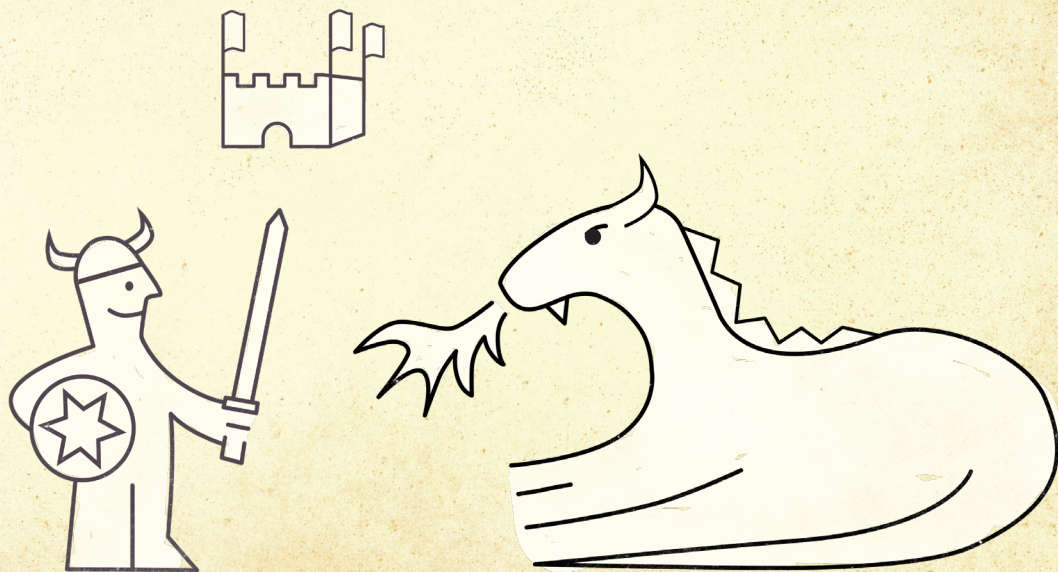


Fängelsehåla



Written & Illustrated by Garry Snow

A darkness upon Midgård



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ISBN 978-1-7773915-0-8

The fish stocks have collapsed, and the fleet has been forced into deeper waters where Jörmungandr lurks.

The irrigation dam has failed and the meager crops were ravaged by herds of reindeer driven south by vargar.

Rumors of an evil curse are on the lips of the villagers. Perhaps it is punishment by the gods or a curse by an evil trollkarl.

The profiteering Grannland have offered to sell enough supplies to feed the village until next year's harvest at the immense cost of 5000 copper pennies.

In despair, you recall the stories you were told as a child - sagas of treasure stolen by dragons and hidden deep in the mountains where the giants roam.

You may be the only hope to stave off impending doom.

Will you venture into the dark dungeons to bring back lost treasure and save Midgård?



What is This?

This is a tabletop roleplaying game that only requires six-sided dice, pencils, paper and most importantly... *your imagination!*

One player is the Doomsayer who facilitates the game, and tells the players what is happening in the imagined world. The rest of the players make a fictional character that interacts with and shapes the world and story.

Written and illustrated by Garry Snow.

Språkkonsultation by Martin Ackerfors.

Editing by Tom Kronhoffer.

Acknowledgment of inspiration to IKEA and the D6 system developed by Sandy Petersen.

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ISBN 978-1-7773915-0-8

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Reference

DF	Difficulty
DF#	Difficulty between 6-12
DM	Doom which equates to damage/trauma
MA	Monster Actions
CA	Critical Attack
CP	Copper Pennies
ST	Stone Weight
SV	Saving Throw or "Save"
#SV	Multiple Saves
RSV	Recurring Saving Throw until success
CSV	Condition Saving Throw until success
#d6	Rolling multiple dice
d66	Rolling 2 dice, one counts as a tens digit and the other as a single digit

DIEKU



WHAT HAPPENS DURING A ROUND OF THE GAME?

Situation

THE DOOMSAYER INFORMS
PLAYERS OF THE CHALLENGE OR
DANGER THEY ARE FACING

Outcome

OUTCOMES FROM ACTIONS OR
OTHER VARIABLES IMPACT AND
UPDATE THE SITUATION

Action

PLAYERS DECIDE WHAT ACTIONS
THEY WILL TAKE AND DOOMSAYER
TELLS THEM THE DIFFICULTY

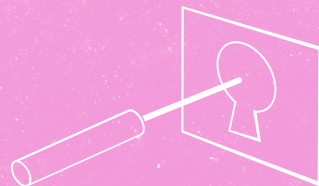
Will

Use Rune Stone Magic
Recover from Doom
Parley/Persuade
Revive



Tinker

Navigate/Track
Find/Search
Disarm Trap
Pick Lock
Use Rope
Light Fire
Repair



Tuff

Use Edible Magic
Melee Weapon Attack
Pry Open Door/Chest
Lift/Push/Pull
Brawl



Agile

Ranged Weapon Attack
Balance/Climb
Sneak/Hide
Swim/Run
Beast Riding
Swing on Rope



Rolling Dice



Action Dice (white dice)

Use the white dice to take action within the game. The number of dice rolled is based upon the Attribute used and any Advantages that apply. You only add the Top 2 dice results, and all the rest are ignored.



Doom Dice (black dice)

Reflects the bad things that happen to characters in the game by failing Action Rolls and Saving Throws. Any Doom Dice gained goes on the Character's Doom Stack, which tracks the amount of trauma the character has received.

BEFORE an Action Roll, you can risk adding any number of Doom Dice to the roll hoping to gain a better result, but then immediately add them to your Doom Stack.



Luck Dice (third color)

Luck Dice can be used to add a dice AFTER failed Action Rolls. Characters receive a permanent amount during the creation process, refreshing that total each adventure.

Players can gain temporary Luck Dice during the adventure each time they roll three 6's in non-combat Action Rolls, or through clever game play as deemed by the Doomsayer.

Action Rolls

Players state what Actions their characters take, and the Doomsayer decides the Difficulty (DF) of doing the action, and whether the player is required to roll to determine if it is a success, failure or jinx.

Players roll the number of dice of the Attribute score associated with the action, plus any Advantage, **adding only the top two results.**

Difficulty Score of Action (DF)

- 5 Easy, don't bother rolling.
- 6 Pretty easy, you had better be able to do it.
- 7 Expected outcome, unless you mess up.
- 8 Pretty hard, but not surprising that you did it.
- 9 Damn hard, but with all your concentration, you can do it.
- 10 Very difficult, to the point that pulling it off is a miracle.
- 11 Almost impossible - don't kill yourself.
- 12 Impossible - best you can hope for is a Jinx!

