.

Creature Bestiary

A full bestiary of 20 core creature types, plus guidance for customizing your own.

Skirmish & Siege

Fast rules for small unit skirmishes, sieges, ship-to-ship combat, and massive behemoths that require a small army to defeat.

Game Widgets

A collection of mini games that encourage exploration and add flavor to downtime sessions.

Setting Gazetteer

A detailed look at the Ruttigers setting, including its cosmology, the City of Rhoringhad, and numerous NPCs, beasts, and story hooks.

Campaign Add-Ons

Planned expansions such as **Unhinged Arcana**, several **Gazetteer Expansions**, and printable **Creature Cards** to grow your campaign.

We hope you enjoy it!

Richard & The Ruttigers Crew

Quicksilver Rules

Actions per Turn
Each Turn take:
One Attack Action
One Move Action
One Minor Action

Attack Actions
Melee Attack
Range Attack
Spell/Cantrip
Move Action

Move Actions
Movement
Skill Check

Minor Actions
Bind Wounds
Disengage
Draw Weapon
Drink Potion
Mount/Dismount
Read Scroll
Take/Exit Cover

Initiative Rolls
Roll DEX or WIS
Saving Throw

Attack Rolls
Martial Weapon
D20+STR vs. AC
Rogue Weapon
D20+DEX vs. AC

Critical Hits
Break20: Add
Excess to Damage
Nat20:
Double Break20

Saving Throw
D20+Mod+½Level
Vs. Difficulty 11

Skill Checks
D20+Mod
Vs. Difficulty

Boons & Banes
Boon: Roll 2 Die
Keep Highest
Bane: Roll 2 Die
Keep Lowest

Armor & Move
Light 40ft
Leather, Padded
Slowed - 1d8 x5ft
Medium 30ft
Chainmail, Ringmail
Slowed - 1d6 x5ft
Heavy 20ft
Platemail, Scalemail
Slowed - 1d4 x5ft

Ruttigers Manifest

Name: _____

Race: _____ Size: _____

Class Levels: _____

Levels

○
Experience Points

Armor Class

Hit Points

Current Hp

STR	CON	DEX	WIS	INT	CHA
Brute Force Martial Attack	Hit Points HP Recovery	Agility/Deftness Rogue Attack	Spot/Search Detect Magic	Recall Lore Identify Magic	Barter/Bluff Willpower

Rogue Skills

Freeclimb DEX + ____
Grifting CHA + ____
Search WIS + ____
Stealth DEX + ____
Thievery DEX + ____

Scholar Skills

Arcana INT + ____
Decipher INT + ____
Occultism INT + ____
Reliquary INT + ____
Wyrding WIS + ____

Survival Skills

Climbing STR + ____
Delving WIS + ____
Riding DEX + ____
Swimming CON + ____
Tracking WIS + ____

Equipment & Coinage

Coin

Melee

Range

Martial

1d8 or Higher
Damage
+STR to Attack

Rogue

1d6 or Lower
Damage
+DEX to Attack

Damage & Death

Unconscious
0hp

Bleeding
1d4hp Rnd

Final Death
-10hp

Rest &
Recovery

1d6hp+

CON+Level

per 8hrs Rest

Fatigue

-1 D20 Rolls

1pt Fatigue

Last Will & Testament

Ruttigers Notes



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Core Rules

Fundamental Rules for Playing 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 influence. 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 (Slowed)	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 XX

Critical Hits

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

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.

Some creature abilities inflict unnatural Fatigue. When caused this way, reaching 5 Fatigue may result in paralysis, petrification, or even death!



Character Cauldron

Brew Up a Random Player Character..

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 Huntsman, a deft-handed Slyhand, or a even dread Necromancer!

Determine Race

Roll 1d6 to determine your character's Race, or choose:

D6	Races	Size	Attribute Adjustments
1	Pecklyn	Sml	+2 Dexterity
2	Sifey	Med	+1 Dexterity, +1 Wisdom
3	Human	Med	+1 to Any Two Attributes
4	Human	Med	+2 to One Attribute
5	Stout	Med	+1 Strength, +1 Constitution
6	Firbolg	Lrg	+2 Strength

Pecklyn: Boon Stealth, cannot wield Heavy 1d12 Weapons

Sifey: Immune Charm, takes +1 Damage from Iron Weapons

Human: No inherent special traits or innate weaknesses

Stout: Boon to Hit Die Rolls, -2 to Climb & Swim Checks

Firbolg: Bane to Stealth, wield Heavy Weapons 1 Handed

Note: The final book will have far more detail on each race

Roll Attributes

Roll 3d6, Six Times, Re-roll Ones. Place each result with an Attribute and apply their Attribute Adjustments:

Strength: Brute force, Martial Weapon* Attack modifier, push, pull, shove.

Constitution: Endurance and stamina, adjusts Hit Point, stamina Saves.

Dexterity: Agility and deftness, add to AC and Rogue Weapon* Attack rolls.

Wisdom: Alertness and sixth sense, add to Initiative and Spot Checks.

Intelligence: Intellect and knowledge, add to Lore and Identify Magic Checks.

Charisma: Presence and willpower, add to Grifting and Negotiation 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

Note: Martial Weapons deal 1d8 or Higher Damage, and Rogue Weapons deal 1d6 or Lower Damage, see Page 15.

Determine Class

Roll 1d8 to determine your character's starting Class:

D8	Class	Description	Prime Stats
1-2	Berserker	Battlefield Rager	STR/CON
3-4	Huntsman	Wild Huntsman	STR/WIS
5-6	Necromancer	Dead Summoner	CHA/INT
7-8	Slyhand	Alleyway Thief	DEX/WIS

Each Class has a unique talents your character is trained in, such as raw unbridled rage, wilderness survival, stealth and blade-work, or summoning the dead.

For details of the Classes see the Class Overview on Page 9

Determine Skills

To determine Starting Skills roll a D6 Three Times on one of the Skillset Charts below, using this method:

1st Skill: Roll a D6, gain +1 to that Skill

2nd Skill: Roll a D6, gain +2 to that Skill

3rd Skill: Roll a D6, gain +3 to that Skill

If you roll a 1, put your bonus in a skill of your choosing.

