

RUNECAIRN

Advanced Rules



BY ODIN'S BEARD RPG

RUNECAIRN

Advanced Rules



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runecairn.byodinsbeardrpg.com



BY ODIN'S BEARD RPG

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Runecairn is based on Cairn by Yochai Gal

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Inspiration:

- Dark Souls
- Icelandic Sagas
- Old School Essentials
- Valheim

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OVERVIEW

Introduction

The **Core Rules** of Runecairn are meant for introductory play and fit best with players new to the system or TTRPGs in general.

The **Advanced Rules** are for more experienced players, or those looking for a different type of challenge or playstyle.

Advanced classes

The **Advanced Rules** introduces two new starting classes: **berserkr** and **pyre**.

Berserkr. Ferocious and powerful, wade into battle with no armour upon your back, wielding a massive two-handed sword and call upon the power of beasts to strengthen your attacks.

Pyre. Shape flame as a blacksmith shapes iron, calling upon ravenous fire to burn and purge and channel primal forces through your own two hands.

Beyond two players

Although Runecairn was designed for two players (one **Warden** and one **Adventurer**), you may also choose to play with only one player (**solo**) or with three or more players (one **Warden** and two or more **Adventurers**).

Solo play

Balance favour and sorrow or read the runes to guide your way through a pre-written adventure (such as ***Beneath the Broken Sword***), or conjure a random dungeon crawl with the **delve generator**.

Oracle. Whether you require answers to straight-forward questions or more nuanced interpretations, the provided **Oracle tables** help guide you along the skein and carve your own fate.

Delve generator

Create small, medium, or large dungeons, whether used by solo Adventurers for **one-off dungeon crawls** or by Wardens when populating a **campaign** with new dungeons.

Summoning an ally

Navigating the world of Runecairn can be a lonely endeavour, but thankfully there are kindred spirits available to assist with jolly cooperation.

Useful if the world proves too difficult for one Adventurer, or if a second player wants to join your game, summon another Adventurer from the world of the dead or a distant realm to fight alongside you.

Invasions

Conversely, if the Adventurer seeks a greater challenge or if another player wants to join the game temporarily, vengeful spirits in the form of **black fetches** invade the world of the Adventurer and attempt to defeat them.

Best used judiciously for greatest impact or effect, as the world is a dangerous enough place even without spectral assassins.



ADVANCED CLASSES

BERSERKR

In another life you might have leaped raging into battle, striking fear in friend and foe alike, or hunted the wilderness for death and glory. You refused all armour and blood sang in your ears.

In combat, none could match your ferocity, you howled like a wild beast and gnashed your teeth while striking down opponents twice your size.

In the time before, you were at home on the battlefield but now your home is wherever you wish it to be.



Berserkr (Str, 0 Def)

Beaststone	key, rare
Grave sword	d10, bulky
Fur cloak	0 Def, small
Sacred stockfish	rare
Free slots	6

Skills

Charge (reaction, figurine): Drive your shoulder into your opponent; **Str** save to disrupt the attack and take no damage (**Fatigue**)

Rage (figurine): Call upon your animal spirit which imbues you with bestial strength; for d4 rounds, gain **3 Def** and make all melee attacks at **double damage**. When the rage ends, make a **Spi** save (you can choose to fail):

- **Success:** The animal spirit departs and you regain control; add **2 Fatigue**
- **Failure:** The beast takes control; lose **1 Spirit** and continue to rage with a **50% chance** to attack **friendly targets**

Frenzy (sword): The ferocity of your attack staggers your opponent; non-undead targets need to make a **Spi** save or falter momentarily, allowing you to make an **extra attack (Fatigue)**

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

PYRE

In another life you might have burned spirits from the dead, stoked the smithy’s forge, or battled frost demons in the mountains.

Your hands channelled the spark of life and the cleansing fire of death. Your magic is the oldest of all, furious and hungry.

In combat, you sear and scald your foes, madness dancing just behind your eyes. Your charred plated leather marked both your calling and profession.

The age of fire was long ago, but the wheel yet turns. Whether enlightenment or destruction, your path is now yours to forge.