Action Roll Results



Success, and the Doomsayer describes the results which could be Doom to the opponent.



Jinx, is a basic success with a minor complication to the situation for everybody.



Failure, and the Doomsayer describes the results, which could be Doom, Saving Throws, or just a set back to progress or goals.

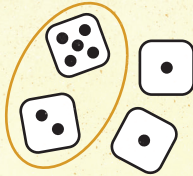
Add Top Two Results

The number of dice rolled depends upon the character's Attribute score. However, only the top two results are used, regardless of how many dice are rolled.

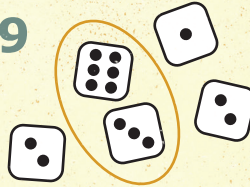
10



7



9



Advantage & Disadvantage

Depending upon the situation, the Doomsayer may add or reduce Action Dice for having an Advantage or Disadvantage in the situation.

Advantages could be from things like another character helping, surprising an opponent, or having a background that would be considered beneficial.

Disadvantages could be things like shooting a bow at long range, being surprised by a monster, or having obscured vision from fog or darkness.





When characters receive trauma it is added to their DOOM STACK, which measures a player's real world skill of stacking Doom Dice on the table.

Doom Stack Topples

When characters receive so much trauma that their Doom Stack topples, they fall unconscious and are near death.

If any Doom Stacks topple from a player bumping the table, the Doomsayer provides the calamity that caused it, and any knock-on impacts for the party.

Reviving After a Topple

To escape death, the character must make a successful Death Condition Saving Throw using Will, having only as many game rounds as their Tuff score.

If characters are lucky enough to revive from death, they are struck with a Scar and a permanent Doom Die. Characters then have 2d6 Doom applied to their Stack, which can be recovered in time.

Recovering from Doom

When resting in a safe space, characters can attempt to recover from Doom (removing dice from their Doom Stack).

Characters make a Will Action Roll with the DF being the number of dice currently in their Doom Stack. The amount removed is the difference between the Action Roll and DF.

Characters are limited in the number of attempts to Recover as their Tuff score, resetting that number of attempts with a good night sleep - which also removes 1d6 Doom upon waking.

Fängelsekåla

Name:

Type:

Luck: Stones: Recovery:
 Health: Stamina: Willpower:

Will Tinker
 Tough Agile

Notes & Scars

Heirlooms ST
 Gear ST

Treasure
 Gems
 Jewelry
 Pearls
 Copper
 ST (+100)

18
17
16
15
14
13
12
11
10
9
8
7
6
5
4
3
2
1
 DOOM STACK

Stack or Track?

Doom Stacks are fun! However if you are playing online, on an unstable table surface, or with people who are unable to participate due to a disability, you can instead track Doom on a character sheet.

If this is the case, have all players either test their stacking skills once prior to starting play, with the highest stack becoming everybody's Doom Track for that session, or have them each roll 10+1d6.

Saving Throws

Saves (SV) are rolls that are forced upon the character to avoid Doom or a Condition. Unlike Action Rolls, Saves are a roll of black Doom Dice.

If the die rolled is equal to, or below the Attribute score, it is a success.

If the Save roll fails, the die is added to the character's Doom Stack, building tension and potential for a topple.

Sample Saves for a Score of 3

- **Success! (Under score of 3)**
- **Success! (Equal to score of 3)**
- **Failure! Place Dice on Doom Stack**

Individual or Area (A)

Most Saves are just individual based, but if there is an Area effect, all those within the melee combat zone must also make Saving Throws.

Multiple Saves (#SV)

Minor trauma will just be a single Save, with more dangerous situations resulting in more.

- A character falls down a deep chasm, requiring 6SV Agile.
- A swinging blade trap requires 3SV-A Tuff.

Recurring Saves (RSV)

Some Saves recur each round until a successful roll, with the *character still able to make actions*.

- A character is hit with acid which continues to burn their skin with RSV Tuff.
- A character is in a cloud of a beast's toxic spray, fighting through fumes with RSV-A Will.

Condition Saves (CSV)

Similar to RSV, but the character is also struck with a condition where the *character cannot make any actions until a successful Save*.



Gombat

Each monster has a Difficulty (DF) score to attack them, as well as a fixed Doom Track recorded **on pencil and paper** by the Doomsayer.

Success

The amount above the DF plus weapon damage (a spear is +2DM) counts towards the monster's Doom Track.

Failure

The amount below the DF counts towards the character's Doom Stack.

Jinx

Only weapon damage counts towards the monster's Doom Track, and there is a complication to the situation.

If a character has no weapon, use Tuff for Brawling with no weapon damage. Monsters never add weapon damage.



**MELEE
ATTACK
ACTION
(TUFF)**



**If the spear is thrown instead, use Agility for a Ranged Weapon Attack*

Failure! 7DM to
Player's Doom Stack

2

Failure! 4DM to
Player's Doom Stack

5

Jinx! Success with
complication to situation

9

ONLY Spear Damage (+2DM)
to Ogre's Doom Track

10

Success! 3DM to
Ogre's Doom Track

12

Success! 5DM to
Ogre's Doom Track

Critical Rolls

When a player rolls multiple 1's or 6's in combat, there are extra effects which are immediately triggered.

It is within the realm of possibility that the player could trigger both a positive and negative effect within the same Action Roll!

- 2x  **Opponent Critical Attack**
- 3x  **Character Flees & CSV Will**
- 4x  **Character Damages Weapon**

- 2x  **Reduce Opponent DF by 1**
- 3x  **Opponent Flees**
- 4x  **Death Blow to Opponent**

Competing Characters

On occasion, characters will end up competing with each other if they have opposing strategies. In these rare situations, each player makes an Action Roll and the results are compared. In the event of a Jinx between characters, weapon damage applies to both, as well as complication.

Multiple Characters in Combat

The Doomsayer determines the pairing with characters. Each Monster has an Action score that indicates their overall speed and maximum number of characters it can face at one time. Monsters only use these Actions in defense and never use them for extra attacks even if they outnumber the characters. *Consider all monsters to have 2 Actions unless otherwise noted.*

Multiple Monsters in Combat

If two or more monsters are teaming up against a single character, the player has Action Rolls against each, with a Disadvantage after the first Monster.