1 Rogue Skills

2	Freeclimb	DEX	Climbing freehand without ropes
3	Grifting	CHA	Haggling, con artistry, gambling
4	Search	WIS	Search area, spot traps & hazards
5	Stealth	DEX	Moving silently, hiding in shadows
6	Thievery	DEX	Sleight of hand, pick locks & traps

1 Scholar Skills

2	Arcana	INT	Recall lore & identify magic types
3	Decipher	INT	Decipher unknown glyphs & runes
4	Occultism	INT	Lore on demonology & necromancy
5	Reliquary	INT	Identify and appraise magic items
6	Wyrding	WIS	Detect magical auras & sixth sense

1 Survival Skills

2	Climbing	STR	Climbing with rope or other tools
3	Delving	WIS	Subterranean survival & foraging
4	Riding	DEX	Ride land based or winged mounts
5	Swimming	CON	Swimming in choppy rough waters
6	Tracking	WIS	Read tracks, forage food & water

This gives you an idea of which skills you character may have picked up before they decided on becoming Ruttiger.

For details of the Skills see the Class Overview on Page 9

Bogeys & Trinkets

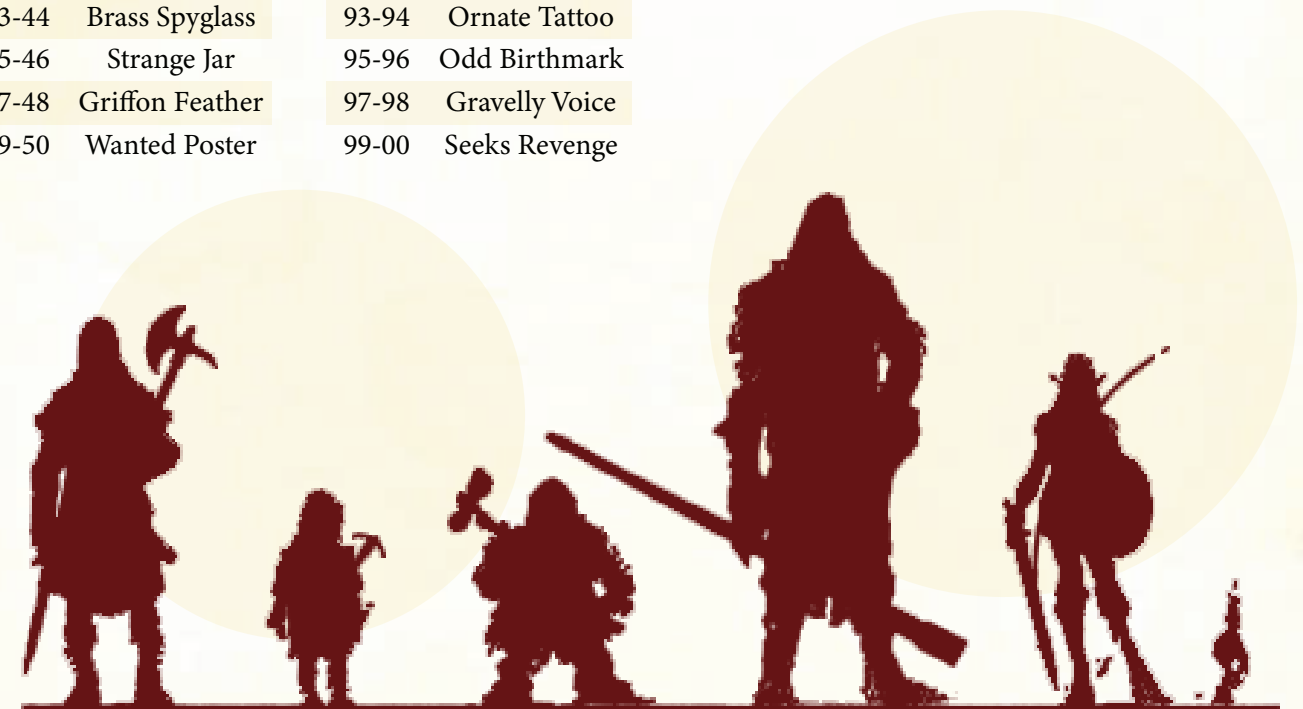
Roll D100 Three Times to determine Bogeys & Trinkets:

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

Item Enchantments

Roll 1d20 for an Enchantment to place upon an item:

D20	Enchantment	Enchantment Description
1	Curing	Cures Disease or Poison, 1/Day
2	Disguise	Grants Illusionary Disguise, 1/Day
3	Duskshroud	Grants +2 to Stealth Check rolls
4	Feywise	Detects Fey Creatures within 120ft
5	Grimwise	Detects Demons/Undead in 120ft
6	Hexbreak	Dispels One Spell Effect, 1/Day
7	Lucent	30ft Radius Light, On Command
8	Returning	Returns to Owner, On Command
9	Flameward	Grants -2 Damage from Fire
10	Stormward	Grants -2 Damage from Lightning
11	Frostward	Grants -2 Damage from Frost
12	Gravenward	Grants -2 Damage from Necrotic
13	Mageward	Grants +2 to Spell Saving Throws
14	Blighted	Weapon deals +1 Necrotic Damage
15	Firebrand	Weapon deals +1 Fire Damage
16	Frostbrand	Weapon deals +1 Frost Damage
17	Stormbrand	Weapon deals +1 Lightning Damage
18	Cryptbane	Weapon deals +1 Damage vs. Undead
19	Demonbane	Weapon deals +1 Damage vs. Demons
20	Roll Twice	Roll Two Item Enchantments



Human Pecklyn Stout Firbolg Sifey

Class Details

A Brief Overview of Classes and how they Work...

The Quick Start Rules include four classes:

Berserker, Huntsman, Necromancer, and Slyhand.

Each class is built around three or four simple mechanics designed to capture how the class should feel in play. The goal is quick to learn, easy to run, and distinct at the table.

Here's a quick peek at the 24 classes in the final book:

Martial & Rogue Classes

Berserker: Melee Fighter (Rage & Instincts)

Blackguard Melee Mixed (Dirty Fighter)

Brawler: Unarmed Fighter (Donnybrook!)