Pyre (Spi, 1 Def)	
Fire grippers	key, rare, d6
Plated leather	1 Def
Blacksmith hammer	rare, d6
Flame rune	Sear
Kindled bale	rare
Free slots	5

Skills

Flameshield (reaction, fire grippers): Manifest a fiery shield in your offhand to deflect an attack; **Spi** save to avoid all damage (**Fatigue**)

Ignite (fire grippers): Channel ancient magic to ignite your weapon (or the gloves themselves) in blazing fire; for the duration of the fight, melee attacks now do **double damage** and bypass **mundane armour**, ignoring **Def (Fatigue)**

Sear (spell): Emit a blazing stream of violent flame, burning your target for **d8 damage**, 60ft range (**Fatigue**)

Smash (hammer): Bludgeon your opponent with **damage advantage**; target needs to make **Str** save or be knocked down (**Fatigue**)

ADVANCED EQUIPMENT

Armour

Fur cloak: Dense, coarse fur treated and sewn into a thick cloak with a fierce bear or wolf headdress

Plated leather: Charred and soot-blackened leather smock, reinforced with sewn iron plates

Armour		
Name	Def	Qualities
Fur cloak	0	rare, small
Plated leather	1	rare

Weapons

Blacksmith hammer: Short oak haft fitted with dense iron head

Fire grippers: Leather gloves reinforced with iron plates etched with fiery runes; can be used to bolster unarmed attacks

Grave sword: Long, wide double-edged blade, held with two hands; unusual design, extremely heavy

Equipment skills

Charge (reaction, figurine): Drive your shoulder into your opponent; **Str** save to disrupt the attack and take no damage (**Fatigue**)

Flameshield (reaction): Manifest a fiery shield in your offhand to deflect an attack; **Spi** save to avoid all damage (**Fatigue**)

Frenzy: The ferocity of your attack staggers your opponent; non-undead targets need to make a **Spi** save or falter momentarily, allowing you to make an **extra attack** (**Fatigue**)

Ignite: Channel ancient magic to ignite your weapon (or the gloves themselves) in blazing fire; for the duration of the fight, melee attacks now do **double damage** and

bypass **mundane armour**, ignoring **Def** (**Fatigue**)

Rage: Call upon your animal spirit which imbues you with bestial strength; for d4 rounds, gain **3 Def** and make all melee attacks at **double damage**. When the rage ends, make a **Spi** save (you can choose to fail):

- **Success:** The animal spirit departs and you regain control; add **2 Fatigue**
- **Failure:** The beast takes control; lose **1 Spirit** and continue to rage with a **50% chance** to attack **friendly targets**

Smash: Bludgeon your opponent with **damage advantage**; target needs to make **Str** save or be knocked down (**Fatigue**)

Sunder: Tear through your opponent's armour for **d4 damage**; causes target to lose **1 Def** (**Fatigue**)

Items

Beaststone: Crudely chiselled from black stone, in the form of a bear or wolf; calling upon the spirit of the animal imbues you with bestial rage

Effigy stone: Ornate limestone figure, carved in the likeness of a great hero. Calls to the spirit of a hero to join you in the physical world. Spend a point of **Vigour** to summon a hero to fight by your side.

Kindled bale: Bones, broken sword, and pine resin wrapped in twine; place and set alight to create a **bonfire**

Sacred stockfish: Dried cod fished from a sacred river; eat to restore **1 point** of **Spirit** or feed to a wild animal to **befriend** them until sunset

Items

Name	Qualities
Beaststone	key, rare
Effigy stone	rare
Kindled pyre	rare
Sacred stockfish	rare



Beaststone
(bear)



Sacred
stockfish



Kindled bale



Flame Rune Spells

Spell	Description
Inner Fire	Imbue your body with the strength of fire; gain 1 Def and d6 temporary Res
Muspell's Child	Become engulfed in living flame; gain immunity to fire and punish melee attacks against you with d6 fire damage; lasts for d4 rounds
Ring of Fire	A 10 ft burning ring surrounds yourself and allies, causing d8 damage to those who enter it
Sear	Emit a blazing stream of flame, burning a target within 60 ft for d8 damage
Traverse Flame	You erupt in an explosion of fire and emerge from any flame within 60 ft.; roll a d20 — on a 20 you are adrift in the realm of fire for 1d4 rounds
Warp Flame	Shape and control mundane fire within 100 ft.

Casting spells

Flame runes. Words of power inscribed on fire grippers that allow pyres to shape and control flame. Exceedingly rare and highly prized.

Pyres cast spells by channelling flame through their **fire grippers**, which can only store one **flame rune** at a time.

SOLO PLAY

Introduction

Runecairn can also be played solo, with one player acting as both **Warden** and **Adventurer**.

Journey through an existing adventure such as *Beneath the Broken Sword* or use the random **delve generator** in the next section to build a dungeon crawl.

When you reach a moment of choice or conflict, a time when you'd normally look to the Warden to facilitate the outcome, consider consulting an **Oracle**, a method of deriving meaning from randomness.

An Oracle can be a set of tarot cards, a system from another TTRPG, an online resource, or a mobile app.

Wardensaga includes a set of random tables that serves as Oracle, offering a way to interpret random rolls and the runes of the Younger Futhark to determine the result of a choice or action.

Journaling

Chronicle your journey through the delve in a journal or diary. Be as brief or descriptive as you like — this is a saga of your Adventurer, translated and retold through the ages.