Melee

Handheld
Weapons



Ranged

Bows &
Spears



Long Ranged

Disadvantage with
Ranged Weapons



Evade



Free Attacks

Players can attack Monsters with no risk of damage to themselves in the following circumstances:

1. Player is using a ranged weapon beyond Melee zone
2. Monster runs out of Actions

Players only have to beat the DF score. *However*, if a free attack misses, all other characters in Melee zone must make 1SV Agile for friendly fire.

Fleeing & Pursuit

Start the pursuing party at Melee zone and the fleeing party at the Ranged zone.

The fastest Character makes an Agile Roll vs Doomsayer Monster Action Rolls. The higher roll either extends or reduces the gap by a zone.

Repeat Action Rolls until either back into Melee or reaching Evade, with a 1SV Tuff for characters each round due to exhaustion.

Jinx During Pursuit

A Jinx adds a complication to the situation such as navigating through a small cave-in or a swarm of bats flying out of the wall.

Failure on these Jinx Action Rolls reduces the speed with applicable changes to the gap depending upon differing results.

The failure may also cause 1SV Agile for Doom depending upon the Jinx.

Assemble a Character

1. Choose a character type or roll d66 and then record your starting Attribute and Luck scores
2. Improve Attribute and Luck scores by making Saving Throws
3. Roll d66 the number of times noted for the three types of Magic Heirlooms
4. Record your starting gear based upon the type of character you are and 6d6 Copper Pennies

		Attributes				Heirlooms					
	Character	Will	Tinker	Agile	Tuff	Luck	Runes	Edibles	Items	Gear	
11-15	Alv	3	2	3	2	1	x3	-	x1	A & B	
16-24	Dvärg	2	3	2	3	1	-	x3	x1	A & C	
25-33	Vätte	2	2	4	2	3	-	x2	x1	A & D	
34-41	Grävling	2	4	2	2	2	-	-	x2	A & C	
42-46	Krigare	2	2	3	3	1	-	x1	x2	A & E	
51-54	Tomte	3	3	2	2	3	x2	-	x1	A & B	
55-62	Troll	2	2	2	4	1	-	x5	-	A & D	
63-66	Trollkarl	4	2	2	2	2	x4	-	-	A & B	

Attributes

Most Saving Throws in the game are made when you are avoiding danger. However, when initially making a character, successful Saving Throws actually have something good happen.

- **Make a Saving Throw for each of the four Attributes**
- **If successful, you get to raise that Attribute score by 1**
- **For each failed Saving Throw, gain a Luck Die as a consolation**

For example, if you are an Alv, and have a starting Will score of 3, you make a Saving Throw by rolling a d6. If you roll a 3 or under, your Will score goes up one point to 4!

Alternatively, if you rolled a 6, you failed the Saving Throw, and therefore gain a Luck die.

Magic Heirlooms

Your family has pooled their resources to assist the start of your adventuring career. Roll d66 on the tables over the following pages as many times as is indicated for the character type.

Any type of character can use rune stones, edibles or items with the appropriate Save.

Rune Stones

Magical stones inscribed with ancient runes that unleash the spell within when read aloud. Each use of a Rune Stone requires 1SV Will.

Edibles

Enchanted digestible food items that provide temporary powers once ingested, requiring 1SV Tuff afterwards.

Items

Enchanted items that provide benefits to the user. If not treated with a great deal of respect they may turn against their user.





Alv

Alver are free spirits who pursue the arts. They have Advantage using a bow and for balance/climb. However, they must make 2SV Tuff for edibles which are too unrefined for their delicate palettes.



Dvärg

Dvärgar love to drink and tell tales. They have Advantage when using an axe, as well as for lift/push/pull. However, they must make 2SV Will using rune magic, which they mis-trust.



Vätte

From their homes in the Bogs, Vättar are very adept at getting themselves out of danger. They never get hit by friendly fire, and have extra luck to get them out of a tight spot.



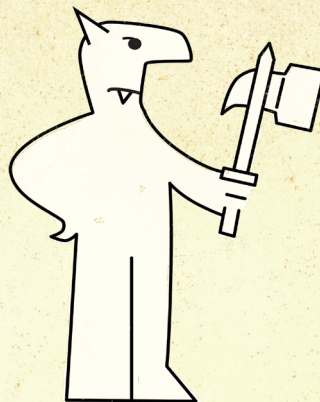
Grävling

From their homes in the underground, Grävlingar are natural tunnelers and tinkerers who have Advantage to find/search. They never get lost in a dungeon.



Krigare

Powerful warriors trained to protect the village from invaders. Krigare have an Advantage when recovering from Doom as well as with a single weapon of their choice.



Troll

From their home in the Mountains, Troll are powerful creatures that love to showcase their strength. Troll have Advantage when using a club or war hammer.



Tomte

Magical creatures that are natural builders and tinkers. Tomtar have a gentle spirit that gives them Advantage to parley with even the most hardened monsters.



Trollkarl

Trained in the use of rune stones, Trollkarlar are knowledgeable about all things magical, and can identify all runes and enchantments that they encounter.

Rune Stones - SV Will



11 Levitera Caster can float object or person at a slow and steady pace for 10 rounds

12 Elementar Caster can control earth, wind, water or fire for 6 rounds

13 Fjärrsyn Allows the caster to see distant places even if they have never been there

14 Låst Seals a door or container that only opens with magic word set by caster

15 Öppna Caster can attempt opening lock magically at 4 Tinker

16 Aura Allows caster to see the aura of others to determine good or bad intentions

21 Spöke Allows the character to walk through solid objects, like walls and doors for 5 rounds

22 Trög Reduces a speedy monster's Action Score to 2 for 4 rounds

23 Fristad Creates an energy wall that enemies cannot penetrate for 4 rounds

24 Ekoröst Can mimic any sound or voice from any location the caster wishes

25 Sann Whomever it is cast upon tells the truth for 4 rounds (unknown to them)

26 Plantera Have non-monster vegetation grow and do your bidding for 6 rounds

31 Fyr Create an enchanted light attached to an object or location for 1 hour

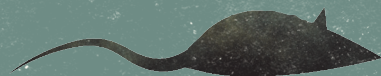
32 Tala Can ask inanimate objects or animals what they know for 4 rounds