Brigantes: Mixed Fighter (Warlord/Man at Arms)

Delver: Mixed Rogue (Cavern/Tomb Raider)

Grimjack: Mixed Fighter (Demon/Undead Hunter)

Huntsman: Mixed Fighter (Heavy Weapon Ranger)

Raike: Mixed Rogue (Spying, Subterfuge, Backstab)

Scout: Mixed Rogue (Light Ranger, Spot, Initiative)

Sharpeye: Range Mixed (Sharpshooter, Bows)

Slyhand: Melee Rogue (Thievery, Dual Wield)

Swashbuckler: Melee Rogue (Acrobat, Bravado)

Magic Using Classes

Blackfriar: Divine (Exorcism, Rebuke)

Greyfriar: Divine (Heal, Cure, Protection)

Homunculist: Arcane (Homunculi Crafter)

Killraven: Occult (Crow Spirit, Curses)

Korrigan: Sylvan (Beast Summoner/Shifter)

Mocklyn: Arcane (Trickster, Doppelgänger)

Necromancer: Occult (Call Undead, Necrotic)

Runewytc: Arcane (Runes & Wytc Tattoos)

Slywytc: Occult (Stealth, Shadow Magic)

Warlock: Occult (Heretic, Demonology)

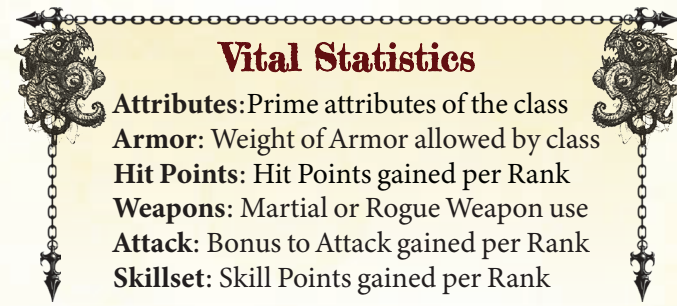
Warwytc: Arcane (Elementalist Mage)

Wickbottle: Arcane (Mad Bomber Alchemist)

We're having a blast making these classes, most of which combine mechanics we've tested and toyed with before. We can't wait to get them in your hands!

Vital Statistics

Vital Statistics serve as the foundation of each class:



Vital Statistics

Attributes: Prime attributes of the class
Armor: Weight of Armor allowed by class
Hit Points: Hit Points gained per Rank
Weapons: Martial or Rogue Weapon use
Attack: Bonus to Attack gained per Rank
Skillset: Skill Points gained per Rank

These Vital Statistics give a simple overview of the class.

Class Talents

Each class features one heavy-hitting talent and one or two smaller abilities that add utility and flavor. The Berserker has Rage and Feral Maneuvers, the Huntsman gains Preferred Weapons and Prey, the Necromancer summons corpses and casts Occult Cantrips, and the Slyhand relies on Dual Attacks and Backstab dice. These talents define how each class plays at the table.

Most spell casting classes start with a small set of Cantrips that align to the magic type they wield. We have created a simple and fun system for Cantrip Casting.

Cantrip Casting

Cantrips are small repertoires of spells taught to novice casters. They may be cast freely, but if a casting fails, that Cantrip cannot be used again that day.

To cast a Cantrip, roll D20 + MOD + Caster Rank vs Difficulty 11, then consult the result below:

Nat1: Cantrip backfires, GM decides the effects

Failure: Cantrip cast, but can't be used again today

Success: Cantrip successfully cast and can be recast

Break20: Cantrip Cast, Double Duration or Effect

Nat20: Cantrip Cast, Triple Duration or Effect

The Casting Modifier (MOD) depends on class. A Failure means the Cantrip is cast successfully, but that specific Cantrip cannot be used again until after a Long Rest.

Class Descriptions

Found on the right side of each class page. This section gives a brief overview of how the class plays, highlights mentors who may train characters in their craft, and includes a quote from one of those mentors, along with a suggested theme song.

Level Advancement

We are exploring several Level advancement options, including standard experience point (XP) progression for all classes, varied progression by class type such as Martial, Rogue, and Caster, and other approaches you can tailor to your game.

For the Quick Start rules, we recommend Milestone advancement. The Game Master may grant a Level after three or four sessions, or at key points in the story. We keep it simple for now.

Multi Classing

Our system uses a simple Multi Classing system. Each time a character gains a Level, they may take a Rank in a class. This lets players track overall Level separately from specialty class Ranks.

Characters may take Ranks in up to three classes, and create their own customized hybrid builds.

So, that's the basic class overview. Try out a few of our classes, see how they play, and let us know what you think. We'd love to hear!



Berserker

Feral Weapon of Raw Unhinged Rage...

Vital Statistics

Attributes: Strength & Constitution
Armor: Light Armor, may use Shield
Hit Points: 1d10+CON per Rank
Weapons: Martial Melee Weapons
Attack: +1 to Melee Attack per Rank
Skillset: +1 to 2 Survival Skills per Rank

Rage Die

Once per Turn, the Berserker may add their Rage Die to a Melee Attack or Melee Damage roll, or they may 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

If rendered Unconscious, the Rage Die may be rolled once to recover Hit Points, and snap back from near death.

Blood Rush

When a Berserker enters battle they use One Move Action to focus fury, roll D20 + CHA + Berserker Rank versus a Difficulty of 11: Roll results are shown below:

Nat1: Tepid, you get a -1 to Attack rolls First Turn

Failure: Cold Blood, No Damage bonus First Turn

Success: Blood Rush, gain +1 to Damage First Turn

Break20: Blood Boil, gain +2 to Damage First Turn

Nat20: Blood Frenzy, gain +3 to Damage First Turn

Growl, scream, bang your shield with your battleaxe!

Feral Instincts

Once per Round a Berserker may roll a Saving Throw, as noted, to attempt one of the following Maneuvers:

Bullrush (CON) Double your Movement this Turn

Grit (CON) Take Half Damage from one Attack or Spell

Iron Will (CHA) Negate one Charm or Fear Effect

Meat Shield (STR) Take Damage for one Melee Ally

Shove (STR) One Melee Foe gets a Bane to next Attack

War Cry (CHA) Adjacent foes must Save or retreat 30ft

Feral Maneuvers don't come from studying dusty old tomes. They are decisive actions, fueled by raw, savage impulse.

Berserker Class

Berserkers thrive in the thick of battle, trading precision for raw fury and endurance. They wade into combat, shrugging off wounds and striking with brutal force. Their Rage fuels both attack and survival, letting them press the assault long after others fall. So unrelenting and savage are they, that they've been known to shrug off the gnarled hands of Death herself.

Berserker Mentors

Berserker mentors do not teach. They push and drive would-be Berserkers until they are as feral as starving wolves. They know a Berserker is forged by battle, blood, and hardship. The Bhorna tribes of Ferost sometimes take in acolytes of the blood rage. Those who endure the trials are reborn within the clan as savage, elite warriors, feared and revered in equal measure.