Use the **Delve Generator** sheet (see **rear inner cover**) to document your encounters and map out your dungeon.

Favour or Sorrow

If an outcome isn't immediately clear, ask a question of the Oracle. If it's a simple yes or no answer ("Does the troll see me?") or a straight-forward check ("Can I convince the warrior to help me?"), roll **2d6** on the **Favour or Sorrow** table.

An outcome of **favour** is broadly positive while an outcome of **sorrow** is broadly negative. A **complication** adds an extra obstacle or development to the outcome.

For instance, you convince the warrior to help you but they demand one of your weapons in exchange.

Reading the Runes

For more complicated questions, or for more nuanced interactions, consult the runes for an answer.

First, gather your will and determine your **focus**. Narrow that focus to a singular **emotion** and concentrate on the 16 runes of the Younger Futhark. One **rune name** will reveal itself.

Generate your **focus** by rolling a **d10** on the **Focus** table. Generate your **emotion** by rolling a **d8** on the **Emotion** table. Finally, generate your **Rune** by rolling a **d20** on the **Rune** table.

Reflect upon the resulting phrase and turn it over in your mind. Focus your emotion on the name of the rune. Your answer will soon take shape.

For instance, Amy wants to investigate a severed spectral head floating through crumbling ruins. She rolls 3 dice: **d10** for **Focus** (4 – *Overcome*), **d8** for **Emotion** (6 – *Forlorn*), and **d20** for **Rune** (11 – *Ice*).

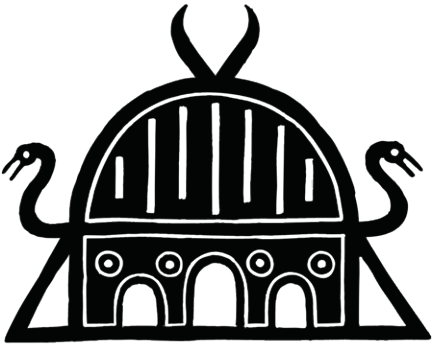
This gives her *Overcome Forlorn Ice*. She interprets this as a sign to ignore the fear in her heart and approach the cursed head with an open mind.

Favour or Sorrow	
2d6	Outcome
2	Favour
3-6	Favour with complication
7	Complication
8-11	Sorrow
12	Sorrow with complication

Focus	
d10	Result
1	Delve
2	Protect
3	Ponder
4	Overcome
5	Surrender
6	Observe
7	Endure
8	Prepare
9	Mourn
10	Stagger

Emotion	
d8	Result
1	Wondrous
2	Hopeful
3	Contemplative
4	Melancholy
5	Crestfallen
6	Forlorn
7	Wrathful
8	Bleak

Rune			
d20	Rune	Old Norse	Name
1	ᚱ	fé	wealth
2-3	ᚱ	úr	iron
4	ᚦ	Thurs	jötunn
5-6	ᚦ	Aesir	god
7	ᚱ	reið	ride
8	ᚱ	kaun	ulcer
9	ᚦ	hagall	hail
10	ᚦ	nauðr	need
11	ᚱ	ísa	ice
12	ᚦ	ár	plenty
13	ᚱ	sól	sun
14-15	ᚱ	Týr	magic
16	ᚱ	bjarkan	birch
17-18	ᚱ	maðr	human
19	ᚱ	lögr	sea
20	ᚱ	yr	yew



DELVE GENERATOR

1. Roll **d6** on the **Locations** table to determine the dungeon **type** and **size**. Dungeons vary in size but all have at least **10 areas**.

Depending on the dungeon type, roll an extra die to determine how many total areas there are. Note your **dungeon size**.

2. Roll **d6** on your location's **Objectives** table to determine the goal of the delve.

3. Roll **d12** on the **Encounters** table when entering each new area to determine what you see.

4. When first interacting with an NPC or monster, roll **2d6** on the **NPC Reactions** table for their initial reaction.

If not immediately hostile, the NPC may **help** or **hinder** your quest.

5. For more dynamic combat, roll **2d6** on the **Enemy Actions** table to determine the enemy's tactics.

Some enemies fight to the death (such as undead or demons) but most flee if their lives are in legitimate danger, animals especially. Use your best judgment.

6. For every area cleared, subtract 1 from your **dungeon size**. When your dungeon size reaches 1, roll **d6** on the **Resolution** table to see how close you are to your **objective**.

You'll either reach your **objective**, find a **clue** to its location, or encounter a **setback** that halts your progress. If you don't locate your objective, roll again on the **Encounters** table.

For every area you now clear, roll on the **Resolution** table, adding a bonus (-1 for every **clue**) or penalty (+1 for every **setback**).