33 Spegel Creates a spectral copy of character that can attack, but disappears once hit

34 Lerdocka Creates a mud doll that can do your bidding and shares vision for 8 rounds

35 Finna Any hidden items in room will glow blue for the caster's eyes only

36 Råtta Summons small rodent to do caster's bidding for 10 rounds





41 Maskerad Character can take the shape and form of anything for 8 rounds

42 Motgift Provides successful CSV or RSV for character inflicted with toxin, poison or acid

43 Oxfärre Summons a phantasmal beast of burden that carries 50 ST, lasting 1 day

44 Falska Caster can create any illusion that will trick dwellers or monsters for 4 rounds

45 Fördold Creates an undetectable magic portal that the party can sleep and hide in

46 Flamma Ignites any combustible material that the caster can directly see

51 Bubbla Caster creates a large bubble of clean air in an unfriendly toxin or water

52 Fixa Caster can repair any broken item back to original state

53 Hjärtstartare Character it is cast upon gains one extra attempt to revive when near death

54 Råskinn Creates a phantasmal creature that can lift, push and pull at a 5 Tuff for 8 rounds

55 Fjäderfot Character can walk on water, and gains Advantage to balance for 6 rounds

56 Svärm Calls a swarm of insects to create chaos and allowing you to flee

61 Fest Turns mud and puddles into healthy food and water you can consume

62 Sigill No enchanted creatures can enter 10ft circle around caster for next 5 rounds

63 Koppla Connect two willing characters to share thoughts and vision for 10 rounds

64 Blinka Teleport in behind opponent, out of danger, to gain surprise next round

65 Snöstorm Creates a magical blizzard that will extinguish any fires and obfuscate views

66 Minska Can reduce character's size to that of a doll for 10 rounds to fit into small places

Edibles - SV Tuff

11 Pickled Herring Character recovers 2d6 of Doom, but stinks of fish rest of day

12 Smoked Salmon Character grows gills, turns red, and can breathe underwater for 8 rounds

13 Bäver Jerky Character grows giant front teeth to easily chew wood/rope for 8 rounds

14 Reindeer Jerky Character can leap over any object or chasm automatically for 6 rounds

15 Boar Bacon Character grows pig snout and can track and identify by scent for one hour

16 Rabbit Jerky Character grows giant ears and hears anything in the dungeon for 6 rounds

21 Kex Biscuit reduces Doom Stack to 6 and makes impervious to damage for 2 rounds

22 Lingonberries Character can see through solid objects for 3 rounds

23 Rose Hip Tea Character blows a gale force wind that makes monsters DF10 or under flee

24 Honeycomb Character can sweet talk their way with dwellers or monsters at 5 Will

25 Rutabaga Character can use hands to dig through any dirt and rock for 8 rounds

26 Rågbröd Eating rye bread makes character's legs run at 5 Agile for 10 rounds

31 Knäckebröd This hard bread reduces -2DM off of any damage taken for next 4 rounds

32 Birdseed Eating it will grow magical wings that character can fly with for 10 rounds

33 Herrgårdssost Eating cheese will double height and increase Tuff to 5 for 4 rounds

34 Garlic Clove Character's breath causes undead magical creatures to flee

35 Carrot Character can see incredible detail from long distances

36 Häxbrygd Witch's elixir removes ALL Doom, but character cackles uncontrollably all day

**Worn items and edibles do not count towards weight.*





41 Turnip Provides character with a giant's 5 Tuff for 6 rounds

42 Cabbage Increases attack speed of the character, providing a free attack for 3 rounds

43 Lök Eating onion will make all enemy eyes water for 3 rounds of free attacks by party

44 Radish Will allow the character to act with a 5 Tinker for 4 rounds

45 6 Dried Apple Slices Recovers 1d6 Doom when a character eats a slice

46 Vial of Spring Water Reduces character's Doom Stack to 3 regardless of current height

51 Spider Egg Sac Character can climb like a spider on walls and ceilings for 8 rounds

52 Chanterelle Mushroom Character gains 3 extra luck dice for next 3 rounds

53 Beet Character has success for any RSV, and Advantage on ALL rolls for next 6 rounds



54 2 Sardines of Swimming Character can swim masterfully in any current for 10 rounds

55 Drakfyr After drinking, character spews fire from mouth for 2d6 DM to single opponent

56 Makrill in Tomate Sauce Provides the character with 5 Agile for 8 rounds

61 Bilberry Eating berry creates blue energy protecting caster from damage next 3 rounds

62 Salted Cod Character is immune to any CSV and RSV for 6 rounds after eating

63 Lutefish Character has Advantage on all Action Rolls for next 8 rounds

64 Pickled Eel After eating, character has electric touch for 2d6 DM to single opponent

65 6 Parsnips Each provides one extra attempt to recover from Doom AFTER max attempts

66 Dried Plum Makes skin rubbery and you take no damage from a falls or impact for 4 rounds

Items

11 Ring of Protection Make Tuff Saves at one higher score than actual Tuff score

12 Arrow of Truth Always find its target with a 12 unless it is blocked by door or wall

13 Club of Quaking Creates tremor that will cave-in any room or tunnel 1SV-A Tuff (3ST)

14 Feather Boots Provides Advantage to wearer while sneaking and balancing

15 Silverdolk Dagger attacks with Advantage and double weapon damage to undead (1ST)

16 Handy Hands Gloves that give Advantage for any Tinker action requiring your hands

21 Boots of Leaping Boots allow wearer to leap at a Agile of 5

22 Dansk Skalle Helmet allows wearer to smash through any wooden door 1SV Tuff

23 Beast Hide Wearer can climb any wall or tree like a beast with Agile of 4

24 Hårdhandske Single metal gauntlet provides wearer Advantage for Brawling

25 Ring of Danger Gain danger sense and never get surprised or hit with friendly fire

26 Jättestyrka Girdle allows wearer to lift, push or pull anything with a Tuff of 4

31 Pärlhalsband 3 pearls on a necklace with each able to recover 3 Doom per day

32 Vial of Acid Burns through any metal it is poured on and refills within an hour

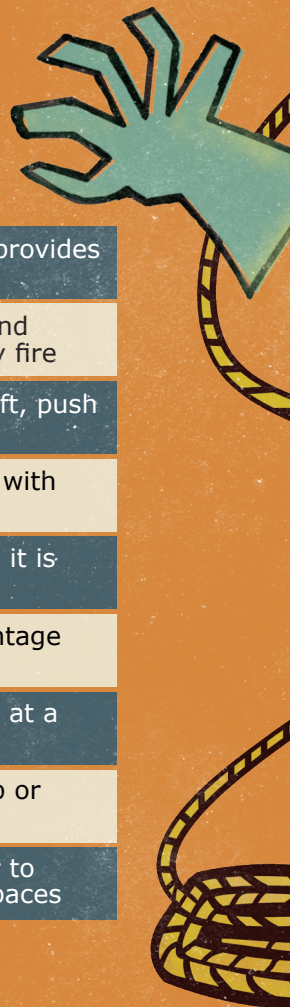
33 Dyrk Enchanted lock pick gives Advantage for opening padlocks, doors or chests