Berserker Flavor

"The ogre's spear tore through my shoulder. I dropped to my knees and sank into the mire. Darkness swallowed me. Nothingness. Then air ripped into my lungs like a dire wolf tearing into prey. Blood and muck on my lips, I roar and snatch my axe. No son of the Bhorna dies today, not without taking vengeance first!"

- *Hugin Ulfhedinn, The Dire Wolf*

Theme: *Büick dich, Rammstein*



Huntsman

Hardy Wilderness Explorer and Guide...

Vital Statistics

Attributes: Strength & Wisdom
Armor: Light or Medium & Shield
Hit Points: 1d8+CON per Rank
Weapons: Martial Melee/Range
Attack: +1 to Melee or Range per Rank
Skillset: +1 to 3 Survival Skills per Rank

Tools of the Trade

At 1st Rank, choose one Melee and one Ranged Martial Weapon. Add half your Huntsman Rank (round up) to Damage with these weapons. These are your trade tools.

Hunter's Grudge

At 1st, 5th, and 10th Rank, choose one Creature Type. Your weapons deal one die higher damage against that type. Note, weapons that normally deal 1D12 damage deal 2D6.

Stalk Prey

When you Break20 on a Tracking Check, you permanently gain +1 to Attack rolls, Lore & Tracking Checks versus that Creature Type. Maximum one Stalk Prey Bonus per Type.

Wild Calling

Make one wild Calling per Day, creatures you can call are based your Huntsman Rank; creatures remain for One Day.

Skulker (Rank 1) Call one 1/4HD creature, such as a ferret or lizard. It has a Boon to Stealth, can create minor distractions, and retrieve small items.

Mounts (Rank 3) Call 1d6 2HD mounts, such as stags or wild horses. Mounts double your overland Move Rate, but are skittish and will not engage in combat.

Hunter (Rank 6) Call one 3HD predator to aid you, such as a wolf or panther. It has a Boon to Tracking.

Guardian (Rank 9) Call one 6HD large predator to fight by your side, such as a bear or huge boar. This wilderness guardian will fight to the death for the Huntsman!

The exact creatures the Huntsman calls forth reflect the surrounding environment, whether is be forest, swamp, tundra, desert, or a barren wasteland.

Beast Stats: *For beast stats see the Bestiary section.*

Huntsman Class

The Huntsman excels at tracking and staking prey. They blend Martial Melee and Ranged combat with keen survival skills, calling creatures to aid them, and exploiting the weaknesses of their quarry. Huntsmen are self-reliant, patient, and dangerous; their mastery over terrain and beasts makes them formidable opponents.

Huntsman Mentors

Huntsman Mentors are typically found on the outskirts of remote villages, in secluded lodges, or deep forests where the wild is untamed. Tempest Maelstrom prowls the forests of Armwraithe, but few are foolish enough to seek him there. Rholan the Grey, a gruff dwarf huntsman, prowls the craggy hills of the Dwahr Dhine, teaching tracking and axe-craft to those with the fortitude and grit to endure his tutelage.

Huntsman Flavor

"This was no kingswoeld, filled with placid deer and cooney; this was the Armwraithe, a twisted and cursed forest. Its sullen oaks were wide, fat, and darkened grey. Their leaves black with blood-red veins... and the brambles, those cursed black brambles. After a few breathless moments, I saw it, silhouetted against the moonlight. It looked like a mangy half-dead dire wolf, but was as tall as a draft horse at the shoulder."

- *Rholan the Grey, Longwalker of Bharghest Droom*

Theme: *Promentory, Last of the Mahicans*



Necromancer

Heretical Summoner of Undead Thralls...

Vital Statistics

Attributes: Charisma & Intelligence
Armor: Light or Medium, No Shield
Hit Points: 1d6+CON per Rank
Weapons: Martial or Rogue
Attack: +1 to Melee Attack per Rank
Skillset: +1 to 3 Scholar Skills per Rank

Summon Undead

A Necromancer may animate corpses totaling a number of Hit Dice equal to their Rank each Day. HD can be split among multiple summons throughout the day.

HD	Size	AC	HP	Att	Dam	Save	Move
1	Med	11	5	+0	1d8	15	40ft
2	Med	12	10	+1	1d10	14	40ft
3	Med	12	15	+1	1d12	14	35ft
4	Lrg	13	20	+2	2d6	13	35ft
5	Lrg	13	25	+2	2d8	13	30ft
6	Lrg	14	30	+3	2d10	12	30ft
7	Hge	14	35	+3	2d12	12	25ft
8	Hge	15	40	+4	3d8	10	25ft
9	Hge	15	45	+4	3d10	10	20ft
10	Gnt	16	50	+5	3d10	9	15ft

Undead: All summoned corpses are creature type Undead, and are Immune to Disease, Poison, and Suffocation.

Necromancer Cantrips

Roll D20 + CHA + Rank versus a Difficulty of 11 to cast:

Balewing: Caster sprouts leathery bat-like wings and may Fly at Normal Move Rate for 6 Rounds.

Deadcant: Caster may touch One Corpse and ask it up to three questions. Truth is not guaranteed!

Grim Visage: Caster gains an Illusionary Disguise of one creature they have seen die for 6 Rounds.

Imbue Rot: Weapon Caster holds gains a Necrotic Damage bonus equal to Half their Rank (round up) for 6 Rounds.

Undeath: Caster becomes an Undead and is Immune to Disease, Poison, and Suffocation for 6 Rounds.

Casting: See Cantrip Casting in the Class Overview section.

Necromancer Class

Necromancers summon corpse thralls to serve them on and off the battlefield. When pressed, they channel rot through a weapon for necrotic strikes, grow bat-like wings to reposition or escape, and briefly embrace undeath to ignore poison, disease, and suffocation.