7. Once you've located your objective, the real challenge begins.

Locations	
d6	Type and Size
1	Cairn (10)
2	Outpost (+d4)
3	Ruins (+d6)
4	Village (+d8)
5	Cave (+d12)
6	Stronghold (+d20)

Mapping the delve

Record your progress through the dungeon on the **Delve Generator** sheet (see **rear inner cover**), with space for a map and encounters.

Objectives

Completing an objective rewards you with **1 Soul**.

Explore. Investigate every room and successfully exit

Retrieve. Locate a particular object and successfully exit with it

Escort. Guide an individual to a particular location

Infiltrate. Achieve the goal by stealth or charm and successfully exit

Escape. Successfully exit the location while avoiding any dangers

Rescue. Locate an individual and successfully exit with them

Defend. Locate and protect an area, object, or person from attackers

Hunt. Locate your target, pursue them through the dungeon, and successfully eliminate or retrieve them

Cleanse. Locate and eradicate the specified infection or invasive element

Slay. Defeat the specified target

Objectives

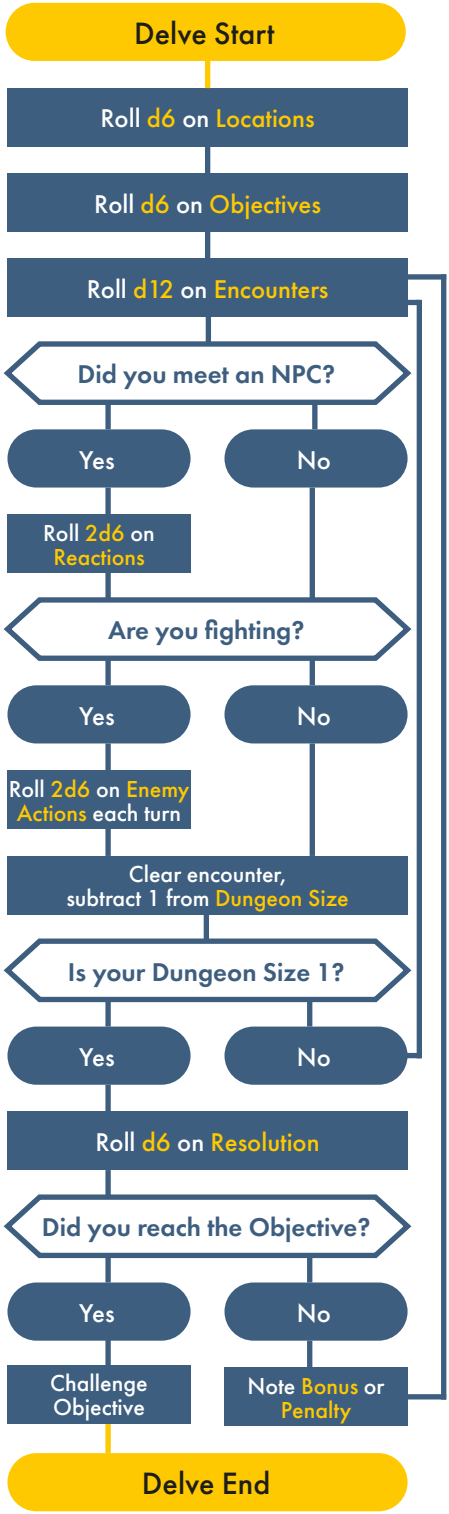
d6	Cairn	Outpost	Ruins
1	Retrieve your family's ancestral axe, stolen by a draugr and taken to a hostile land	Escape from a rival clan who've sworn to slay your entire family (d6 warriors)	Explore snowy ruins recently uncovered during a violent storm
2	Rescue your nephew from a group of deranged cultists (d4 scouts)	Defend a solitary outpost's seers from a roving band of d6 skeletons	Infiltrate and disrupt a hive of cultists attempting to summon a fire jotunn
3	Defend your father's remains from a vengeful rival	Hunt a condemned prisoner escaped from your clan's keep	Retrieve a lost relic revealed to you in a dream, located in a hostile land
4	Hunt the rock troll that's attacked your kin and fled to the family tomb	Escort a pair of travellers heading to exile in a hostile frontier	Escape a rampaging colossus awoken by a stranger from another realm
5	Cleanse the tomb of d4 despondent shades yearning to rejoin the living	Cleanse a corrosive organism slowly absorbing the structure	Cleanse a ruined temple tainted by the touch of a mad god
6	Slay the mad dwarf who believes this to be their keep	Slay a gang of d6 scouts who've seized a clan supply point	Slay a stone demon formed when your clan defeated an elemental king
d6	Village	Cave	Stronghold
1	Explore a mysterious settlement that suddenly appeared in a nearby valley	Retrieve the body of a clan elder, stolen by a group of draugr	Retrieve the staff stolen from your clan seer and taken to a rival keep
2	Escort an young seer to train under an unruly elder in a village of exiles	Explore the depths of a newly discovered cavern under your village	Infiltrate a mercenary group and convince them to join your side
3	Infiltrate and disrupt a wedding ceremony joining two warring clans	Escort the spirit of an ancestor to the location of their demise	Escape the lost stronghold before the vampires awaken around you
4	Rescue a long-lost daughter now living with a family in a distant village	Rescue a group of children kidnapped by d4 dwarves and taken underground	Rescue a clan elder who was carried away drunk by the wife of an old rival
5	Defend a meagre village's food stores from a starving band of d8 berserkr s	Hunt a pack of d8 wolves through their sprawling den	Hunt an elf who attacked a group of woodcutters before fleeing
6	Slay a giant skeleton animated from the remains of a slaughtered village	Slay a troll that's terrorised your clan for decades	Slay the treant worshipped by an enclave of druids

