

Skorne

PREFACE

One player is **SKORNE** the devil prince and commands his demon rulers and armies. The other players are renegades, part of mankind's insurrection against the darkness that reigns. Overthrow the evil Tyrants. Free chained captives. Fight to the last man. To play, bring these rules, scratch paper, writing instruments, and at least two six-sided dice (2d6) to the table.

RULES I: ABILITIES

- 1:1 There are three abilities: Strength, Dexterity, and Willpower.
- 1:2 Strength is lifting, grappling, enduring.
- 1:3 Dexterity is dodging, balancing, fleeing.
- 1:4 Willpower is persuading, deceiving, using Powers.

RULES II: ROLLS

- 2:1 When a renegade takes an uncertain action, Skorne rolls 2d6. If the action is against another character, add the appropriate ability of that opponent.
- 2:2 The player then rolls 2d6 and adds the appropriate ability.
- 2:3 If the player rolls higher, they pass. If Skorne rolls higher, something nefarious comes to pass. If tied, do both or roll again.

RULES III: VIOLENCE

- 3:1 All actions are taken simultaneously.
- 3:2 Damage is dealt in hits: one hit for simple weapons, two for martial weapons, three for devastating weapons, four for deadly weapons. Damage is instant, no roll required.
- 3:3 Good positions and clever tactics increase the damage dealt.
- 3:4 Renegades have hits equal to four plus their Strength. Armor provides one additional hit to the wearer but is a bulky item. Shields also provide one additional hit but require one hand to use.
- 3:5 When a character is out of hits, they are incapacitated. If they go below zero hits, they are slain.
- 3:6 When a renegade dies, do not linger but instead call forth a new, determined soul.
- 3:7 Humans recover one hit after a full night or a full day of rest.
- 3:8 People carry as much as makes sense, but more than one bulky item may hinder them.
- 3:9 Time and fate make fools of us all.



RULES IV: MAGIC

- 4:1 Magic is corruption.
- 4:2 Any man may wield **Fire** as his Power.
- 4:3 Using a Power is an uncertain action.
- 4:4 Instead of rolling 2d6, the player rolls as many d6s as they dare and adds Willpower.
- 4:5 Each die that shows '6' is a disaster. Folly and distortion are not without consequence.
- 4:6 If two or more dice show '6', the next of the seven seals is Broken. **When the seventh seal is broken, the world is ruined and the game ends. Tear the rules into seven pieces.**

RULES V: CREATION

- 5:1 In the beginning, give thy renegade a name, though it will not save them.
- 5:2 Roll 2d6 for each ability. A result of two or three subtracts two. On a four or five, remove one. Six through eight yield nothing. Nine and ten add one. Eleven or higher grants a bonus of two.
- 5:3 Add the abilities together and roll 1d6, consulting the next page for a renegade package. Mark that package used.
- 5:4 If another renegade has taken that package, take the next unused package to the left. Move to the rightmost package on next row up if this is not possible.
- 5:5 If a player rolls and is unable to get an unused package, there is no one left alive. **Humanity has lost and the game ends. Burn the rules as the world is consumed.**

Renegade Packages

After taking a renegade package, also gain 2d6 x 10 Gold Crowns.

	1	2	3	4	5	6
-5 or lower	Power: Death Garrote Knife Cloak Crucifix, wooden	Power: Shadow Poison Grapple hook Rope Cataracts, spreading	Power: Bone Spiked club Full armor Horse Missing finger	Power: Blood Longbow Royal flag Boltcutters Steel wire	Power: Stars Flail Lantern Waterskin Double-jointed	Power: Tar Longaxe, bone Sack Torch Crucifix, silver
-3 or -4	Power: Wind Billhook Lantern Blastpowder Missing eye	Power: Ash Halberd Fire oil Metal ingot Idiot twin	Power: Sea Spear Shield Medicine box Authored book	Power: Bark Oar, chewed Crucifix, wooden Torch Clothing, old-fashioned	Power: Ice Knife Net Fishhook and line Love letter	Power: Fungus Hammer Full armor Mule Cart, wooden
-1 or -2	Power: Rain Zweihander Minor fame Mirror Locket, silver	Power: Stone Morningstar Fake jewelry Clothing, formal Missing arm	Power: Corrosion Flail Blastpowder Glue Tattoos	Power: Glass Halberd Flute Grapple hook Guild credentials	Power: Thunder Longspear Full armor Manacles Soothing herbs	Power: Metal Twin blades Skeleton key Medicine box Book of Scriptures
0	Sword Buckler Ring, noble's Fishhook and line Yellow teeth	Spear Horse Antitoxin Bear trap Brewing kit	Mattock Pet hound Torch Sack 200 Gold Crown debt	Longaxe Hide armor Mallet Navigational charts Shouting helm	Bow Clothing, smuggler's Grease Rope Spyglass	Claymore Liquor Lockpick tools Crucifix, silver Shiverless
+1 or +2	Throwing knives Blastpowder Smokedust Land deed Burnt face	Hatchet Shield Alchemical fire Manacles Favor coin	Mace Horn Spyglass Dice set, stolen Dog bite	Longbow Pet hawk Fire oil Salt Ventriloquist	Throwing axes Liquor Meat Manacles Linguist	Morningstar Drum Poison Meat Toxin-immune
+3 or +4	Shovel, serrated Net Lantern Meat Never sleeps	Pitchfork Grease Medicine box Crucifix, silver Mute	Power: Dream Horse Mandolin Waterskin Always dirty	Whip Skeleton key Snare Mirror Admired looks	Warhammer Hacksaw Knife Boltcutters Elderly	Wooden club Shield Lantern Medicine box 120 Gold Crowns, fake
+5 or higher	Staff Mule Snare Star chart Bloody eye	Hefty rock Sack Dead bird Torch Tunneler vision	Knife, rusty Femur Flute, silver Fishhook and line Clothing, fine fur	Oar, broken in two Pet rat Antitoxin Meat Illiterate	Sling Liquor Poison Grapple hook Crucifix, wooden	Sharpened stake Smokedust Metal ingot Letter of pardon Perfume