Necromancer Mentors

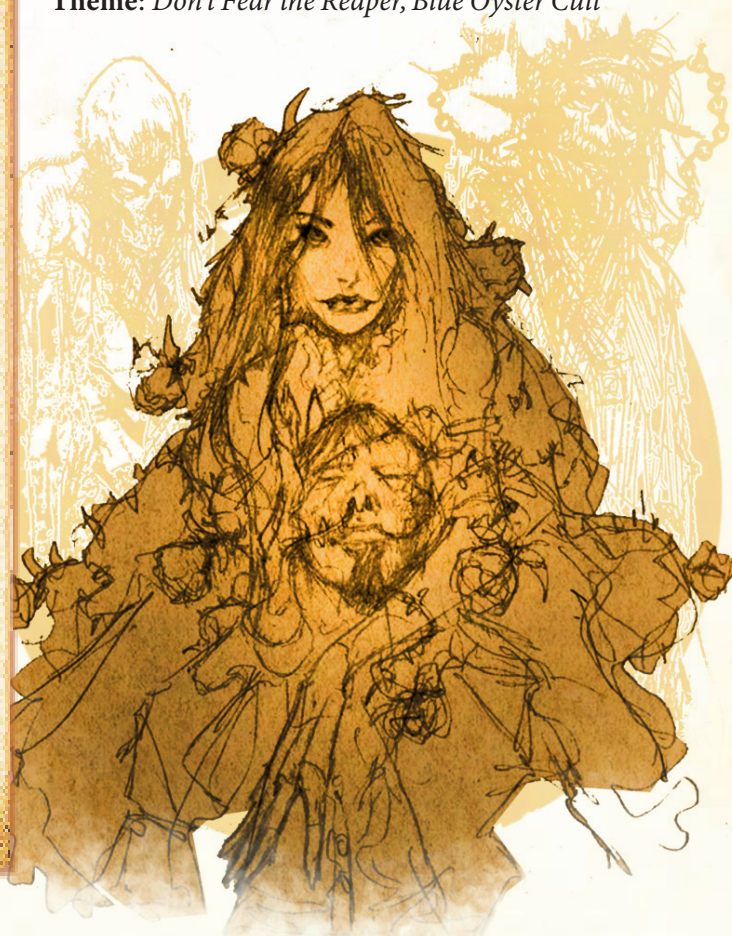
Necromancer mentors are feared and often furtive, hidden away in crumbling crypts or abandoned ruins. The seductive Nefesta is said to haunt the tombs around Wicklowe, while the meticulous Morgan Hartbane studies cadavers pilfered from the Graveyard Quarter of Rhoringhad. A Necromancer mentor teaches mastery of the undead, and the cold pragmatism needed to wield death as a weapon.

Necromancer Flavor

“Oh my love, though it pains me to see you so sullen and desiccated, I do take solace in the fact that you may perhaps serve me better in death, than you ever did in life. Now my dearest, pick up that rusty old blade and dispatch these ruffians for me. That’s a good boy!”

- *Nefesta of Wicklowe, Necromancer*

Theme: *Don't Fear the Reaper, Blue Oyster Cult*



Slyhand

Stealthy Deft-Handed Alleyway Cutthroat...

Vital Statistics

Attributes: Dexterity & Wisdom
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 3 Rogue Skills per Rank

Devil's Cross

When wielding a Shortsword and Dagger, you may use One Attack Action to make One Attack with each weapon. Wearing a Shortsword and Dagger on your left flank is known in the Thieves Quarter as the Devil's Cross.

Alternatively, you may use One Attack Action to throw two Daggers. This technique is referred to as the Snapdragon.

Slyhand Dice

Every Second Rank, Slyhands gain One D6 Slyhand Die per Rank which may be used in the following manners:

Strike: Add to Dagger or Shortsword Attack roll

Twist: Add to Dagger or Shortsword Damage roll

Dodge: Reduce Damage of an Attack, Spell, or Hazard

Cat's Reflexes: Add to a DEX or WIS Saving Throw roll

Thievery Skills: Add to any Rogue Skill Check roll

Each Slyhand Die may be used Once per Day, and any used die replenish until after a Long Rest.

Guild Connections

When a Slyhand enters a settlement with an active Thieves' Guild, roll D20 + CHA + Slyhand Rank versus a Difficulty of 11: Roll results are shown below:

Nat1: The Guild wants you dealt with right now

Failure: You're known, and not fondly

Success: A contact offers quiet assistance

Break20: A Guild member owes you a favor

Nat20: A Guild leader offers a job or favor

Guild aid may grant information, safe passage, or access to black markets, at the Game Master's discretion.

Guild Risks: *Dealing with Thieves Guilds can be a risky business, so keep your wits and blades sharp!*

Slyhand Class

Slyhands thrive on agility, deft hands, and split-second strikes. They combine Shortsword and Dagger attacks with their Devil's Cross technique, and the Snapdragon for fleeing foes. Experts at stealth and sleight of hand, Slyhands are the natural predators of any urban environment. They strike hard, vanish quickly, and leave their foes baffled and light on coin.

Slyhand Mentors

Slyhand Mentors can be found in gambling houses, shadowed backstreets, and hidden nooks of major cities. Sloakum of the Scythe Thieves Guild teaches knife-work in the winding alleys of Rhoringhad's Thieves Quarter, while Kyth the Cat prowls the rooftops of Blister Town, instructing ringtails in stealth, deception, and the art of walking unseen.

Slyhand Flavor

“The alley stinks of wet rats and old coin, and my eyes sharp, if a bit blurry. Fingers twitch, knives ready, a slow purring growl slipping past my lips. That merchant's purse is fatter than he is. How could I resist? Wait, I just ah-membered, I'm a bit drunk. Maybe I'll linger a bit longer in the shadows. I can't afford another throttling from the city watch. Nope, not tonight, hiccup...”

- *Kyth the Cat, Scythe Guild Slyhand*

Theme: *Black Dog, Led Zeppelin*



Equipment

Ruttigers Armor, Weapons and 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.

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

*Some say Widows Salt keeps Undead at bay, others say it’s an old folk tale. Try it and find out. What could go wrong?