Encounters	
d12	Encounter
1	Treasure
2-4	Mystery
5-6	Mundane
7-9	Obstacle
10-12	Conflict

Reactions	
2d6	Reaction
2	Helpful
3-5	Talkative
6-8	Unsure
9-11	Unfriendly
12	Hostile

Enemy Actions		
2d6	Action	Notes
2	Disarm	Str save or drop weapon/key item, action to retrieve
3-4	Grab	Dex save or lose Reaction for 1 turn
5-9	Attack	-
10-11	Feint	Wit save or waste a Reaction on a evading a false attack
12	Wild attack	Spi save or falter from ferocious attack, take double damage

Resolution		
d6	Discovery	Roll Adjustment
1-2	Objective	0
3-4	Clue	-1
5-6	Setback	+1



Cairn Encounters

d6	Treasure	Mystery	Mundane	Obstacle	Conflict
1	Skull beacon (relic) enclosed in a dusty crevice	Ghost weeping in the corner	Yellowed candles melted to the base	Low ceiling, slows movement	Shade stumbles from the darkness, arms reaching
2	Skeleton key sitting atop broken bones	Grinning skull laughs as you enter	Broken skull missing jawbone	Chasm in floor, Dex save to avoid	Skeleton fallen in the corner rises and approaches
3	Scry runestone carved into the walls	Dim light shines from a crack in the stone	Scattered flowers, faded and wilted	Flooded passage, slows movement	Bonewheel skeleton cartwheels near
4	Bleached jawbone jutting from broken skull	Sound of manic laughter from behind you	Child's wooden toy covered in cobwebs	Dense roots bar the path, halts movement	Crouched draugr glares at you from the corner
5	Grave sword driven deep into the stone ground	You surprise a grieving merchant	Long-rusted axe, blade badly dented	Foul-smelling air, Str save to avoid retching	Shades (d4) emerge from the shadows
6	Kindled bale prepared in the corner	Faint piney smell of juniper lingers for a moment	Tidy piles of clothes and beads	Clustered spores, Dex save to avoid poison	Two draugr locked in combat with each other

Outpost Encounters

d6	Treasure	Mystery	Mundane	Obstacle	Conflict
1	Iron ring adorns a smashed skeletal arm	Huddled form hiding in the corner	Faded bedrolls and discarded clothing	Fallen beam halts movement until cleared	Warrior sharpens their axe, startled to see you
2	Weary skald teaches you Hörgr saga (<i>sanctuary</i>)	Weary group of exiles take shelter	Mud-spattered cloak hangs, tattered and worn	Starving dogs bark menacingly, Spi save to calm	Scout re-strings their bow, knives sheathed
3	Fire oil tucked underneath tattered bedroll	Two armoured ghosts locked in combat	Discarded chainmail, rusted and dented	Floor gives way, Dex save to avoid falling	Mad skald screams as you enter
4	Sacred waters wrapped inside threadbare blanket	Ancient seer reads by candlelight, eyes glowing white	Cold fire pit with dried out chicken bones	Bones strung up crudely, Wit save to untangle without alarm	Wolves (d4) fight over a fresh deer carcass
5	Dried apple inside a faded leather pouch	Shimmering blue portal flickers and vanishes	Scattered spear shafts lying beside dull iron tips	Broken wall reveals sleeping sentry, Dex save to pass unseen	Lone cloaked elf stalks the perimeter, swords drawn
6	Ash spear hidden behind a dense door	Room begins to fill with harmless spectral green flame	Empty mead jugs, sticky and sweet-smelling	Discarded furniture and debris slows movement	Warriors (d4) laugh and drink watery ale