34 Ulfberht Sword that will find its mark at a score of 12 once per day (2ST)

35 Gloves of Gripping Wearer can climb or hold onto ropes with Advantage

36 Bälte Cinching this belt allows wearer to squeeze through impossibly narrow spaces

**Worn items and edibles do not count towards weight.*





41 Enchanted Rope Will obey the owners commands, and move like a snake (1ST)

42 Återvändaspjut If spear is thrown and misses it rolls back to user in 2 rounds (2ST)

43 Enchanted Bow Users have an Advantage when using it in combat (2ST)

44 Wool Blanket Sleeping with it overnight will double the recovery of Doom to 2d6 (1ST)

45 Skogshuggaryxa Axe will cleave any wood or timber in half with a single swing (3ST)

46 Bottomless Backpack Can carry an extra 20ST of weight and space

51 Tremeterspinne Unbreakable staff which magically expands between 5-50 feet (2ST)

52 Lantern Continues to burn for eternity and never needs new oil (2ST)

53 Flygkniv User can throw knife as a ranged weapon, and it flies back in same round (1ST)

54 Getöga Leave goat's eye orb in a location, allowing owner to see through it (1ST)

55 Enchanted War Hammer Users have an Advantage when using it in combat (3ST)

56 Enchanted Food Tin Refills with nutritious dried rations for 5 characters overnight

61 Helm of Protection Character is immune to any attacks of mind control

62 Enchanted Waterskin Never-ending fresh water will continue to flow from within

63 Shadow Cloak Wearer blends into background and has Advantage when hiding

64 Enchanted Sword Users will gain an Advantage on all attacks with sword (2ST)

65 Bottomless Sack Can carry an extra 10ST of weight and space

66 Horn of Fog Billows a thick magical fog that ensures successful fleeing or sneaking

Starting Gear

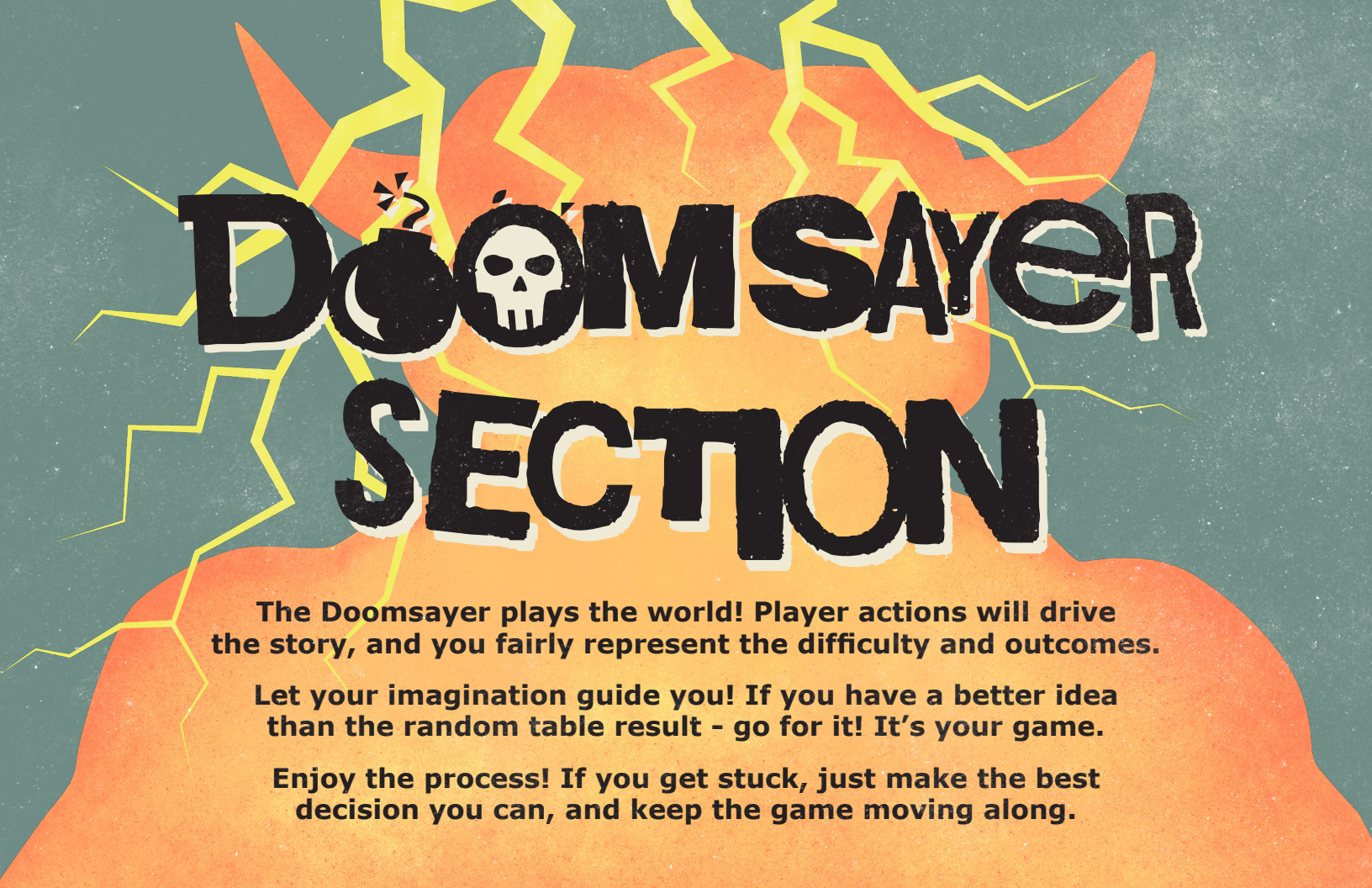
Each character starts with standard items (A), character items (B-E), and then have an additional 6d6 Copper Pennies to buy weapons and other items from any section.

The amount of gear a character can carry is measured in "stones" (ST) based upon the weight and size of a rune stone. The maximum "stones" carried by the character is 10 + TUFF, and they have sacks to carry items they find.