Armor, Helm & Shield

Armor	AC	Move (Slowed)	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

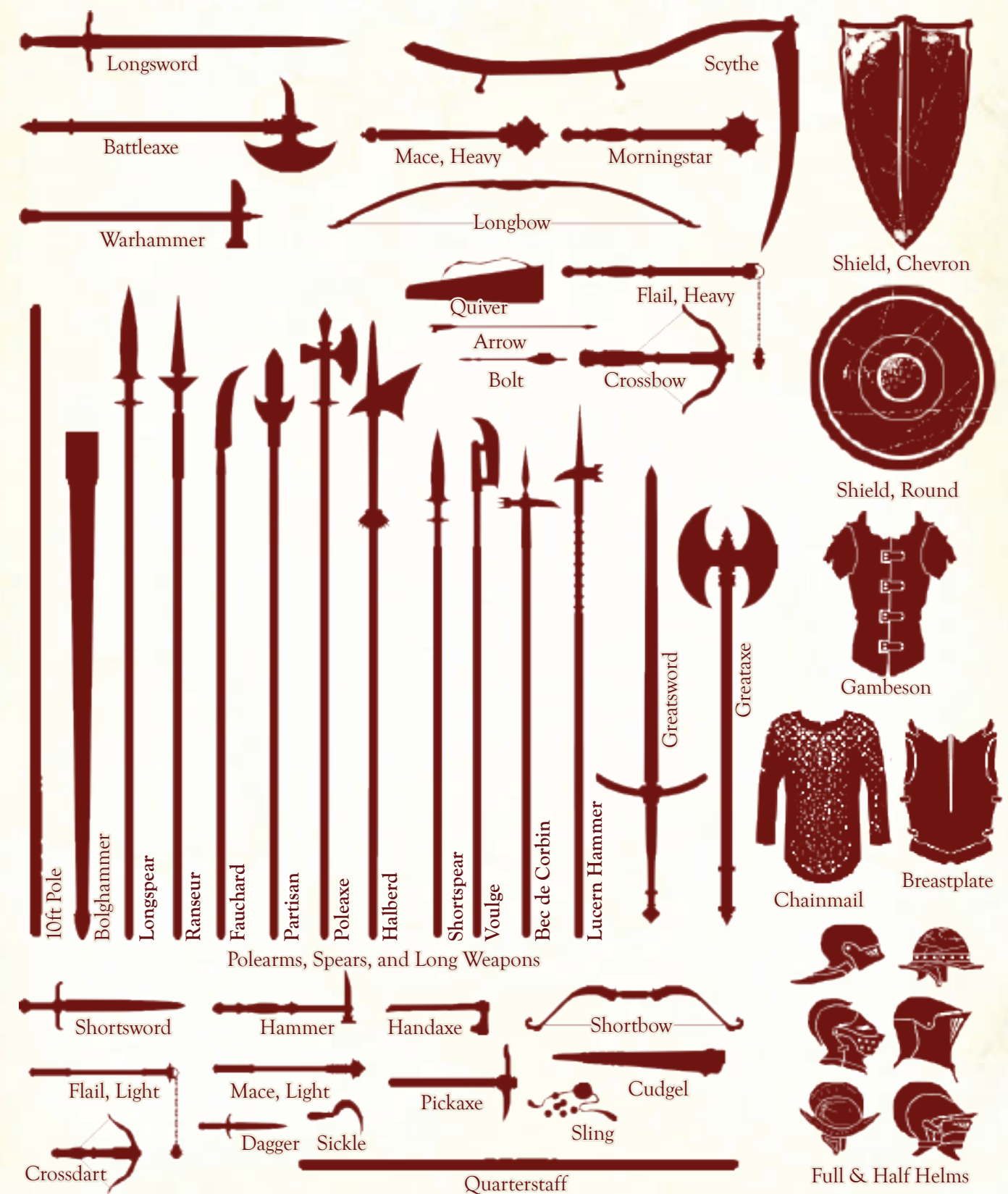
Rogue Weapons

Weapon	Dam	Range	Weapon 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	Weapon 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

Weapons & Armor



Mini Bestiary

Beasties both Faire & Foul to get you started...

This Mini Bestiary contains nearly 40 creatures divided into three categories: Humanoid, Animal, and Monster.

All creatures were built using the **Creature Cauldron**, the quick and easy monster builder found in the full version of this book. If you enjoy these entries, you can use the same system to create your own creatures in minutes.

Stat Blocks

Each stat block lists Hit Die (**HD**), Size, Armor Class (**AC**), Hit Points (**HP**), Attack bonus (**Att**), Damage (**Dam**), Save target (**Save**), Movement Rate (**Move**), Special Traits, and THREAT Die. Most of these should be familiar to players and Game Masters alike.

The new elements are Special Traits and the THREAT.

Special Traits

Special Traits define what makes a creature unique. These may grant unusual abilities, movement options, resistances, or tactical advantages. Some traits are referred to as **Net Neutral**, meaning they provide both a benefit and a drawback that balance out. These add flavor without significantly increasing a creature's overall power. Traits marked with an *asterisk are fueled by **THREAT**.

THREAT Dice

Creatures typically have 1d6 THREAT per Hit Die. This is a limited resource used to power certain abilities such as breath weapons, regeneration, or the duration of charm effects. By default, creatures may spend THREAT to add the result to an **Attack** roll or **Saving Throw**. Traits marked with an asterisk simply give creatures additional ways to spend THREAT, making encounters more dynamic.



Special Traits List

Amphibious: Creature can Hold Breath up to 30 Minutes and Swim at Full Move rate.

Bloodhound: Creature gains a Boon to Tracking Checks but takes +1 damage from Noxious effects.

***Breathe:** Exhales 120ft Long Cone, 15ft Base, that deals THREAT Damage, Targets DEX Save for Half Damage.

***Charm:** Targets within View must CHA Save or they will treat creature as a Trusted Ally for THREAT Rounds.

***Crush:** On a successful Hit, add 1 THREAT to Damage.

Darksight: Creature gets No Penalties in Darkness, but gets -2 to Attack rolls in Full Light.

Dimisight: Creature Halves Penalties from Darkness, but gets -1 to Attack rolls in Full Light

***Ethereal:** Creature cannot Take or Deal Damage unless they become Corporeal for THREAT Rounds.

***Feral:** Creature may add THREAT x10ft to Movement.

Feyblood: Creature is Immune to Charm, but they take +1 Damage from Iron Weapons.

***Gallop:** Able to Double Move rate for THREAT Hours.

***Gore:** On a successful Hit, add 1 THREAT to Damage.

***Hurling:** Use an Attack Action to Hurl a Large Object up to 120ft that deals THREAT Damage.

***Leader:** Creature may grant Minions within View +1 to Attack & Damage for THREAT Rounds.

Lucky: Re-roll One Save or Skill Check, Once per Day.

Odoriferous: Targets within Melee Range must Save or get -1 to Attack next Turn. Creature has a Bane to Stealth.

Pilfer: Creature gets a Boon to Thievery Checks.

***Regenerate:** Creature may use a Move Action to regain THREAT Hit Points.

***Scream:** Targets within Earshot take THREAT Damage from scream, Targets WIS Save for Half Damage.

Shapeshift: Shift shape into Humanoid of same Size, but must Save to maintain shape if Damage or in Full Light.

Skeletal: Takes +1 Damage from Blunt weapons, and -1 Damage from Missiles such as arrows, bolts, and daggers.

Spiderclimb: Creature is able to climb freely like a spider.