Ruins Encounters

d6	Treasure	Mystery	Mundane	Obstacle	Conflict
1	Sleep runestone partially covered by human remains	Hoof prints seared into the stone ground	Piles of broken bones and picked carcasses	Enormous nest built from debris blocks passage	Rock troll dozes next to a corpse in a shallow grave
2	Breaking maul discarded with broken haft	Spectral arm waves from within a stone wall	Remains of a crude campsite, shredded bedroll	Obvious falling rock trap, save to avoid d10 damage	Dwarf examines ancient carvings on a low wall
3	Leather hood on the corpse of a long-dead hunter	Your exact double appears, shrieks, and runs away	Young fox sniffs at a crack in the walls, then flees	Yawning rock pool slows movement	Wolves (d4) make their den here and protect cubs
4	Whispering voice fills your mind with Hlátr saga (laughter)	An old man in a broad hat smoking a pipe greets you	Brilliant wildflowers spread unchecked from a crack in the wall	Unstable ceiling trembles with motion, Dex save to avoid collapse	Cultists (d4) scry with fresh entrails, seeking answers
5	Leather rucksack buried in a crude hole, contents now dust	Enormous spectral elk bounds into view	Wind whistles through a gap in the stone floor	Hundreds of fat spiders cling to the walls	Treant guards green growth, long limbs crossed
6	Mistletoe Dart (relic) embedded in the stone ceiling	Craggy stone walls fade from sight, replaced with a lush forest	Water drips from a gap in the roof, turning the stone green	Viscous mud slows movement, Str save to navigate	Troll tears chunks out of the worked stone walls, forming tools

Village Encounters

d6	Treasure	Mystery	Mundane	Obstacle	Conflict
1	Effigy stone (Bjarn, berserkr) swaddled in baby clothes	Shrouded figure turns to face you; it has no head	An old woman knits and eats dried fish	Hungry dog looks at you with baleful eyes	Bandits (scout) roam the village looking for valuables to pilfer
2	Blacksmith hammer resting on an ancient and pitted anvil	The shadow of an enormous wolf falls over you	Salted meat hanging from the ceiling	Wandering sheep block the way, slowing movement	Mad warrior stripped naked to the waist wields a broad axe
3	Sack filled with dried grains and salt	Spindly man floats down from the sky, smiling	Sunken fire pit glows with dull embers	Group of locals gathers before you, save to avoid	Skeleton pulls itself out of a shallow grave
4	Slender lockpicks hidden in oiled leather pouch	The longhouse before you flickers and fades	Ring of iron on an anvil and the hiss of water	River burst its banks, flooding the path	Pyre blacksmith sits crestfallen beside cold forge
5	Chain mail covered in blood and wrapped in linen	A luminous, tentacle emerges dripping from a wooden bucket	Two fishermen with cod slung on their shoulders	Eerie merchant accosts you, offering to show you their wares	Seer with <i>haste</i> runestone patrols the area
6	Lifs né dauða saga (rebirth), sung by a talking raven	A cluster of cats runs by, each one with 3 tails	Thin horse whinnies, well-ridden and flea-bitten	Structures identical, Wit save to maintain direction	Cultists (d6) attempt to summon a dread being with ritual

Cave Encounters

d6	Treasure	Mystery	Mundane	Obstacle	Conflict
1	<i>Disappear</i> runestone barely visible on wall	Whispers in the dark, Spi save to maintain focus	Glowing mushrooms shroud the walls	Pit leads to darkness below, Dex save to avoid	Rock troll collects worthless trinkets from travellers
2	Mischief Horn (relic) atop a precarious stone outcropping	Rictus face in the stone mocks your ancestors	Brackish water drips into an enormous black pond	Narrow tunnel hinders movement and visibility	Skeletons (d4) dance around a mysterious carved figure
3	Sacrificial bundle wrapped in lambskin and placed under rock	Gleaming black stone wall shimmers and warps	Pair of emaciated corpses, legs broken and huddled together	Roaring waterfall rushes over path, Str save to ford	Two dwarves debate the survival of the world serpent
4	Fur cloak resting at the bottom of a black pond	Lost dwarven child with downy beard cries out for aid	Sprawling cavern, cold wind tears against your skin	Crush of stone walls overwhelm, Spi save to avoid panic	Cultists attempt to convince a fire jotunn to join their cause
5	Broad axe buried in the skull of a rock troll corpse	Blinding light pulses from a crystal embedded in the stone wall	Abandoned dig site, rusted tools broken and discarded	Troll family slumbers before you, two adults and two young	Draugr stares into their reflection in a cave pool
6	Fire grippers wrapped in white linen	Foul breath of a beast and jagged walls close on you	Sunlight streams through a break in the craggy stone	Crumbling outcropping above gaping chasm	Stone demon eats the remains of a troll