WEAPON	DM	ST	CP
Knife	+1	1	3
Dagger	+2	1	5
Staff	+1	2	3
Club	+2	3	3
War Hammer	+3	3	8
Battle Axe	+4	3	9
Sword	+4	2	12
Spear	+2	2	6
Bow & Arrows	+2	2	6

EQUIPMENT	ST	CP
A Backpack (+4 to Max ST)	-	3
Tinder Box & Torch	1	1
Rope (30')	1	2
Rations & Waterskin	1	2
Bedroll & Blanket	1	2
B Hand Sized Mirror	-	4
3 Days of Salve (Rec d6/day)	-	9
Silver Dagger (+2 DM)	1	5
C Hammer, Chisel & Spikes	2	6
Rock Pick & Spade	2	5
Grappling Hook	1	3
Lock Picks & File	-	3
D Prybar (Adv. Prying)	2	2
Spool of Twine	-	1
Fishing Hooks & Net	1	2
E Lantern & Flask of Oil	2	3
Padlock & Key	-	3
Bandage (Adv. Recover)	-	1

**Worn items and edibles do not count towards weight.*



DOOMSAYER SECTION

The Domsayer plays the world! Player actions will drive the story, and you fairly represent the difficulty and outcomes.

Let your imagination guide you! If you have a better idea than the random table result - go for it! It's your game.

Enjoy the process! If you get stuck, just make the best decision you can, and keep the game moving along.

Permission to be Creative

The information in the Doomsayer section is a skeleton to play the game. The Doomsayer and Players add the connective tissue of the game through their creativity.

The role of the Doomsayer is to take the raw information of the dungeon and provide the texture to the shared world that you are collectively imagining.

Allow the Players to ask questions, and the answers you provide them will help them understand the risk of failure.

Coming Up with a Jinx

In the case of players rolling a Jinx, add danger to the situation for everybody, including the monster. Try your best to align the danger to what happened during the action.

For example, if they are fighting on a rope bridge, then perhaps one of the ropes snaps and everybody makes a 1SV Agile.

If the player is attacking with an Axe, maybe they hit a support beam causing falling rocks, and everybody makes a 1SV Tuff.

Calling for Saving Throws

When a situation turns bad, the Doomsayer calls for Saving Throws to reflect the severity of the potential trauma. If the trauma is linked to a failed Action Roll, you can use the difference between the DF and Action Roll as guidance.

Objects & Challenges

The details of objects are purposely vague so the Doomsayer can add their own creativity.

For example, in the Object section you might roll "glowing mushrooms."

A player may try to eat one and it is up to the Doomsayer's creativity to say if they are poisonous (RSV Will), or maybe make the player's skin glow, or perhaps picking one sprays spores that grows mushrooms on their skin.

Parleying with Opponents

The attitude of Monsters or Dwellers towards the party can be determined using a Character's Will vs DF. If the Action Roll is successful, the opponent may be open to the effort as role-played between the player and Doomsayer.



Finding and Avoiding Traps

When characters discover a trap, the Doomsayer rolls on the table to inform the type of trap, as well as the danger and repercussions of it being triggered. Freely share the DF, using Tinker to disarm it, or Agile to sneak past it.

The exact mechanism of the trap and how to disarm it can be left up to your creativity and not entirely important in the game play - it can be a pressure plate, tripwire, pulleys, etc. Provide an Advantage if they come up with a clever method or tool to use in the process.

The trap is triggered if disarming or sneaking past the trap fails. In many cases the other players may choose to stay out of the location while other players work together to disarm it.

Scars from Toppled Doom Stacks

When a player has their Doom Stack topple, they receive a permanent Doom Die and a Scar related to the activity that caused it.

A Scar should add flavor, like a limp or change in physical appearance, but not impact their Attributes or Action Rolls.

Accidental Table Topples

If any character's Doom Stack topples, roll on the table below to see the calamity that caused individual character topples, and *determine any knock-on impacts for others in the party*.

Play the scenario out for others, while following the steps for reviving characters who had topples using the roll result as guidance for their Scar.

- 1 Triggered an undetected trap. Roll on the trap table for type and impact on others.
- 2 Ambushed by a defeated monster that is back for revenge at full strength.
- 3 Natural disaster such as a cave-in. Others incur CSV-A Agile or continue to be trapped under rubble.
- 4 Party is split up through a natural disaster such as a cave-in. 1SV-A Tuff to others.
- 5 Any Dweller with them betrays the party with an ambush by the Dweller's faction.
- 6 Nearest Rune Stone to player becomes unstable and its magic explodes, leaving ironic magical Scar. 1SV-A Tuff to others.



Enter the Dungeon!

Labyrinths of tunnels, rooms, caverns teeming with danger at every turn are the heart of the game. The following tables provide the Doomsayer with inspiration for encounters, obstacles and challenges for the characters. It should be noted that the Doomsayer has full freedom to change, ignore, or make up their own elements that makes sense for the game that is evolving at the table.





Navigating

Starting at the Dungeon's entrance, roll on the d66 Navigating Table to determine how to leave the current area, letting players choose the path if more than one exists.

In some cases the players may need to make an Action Roll to pass the navigation.

Then roll on the d66 Encounter Table to determine what is found in the next area.

Match the results of the Encounter to the following pages to determine further details.

11-16 Two exits leading from the area
Roll twice adding 10 to each result

21-22 Rope swing over crevasse DF7 Agile

23-24 Ledge around crevasse DF6 Agile

25-26 Bridge over crevasse

31-32 Corridor out

33-36 Rope leading down hole DF6 Tuff

41-44 Slide going down hole

45-52 Ladder leading down hole

53-66+ Staircase down



What do you Encounter?

11-13 Beasts
14-16 Serpents
21-23 Bugs
24-26 Enchanted

31-33 Dwellers
34-46 Object
51-63 Challenge
64-66 Trap



	DF	DM	#	MA
1	6	8	1	2
2	7	10	1	2
3	8	12	2	2
4	9	14	2	3
5	10	16	3	3
6 ⁺	11	18	3	4

PARTY SIZE

Add a bonus to rolls on **this table only** to provide better encounter balance, to a maximum of 6.