***Stonegaze:** 1 Target in View Saves or takes 1pt of Fatigue per THREAT, at 5pts of Fatigue, the Target is Petrified.

Split Attack: Creature may Split Damage Die between Two Attacks, striking at two different foes each Turn.

Undead: Creature is Immune to Diseases, Poisons and Suffocation, but prone to Undead related effects.

Vampiric: Creature recovers Hit Points equal to Break20 Damage they deal, but gets -2 to Attack in Full Light.

Winged: Creature is able to Fly at Move rate, but attackers get +2 to hit them when in flight, due to wingspan.

Mini Bestiary - Stats Blocks

HD	Humanoids	Size	AC	HP	Att	Dam	Save	Move	Special Traits	THREAT
1	Human	Med	10	5	+1	1d8	11	40ft	No Special Traits	1d6
½	Pecklyn	Sml	12	3	+0	1d4	11	40ft	Lucky	1d4
1	Sifey	Med	11	4	+1	1d8	11	40ft	Feyblood	1d6
1	Stout	Med	9	6	+1	1d8	11	40ft	No Special Traits	1d6
2	Firbolg	Lrg	8	10	+1	1d10	10	40ft	No Special Traits	2d6
1	Elf, Dark	Med	11	4	+1	1d8	11	40ft	Darksight, Feyblood	1d6
½	Goblin	Sml	12	3	+0	1d4	11	40ft	Dimisight	1d4
1	Hobgoblin	Med	10	5	+1	1d8	11	40ft	Dimisight, *Leader	1d6
¼	Kobold	Tny	13	1	+0	1d2	11	40ft	Darksight	1d2
1	Gnoll	Med	10	5	+1	1d8	11	40ft	Bloodhound	1d6
1	Lizardfolk	Med	11	4	+1	1d8	11	40ft	Amphibious	1d6

HD	Animals	Size	AC	HP	Att	Dam	Save	Move	Special Traits	THREAT
6	Bear	Lrg	15	30	+3	2d10	8	50ft	*Crush, *Feral	6d6
2	Boar	Med	13	10	+1	1d10	10	40ft	*Feral, *Gore	2d6
1	Deer	Lrg	13	5	+1	1d8	11	50ft	*Gallop	1d6
½	Falcon	Tny	13	3	+0	1d4	11	40ft	Winged	1d4
¼	Ferret	Tny	12	1	+0	1d2	11	40ft	Pilfer	1d2
3	Horse	Lrg	14	15	+2	1d12	10	50ft	*Gallop	3d6
2	Spider	Med	13	10	+1	1d10	10	30ft	*Feral, Spiderclimb	2d6
3	Wolf	Med	14	15	+2	1d12	10	40ft	Bloodhound	3d6

HD	Monsters	Size	AC	HP	Att	Dam	Save	Move	Special Traits	THREAT
3	Basilisk	Med	14	15	+2	1d12	10	40ft	*Stonegaze	3d6
10	Drake	Gnt	16	50	+5	3d12	6	40ft	*Breathe (Fire)	10d6
2	Dryad	Med	13	10	+1	1d10	10	40ft	*Charm, Feyblood	2d6
7	Ettin	Hge	15	35	+4	2d12	8	40ft	*Crush, Split Attack	8d6
4	Gargoyle	Med	14	20	+2	2d6	9	40ft	*Regenerate, Winged	4d6
1	Ghost	Med	13	5	+1	1d8	11	40ft	*Ethereal, Undead	1d6
10	Giant	Gnt	16	50	+5	3d12	6	50ft	*Hurling	10d6
5	Griffon	Lrg	14	25	+3	2d8	9	40ft	*Gore, Winged	5d6
3	Harpy	Med	14	15	+2	1d12	10	40ft	*Scream, Winged	3d6
7	Medusa	Lrg	15	35	+4	2d12	8	40ft	*Stonegaze	6d6
4	Minotaur	Lrg	14	20	+2	2d6	9	40ft	*Feral, *Gore	4d6
6	Ogre	Hge	15	30	+3	2d10	8	30ft	*Crush, Odoriferous	6d6
3	Shifter	Med	14	15	+2	1d12	10	40ft	Shapeshift	3d6
1	Skeleton	Med	13	5	+1	1d8	11	30ft	Skeletal, Undead	1d6
5	Troll	Hge	14	25	+3	2d8	9	40ft	*Regenerate	5d6
8	Vampire	Med	15	40	+4	3d8	7	50ft	*Regenerate, Undead, Vampiric	8d6
4	Wyvern	Hge	14	20	+2	2d6	9	40ft	Dimisight, *Gore, Winged	4d6
2	Zombie	Med	13	10	+1	1d10	10	20ft	*Feral, Undead	2d6

Warmungr

The Orcish Wastelands



Warmungr is a land of jagged rock, sheer cliffs, and wind-torn scrub-land that clings stubbornly to the barren soil. Grunting oxboars as large as wagons roam the broken plains, while squawking vultures circle high above the crags on ragged wings. Sharp-toothed skivets scurry across fields of shale. Lurking snapjaws lie buried in dust and gravel, waiting to strike, and black swarms of strix descend upon hapless travelers in shrieking clouds. Shattered halls lie half-swallowed by the earth, and weathered stairways climb to nowhere along the cliffs. No living soul remembers who built these places, yet the stones remain like the fractured bones of some unnamed titan. Many beasts gnaw and nest among these ruins, as do the Spawn of Angrboda, the Grendel.



The Grendel

Savage tribes of Warmungr



The Grendel, or as common folk call them Orcs, are a hideous and malformed lot, a mongrel brood of brutish shapes and cruel malevolences, banding together within mouldering halls and crumbling towers, like carrion feeders scraping rancid meat from a long-decayed corpse, plundering battered helms and rusted mail from cobwebbed tombs, reforging weapons of forgotten maker's mark and arming themselves with relics of war the old kingdom left behind.

13 Tribes & The Bhalor

Thirteen Grendel tribes are rumored to haunt Warmungr, chief among them are the cunning *Moloch*, the brutish *Bhore*, and the night-prowling *Skane*, though many others stalk the old ruins. During spring thaw, tribes coagulate into the *Great Horde*, marching south to test the gates of *Tetrum Sullem*, led by the strongest and most cruel, the *Bhalor*.