Stronghold Encounters

d6	Treasure	Mystery	Mundane	Obstacle	Conflict
1	Eye of Oðinn (relic), inside a broken skull	Towering ethereal figure cloaked in shadows beckons	Raided weapons rack, a spear and axe remain	Weathered door barred from the other side	Two elves study a man's body strung upside down
2	Ring of Fire flame rune burns at the heart of a forge	Lone axe hangs from the wall and bades you wield it	Dented table covered in maps and parchment	Guards laugh raucously and stumble drunk	Shades (d4) sit around a circular stone table
3	Steel sword found mounted on the wall of a great hall	Chained jotunn youth spots you and slowly smiles	Ale and mead storage, barrels stacked high	Two men whisper conspiratorially and turn to face you	Warriors (d6) assault a barricaded house
4	Elder skald recounts Láta saga (<i>command</i>)	Ghost of an elder stares forlornly into the fire	Crude barracks scattered with sloppy bedrolls	Bare chested giant of a man challenges you	Cultists flee in terror from a raging lindworm
5	Kite shield wrapped in leather furs	Fresh blood seeps from the walls, steam rising	Great hall covered in a thin layer of smoke, fire dying	Iron gate crashes down, Str save to lift and traverse	Berserkr s (d6) take turns fighting each other
6	Red face paint stored in ceramic jar	Three figures weave a glowing, delicate tapestry	Exquisite balcony overlooks the surrounding land	Sly merchant offers you rare goods, Spi save to avoid temptation	Giant skeleton patrols the area, attacking anything it spots

COOPERATION

The world of **Runecairn** can be a solitary one, but a helping hand can be a ray of hope in even the darkest place.

If you want to traverse the world with a friend by your side, seek out an **effigy stone**.

Summoning an ally

When resting at a bonfire, you can use an **effigy stone** to call out to a fallen hero and summon them for aid at the cost of **1 Vigour**.

Effigy stones are exceedingly rare and finding one is an adventure itself. Each stone corresponds to a specific hero, as their name and history is carved upon the limestone figure.

The effigy stone reaches out across the realms and summons a physical manifestation of the hero's spirit, who joins the Adventurer at the bonfire.

Summoned allies can be past or future Adventurers run by a **second player** or an additional **hero** controlled by the **player**.

Combat and healing

The summoned ally fights alongside the Adventurer. When attacking the same target, roll damage for both attackers and take the higher result (**damage advantage**). This applies to monsters as well as Adventurers.

On enemies' turns, the Warden states who is targeted in each attack, giving each Adventurer an opportunity for a **Reaction**.

Summoned allies have flasks with **1 sip of mead**, refilled as normal at bonfires.

Death and rebirth

Summoned allies are tied to the Adventurer who summoned them. If the **Adventurer** dies, the summoned ally returns to their home.

They can be summoned again in the same manner, but with the same cost.

The ally's physical body is a mortal shape. If a **summoned ally** dies, their spirit dissipates into mist and they return home.



Just as there are benevolent heroes across the realms willing to help out an adventurer in need, so are there malevolent forces who seek to sow chaos and destruction.

A **black fetch** invades an adventurer's world and stalks them, seeking to strip their humanity and vigour.

Black fetch

Much like summoned allies, a **black fetch** is a physical manifestation of a spectral form, often the crestfallen spirit of a dead adventurer or projection of a powerful figure from another realm.

A black fetch can be a fallen Adventurer run by a **second player** or invading spirit controlled by the **Warden**.

Consider confronting a player with a previously slain Adventurer or NPC returned as a black fetch.

Combat, healing, and death

Fetches follow the same rules as **summoned allies** and also have a mead flask with 1 sip.

Fetches will continue to invade in the same area unless defeated. As they are spectral beings and do not fear death, they will not flee from combat.

When a black fetch is defeated, their spectral form dissipates and their spirit is forever banished from the area.

Repelling an invader

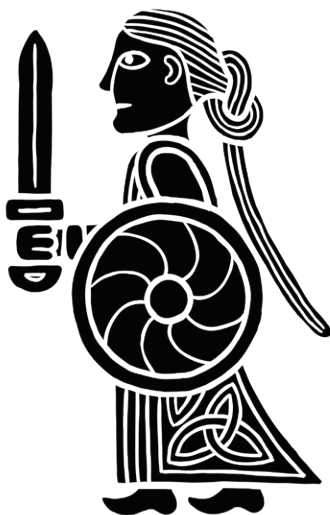
If a black fetch is successfully defeated, they reward **1 Soul** or an important item they held in life, such as a weapon, spell, or relic.

Safety check

As with any situation with potential conflict between players, check with everyone at the table first.

Is everyone aware of the possible player vs. player scenario and comfortable with combat between players?

If not, reconsider player Invasions.