 +1

 +2

 +3

BEASTS

BODY TYPE

- 1 **Burly Bear**
- 2 **Powerful Primate**
- 3 **Climbing Cat**
- 4 **Giant Rodent**
- 5 **Hoofed Beast**
- 6 **Blubbery Beast**

UNIQUE FEATURE

- 1 **Leaping Legs**
Can leap across chasms
- 2 **Attacking Tail**
Has 5 MA
- 3 **Extra Eyes**
Can't be surprised
- 4 **Thick Hide**
Don't add damage from edge weapons
- 5 **Bird Wings**
Only ranged attacks when in flight
- 6 **Tracks by Smell**
Can't be surprised, and player can't hide

CRITICAL ATTACK

- 1 **Constricting Hug**
CSV Agile or remain in beast's hold
- 2 **Release Foul Stench**
RSV-A Will
- 3 **Shooting Quills**
2SV Agile
- 4 **Hallucinogen Spit**
CSV Will or remain dazed and confused
- 5 **Vicious Fangs**
3SV Tuff
- 6 **Beastly Roar**
1SV-A Will

Serpents



BODY TYPE

- 1 **Slithering Snake**
- 2 **Leaping Lizard**
- 3 **Aquatic Amphibian**
- 4 **Tentacle Squid**
- 5 **Shelled Turtle**
- 6 **Scaly Dragon**

UNIQUE FEATURE

- 1 **Secretes Toxins**
2SV Tuff if touched
- 2 **Tough Scales**
Don't add damage from blunt weapons
- 3 **Extra Heads**
5 MA and can't be surprised
- 4 **Camouflage Skin**
Always surprises
- 5 **Leathery Wings**
Only ranged attacks when in flight
- 6 **Regenerates**
Recovers 1DM/round

CRITICAL ATTACK

- 1 **Fire Breath**
3SV-A Agile
- 2 **Hypnotic Gaze**
CSV Will or remain under control
- 3 **Constricting Tail**
CSV Agile or remain in tail's grip
- 4 **Sonic Scream**
1SV-A Tuff
- 5 **Venomous Fangs**
RSV Will
- 6 **Acid Spit**
RSV Tuff

BUGS

BODY TYPE

- 1 Leggy Crawler
- 2 Leaping Locust
- 3 Giant Worm
- 4 Burly Beetle
- 5 Slimy Slug
- 6 Spindly Spider

UNIQUE FEATURE

- 1 **Wings**
Only ranged attacks when in flight
- 2 **Tough Exoskeleton**
Don't add damage from blunt weapons
- 3 **Acid Blood**
1SV Agile to attacker every edge weapon hit
- 4 **Regenerates**
Recovers 1DM/round
- 5 **Poisonous Skin**
RSV Tuff if touched
- 6 **Tunneler**
Surprises from below

CRITICAL ATTACK

- 1 **Cocoon Spray**
CSV Tinker or trapped in sticky web
- 2 **Poison Stinger**
RSV Tuff
- 3 **Gaseous Spray**
CSV-A Tuff or cough out of control
- 4 **Pinchers**
3SV Tuff
- 5 **Blood Sucker**
RSV Will
- 6 **Toxic Eye Stream**
CSV Will or blinded

Enchanted

MANIFESTATION

- 1 **Ooze** Don't add damage from edge weapons. 1SV Agile acid splash every blunt weapon hit. Fits through cracks.
- 2 **Plant** Regenerates 1DM each round. Poisonous barbs that are 1SV Tuff if touched. Always surprises.
- 3 **Stone** Don't add damage from blunt weapons. Smashes through doors and walls. Always surprises in dungeon.
- 4 **Undead** Only add damage from magic/silver weapons.
- 5 **Mist** Only add damage from magic weapons. Can travel through cracks. Always surprises.
- 6 **Shapeshifter** Always surprises by mimicking anything.

CRITICAL ATTACK

- 1 **Energy Drain**
RSV Will
- 2 **Decay Skin**
2SV Tuff
- 3 **Mind Control**
CSV Will or do bidding of creature
- 4 **Brain Blast**
3SV Will
- 5 **Dream Void**
CSV Will or in a wondrous dream state
- 6 **Paralysis Touch**
CSV Tuff or can't move

DWELLERS

TYPE

- 1 Molefolk 8DM DF7
- 2 Shroom 9DM DF7
- 3 Slugfolk 12DM DF8
- 4 Ratfolk 9DM DF8
- 5 Batfolk 10DM DF9
- 6 Lizardfolk 11DM DF9

Dwellers disarm
the player on
Critical Attack

ABOUT THEM

- 1 Pleads with party to protect them
- 2 Weird personality and does odd things
- 3 Has a trained pet monster that sits on shoulder and does tricks
- 4 Carries an item that they bicker with like a friend
- 5 Refuses to let the party pass unless tribute paid
- 6 Leader of a group - increase DF by 2 and have 1d6 regular followers

SECRET

- 1 Will try to lead the party into a dangerous monster
- 2 Will try to steal from the party at the first opportunity
- 3 Has a key for the next lock that the party encounters
- 4 Has Rune Stone, Edible or Item - choose which and roll on table
- 5 Friendly with monsters and may help party traverse past
- 6 Was an old adventurer, and has a secret room with a small treasure