The Bhalor

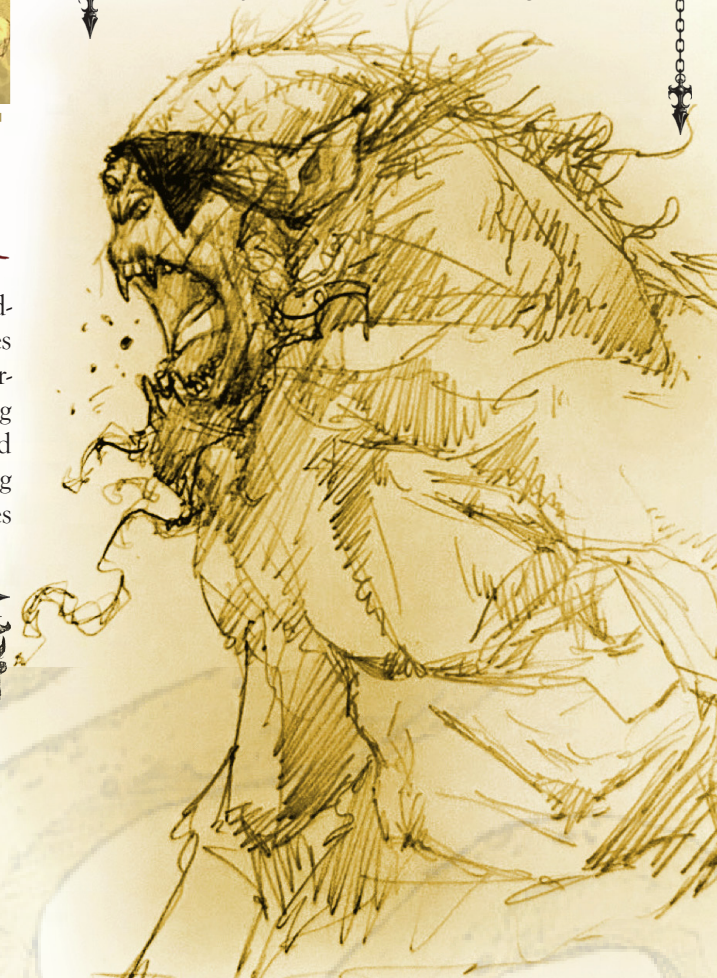
Leader of the Grendel Horde



A Bhalor is an orc born of such enormous size and strength that its violent caterwauling birthing sends furtive whispers of fear and wretched jealousy through the rival tribes. They are weaned on cruelty and bloodshed, hardened to lead through might and fear. When the Great Horde gathers at the maw of Gristkilyn canyon, tribes with full-grown Bhalor unchain and release their champions into the foetid pit to fight in a trial of death and fury. This charnel contest of fang, fist, and iron lasts until a single Bhalor rises from the pit, dragging the last rival's corpse. The victorious Bhalor then leads the tribes south to batter the gates of Tetrum Sullem once more.

Nightmares of Ulkr-Bhalor

The noble knights who man Tetrum Sullem sometimes whisper of the *Ulkr-Bhalor*, the "Gate-Breaker," the Bhalor foretold by the oracle of *Dhun Crowe*. Most dismiss it as myth and folly, while others see its shadow decimating their brethren in nightmares, moments before they awaken, screaming.



Pig Sea

Sea Roiling with Beasts



Pig Sea, a dark expanse of water rimmed by craggy cliffs, lies at the southeastern edge of Warmungr. Its depths teem with deformed leviathans, a murky soup of greasy tentacles, jagged teeth, and bulging eyes that break the surface in a ceaseless, violent dance. Whalers, both the Orcs of Ghul Ilkhir and the free-folk of Riven, ply these waters in search of the bloated Sea Pigs, dragging them ashore to render their fat into highly combustible Pig Oil.

Life and death are in constant contest here, and fate often favors the latter. Sailors would do well to remember that aboard a pig whaling ship, the captain's word is law.

Riven Port

Port of the Free-Folk Whalers



Tucked into a sheltered bay on the northeastern rim of the Pig Sea, the slipshod port town of Riven is home to free-folk of all kinds. Humans of all shapes and sizes crowd the port and crew the ships, stout dwarves roll barrels on the docks, lithe elves climb the rigging, halflings scramble into tight spots below deck, and a few hulking half-giants haul grain sacks and heave the heavy anchors. All must play their part aboard the broad pig whaling ships. Any captain worth his salt has learned the best Sea Pig hunting grounds, migration routes, and mating pools from the Ghul.

Ghul Ilkhir

Stone Port of the Orc Whalers



Ghul Ilkhir is a barnacle-encrusted stone megalith that serves as a makeshift port for the tenacious orcish whalers known only as the Ghul. Little more than a scattering of ramshackle docks and barrels, this weather-worn stone landing is where Sea Pig carcasses are beached and rendered into volatile oil. The air smells of brine, blood, and smoke, and the slap of waves against rocks.

True Home of the Ghul

The Ghul's true home is not here, though. It lies aboard the rough, lashed-and-bound barges they inhabit for months at a time. On-board, the Ghul maintain harsh and unflinching order. Mutiny is punished by swift death, as are most crimes, and respect is earned through strength and cunning.

Sinner's End

Rat's Nest of Fugitives & Murderers



Rising from the Pig Sea upon a tide-eroded spire of black rock stands the lawless rat's nest known as Sinner's End. Narrow cobblestone streets wind up the steep stone like spilled absinthe, and are lined with leaning taverns, smoke-stained cookhouses, crooked gambling dens, and sagging shacks lashed against the sea wind.

At the spire's base lie the shadowed docks of Scuttleport, where smugglers, cutthroats, and night traders slip vessels between barnacled pilings. From there, the long stone stair called *Deadman's Fall* climbs the side of the spire to the town above, its steps worn smooth by countless hobnail boots, best tread carefully lest one tumble into the gnashing tides below. The only other approach is *The Gangplank*, a swaying bridge of chains and boards that spans the gap between the mainland cliffs and the spire, its iron links crudely patched where blades have bitten through them.

Denizens of Sinner's End

Those who make their way to the top find the last refuge of the desperate and the damned. Fugitives fleeing the gallows drink beside disgraced soldiers at *The Brass Shilling*, a dilapidated inn whose whole frame lists heavily to port. Gamblers crowd the smoke-choked tables of *The Mountebank*, where coin, dice, and knives change hands in equal measure. Others seek darker pleasures at *Eskja's Den*, a house of ill repute whose Madame is a seductive Naga. No king's law reaches this place. Here a sharp blade is judge, jury, and executioner.

"Aye son, a full grown Sea Pig can weigh upwards of a hundred tonnes."
- Obidiah Stayne -
Captain of the Falkirk