Delve Generator

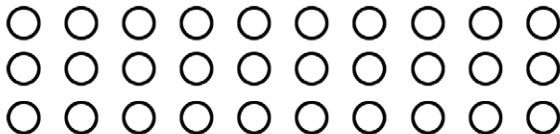
Dungeon Type

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Objective

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Dungeon Size

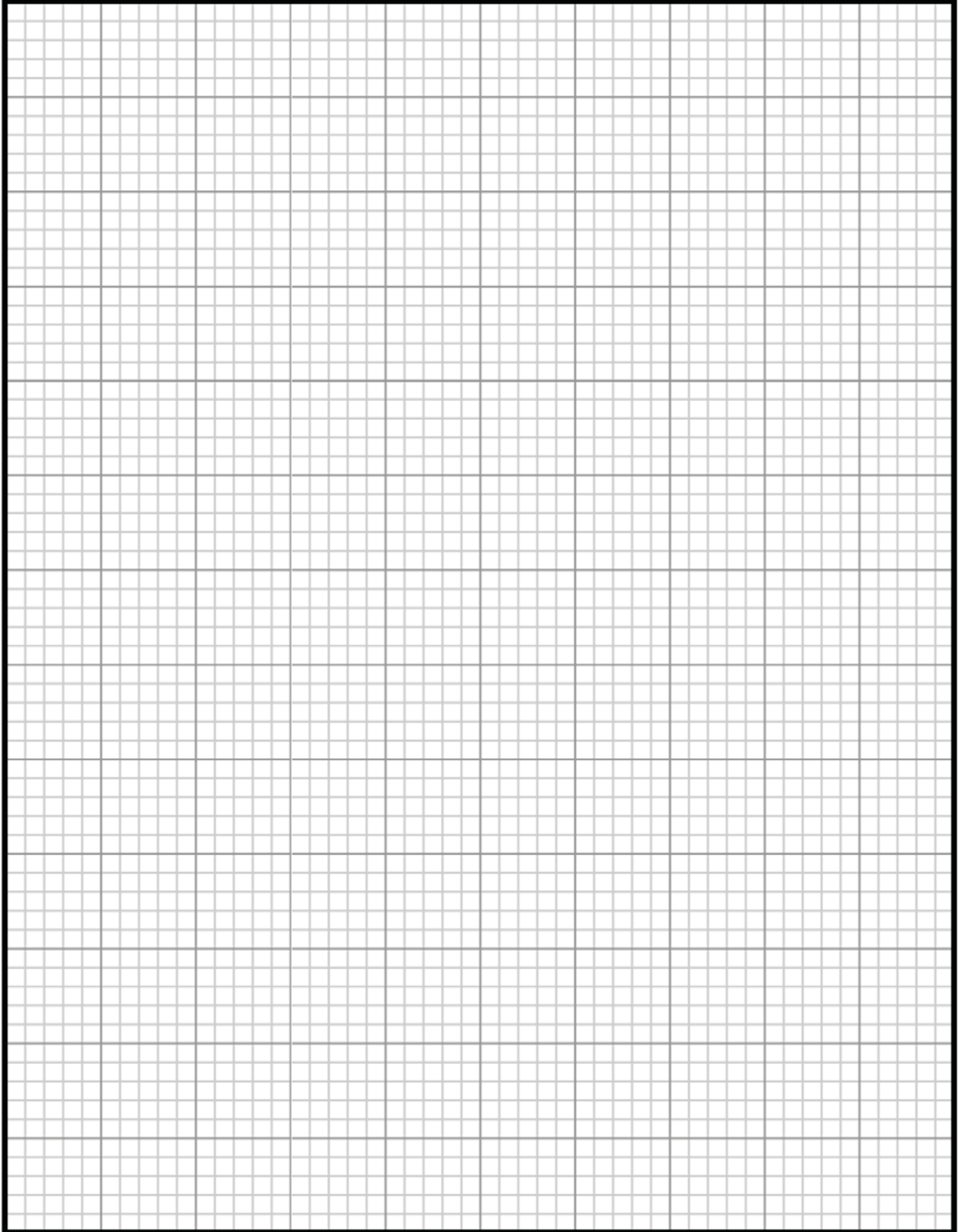


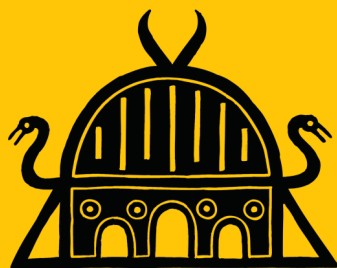
Resolution Adjustment

Encounters

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Dungeon Map





Advanced Rules

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

Supplement your existing *Runecairn* adventures with these additional Advanced Rules:

- Two new starting classes, Berserkr and Pyre
 - Oracle for Solo Play
 - Delve Generator
 - Allies and Invasions

Requires *Runecairn: Core Rules*



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