Objects

11 Water well & bucket

12 Sacrificial altar

13 Prison cells

14 Barrels

15 Ancient casket

16 Pit w claw marks at top

21 Rune writing on wall

22 Locked door DF10

23 Rusted gate

24 Giant statue

25 Hanging cage

26 Glowing mushrooms

31 Underground waterfall

32 Many statues

33 Shrine to Norse God

34 Steaming thermal pools

35 Skeleton of monster

36 Partial map

41 Grate on floor

42 Bubbling cauldron

43 Lever and pulley

44 Locked chest DF10

45 Unusual monster tracks

46 Ooze dripping from roof

51 Mysterious key

52 3 locked cupboards DF9

53 Overlook of cavern

54 Stuck portcullis

55 Dumbwaiter in wall

56 Wall of living flesh

61 Boar roasting on spit

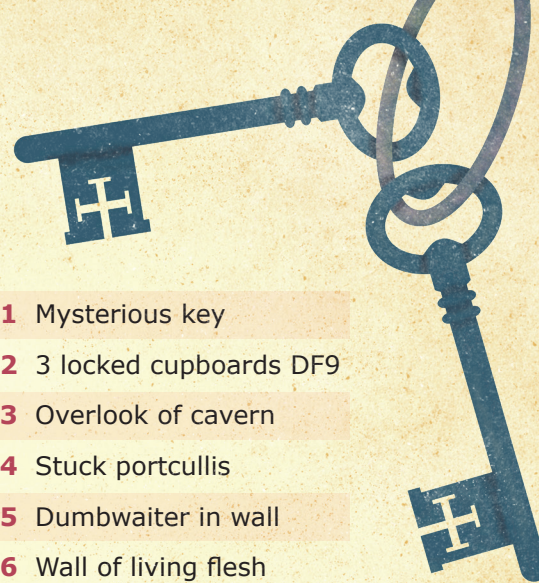
62 Forge, hammer & anvil

63 Large nest of eggs

64 Bottle with note inside

65 Dark robes

66 Floating fae lights



CHALLENGES

11-16 Balance on narrow ledge to get around deep chasm, or risk falling

21-26 Collapsed roof you must prop up to pass through

31-32 Murky water that you must swim across to get to the other side

33-34 Rushing indoor creek with slippery rocks to cross

35-36 Thick web that you must cut and navigate through

41-42 Lava river that you can cross using a frayed rope bridge

43-44 Chasm that can be crossed by pole vaulting with wooden poles nearby

45-46 Giant statue with gem at top that you can climb to pry out

51-52 Navigate area of tiny geysers that sporadically shoot steaming water

53-54 Large rock blocking the passage, and needs to be moved

55-56 Magnetic force in roof that pulls up any metals above waste

61-62 Deep chasm with a frayed rope bridge used for crossing

63-64 Rushing indoor creek with nearby heavy timber that could be bridge

65-66 Spiked pit with a skeleton and purse with small treasure

TRAPS

- 11-13 Collapsing Floor** 2SV-A Agile
- 14-16 Collapsing Roof** 2SV-A Tuff
- 21-23 Spring Loaded Arrows** 3SV-A Agile
- 24-26 Swinging Blades** 3SV-A Tuff
- 31-33 Trap Door to Spike Pit** 4SV-A Agile
- 34-36 Explosive Gas** 4SV-A Tuff
- 41-43 Rolling Boulder** 5SV-A Agile
- 44-46 Poison Darts** CSV-A Will or succumb to poison
- 51-53 Noxious Gas** CSV-A Tuff or succumb to toxins
- 54-56 Falling Net** CSV-A Tinker or entrapped
- 61-63 Falling Steel Cage** DF9 Agile or caught inside
- 64-66 Trap Door Slide to Monster Pit**
DF9 Agile or fall in and face random monster

See page 27 for guidance on Traps

DISARMING

ROLL d6

1 DF7

2 DF8

3 DF9

4 DF10

5 DF11

6 DF12

Treasure

After defeating a monster in combat the Doomsayer can provide treasure by rolling on the table to determine where it's located, and what it is.

This may include Heirlooms which can be rolled in the appropriate section. Any enchanted items will have a level of distrust towards their new owners.

TREASURE	CP
 Gems	100
 Jewelry	25
 Pearls	5

**100 treasure items weigh 1ST*

WHERE IS IT?

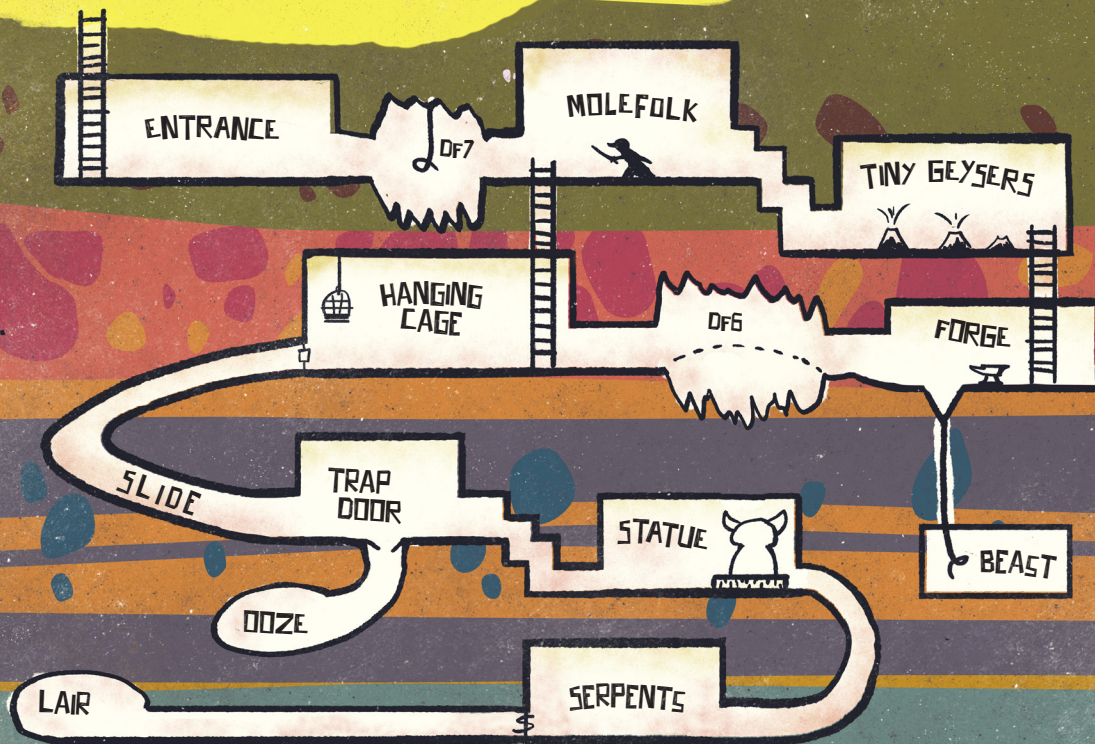
- 1 No treasure
- 2 A secret room or panel that can be found with adequate searching
- 3 Monster den off the room that has bones from previous adventurers
- 4 A locked chest that is DF10 to pick or DF11 to pry open
- 5 A hole in corner that has a bucket lowered down which contains treasure
- 6 A trapped door - roll on the trap table for DF and type

WHAT DO YOU FIND?

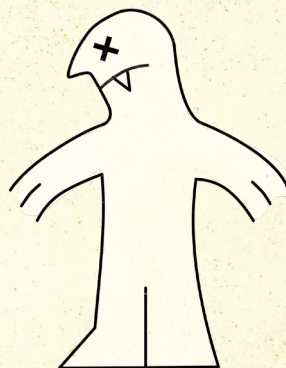
- 11-13** Roll Twice adding 10
- 14-16** Roll Thrice adding 10
- 21-36** d6 x 10 CPs
- 41-43** d6 Pearls + d6 CPs
- 44-46** d6 Jewelry + d6 CPs
- 51-52** d6 Gems + d6 CPs
- 53-54** Rune Stone
- 55-56** Magic Item
- 61-63** Edible
- 64-66+** d6 x 50 CPs



Mapping



-  **Stairs**
-  **Ladder**
-  **Rope**
-  **Slide**
-  **Crevasse**
-  **Bridge**
-  **Ledge**
-  **Door**
-  **Secret Door**



DIEKU

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DOOM 6

ISBN 978-1-7773915-0-8