RULES VI: APOCRYPHAN

The following passage is an example of a session underway. It has no bearing on your game:

Skorne: Having travelled three days on your way to Gutsar Keep, you come to a fork in the road. A tall horned demon stands guard in full gold plate armor resting a skull club on his shoulder. What do you do?

Clovis: Should we just sneak around?

Bianca: No good. That old woman warned us to stay on the path. Don't disregard decrepit fortunetellers.

Clovis: Got it. I step forward and say, "We are willing to pay for safe passage. Would 70 Gold Crowns do?"

Skorne: The giant stands in silence.

Clovis: I quickly charge. That's Dexterity, right?

Skorne: Right. I'm going to say that this has decreased risk because of the demon's bulky armor that slows him down. A minus one for him. [Rolls 2d6] 6 total.

Clovis: [Rolls 2d6] 3 and 4 plus 1 is 8. I move behind him.

Skorne: You do that. Bianca, what do you do?

Bianca: I'll use the power of fire. I have a feeling we'll need magic for this fight. Just a giant blast directly at him. I'll roll three dice.

Clovis: Please be careful. We can't break another seal...

Bianca: You'll be fine. You're behind him, right?

Skorne: [Rolls 2d6] That's a 10.

Bianca: [Rolls 3d6] Adding Willpower... that's 11 total.

Skorne: The demon is engulfed in flames, taking 3 hits. He only has four left. He roars loudly and you smell his charred flesh. I see you rolled a "6" there too. Here's the disaster: Clovis, you catch fire. Take 1 hit.

Clovis: "You'll be fine." I'll choke him from behind, still on fire. Strength roll?

Skorne: No, he's distracted. The outcome seems pretty certain here. You're gripping him from behind and can take him down. His arms are flailing around as he curses.

Bianca: I move to strike him in the chest with my knife.

Skorne: His eyes burn with rage as he swings wildly and smacks you with the club, sending you flying back... and off the road.

Bianca and Clovis: Oh no...

Skorne: A dead hand bursts from the earth and grips your wrist, pulling with fearsome strength. The demon continues to rage as he takes another hit from his burns. And Clovis, you're still on fire. What do you do?

RULES VII: SKORNE

To prepare the game, establish a hierarchy by rolling or choosing 3 or 4 Tyrants. Give each a **concept**, **aspect**, **domain**, and **asset**. For added potential, give them an additional **power**, **scar**, or **transformation** if you choose.

Start the game with the renegades in a **situation**. Have them witness an **injustice** or have an **injustice** happen to them. Make a **tyrant** directly or indirectly responsible. Tell them where that tyrant's **domain** is. Establish threats and obstacles that stand in the renegades' way. Present **valuables** with a cost or in a high-risk situation. Present opportunities to increase the capabilities of the renegades.

While you may start with a prepared situation, do not prepare a "plot" or "story." After presenting players with a situation, ask them to make a choice. If a player's action has an outcome that is certain, do not roll the dice. Always say the impact of their choices. Nothing happens in a void.

Every encounter should be high impact and able to give one or more renegades a **power**, **scar**, or **transformation**. Give each encounter a motivation and lots of flavor. Each moment of the game should reveal the world and give it life.

In a violent conflict, always tell the players where they are in relation to the enemies, what the enemies are doing, and what objects are nearby. Make the environment dynamic.

There are only demons, animals, and men. Monsters occupy the space between these categories. Men and animals are corrupted and distorted to their absolute worst by demons. Reckless men choose to become devils.

As Skorne, you play fair. When the renegades achieve a victory, let them have it. Reward clever solutions. But never pull your punches. They have to earn it. Make it tough.

Tyrants are the path to increased sovereignty for the renegades. Their defeat means more assets, fewer enemies, and greater belief in the possibility of a true overthrow of Skorne. Tyrants are never friendly toward other Tyrants when their back is turned. Not all Tyrants are themselves favored by Skorne either.

Demons, including Skorne and his minions, are manifestations of evil and are irredeemable. Any character that sides with Skorne is a lost traitor. Call forth a new soul.

If you want a shorter campaign, simply start the game with a few renegade packages used and a few **broken seals**.

With the darker themes present, this game assumes the group already worked out what 'crosses the line.' Play safe.

RULES VIII: INSPIRATION

These tables have 36 results and are laid out in 6 groups with 6 results each. To use, roll 2d6. Use the first die for the group and the second die for the entry in the group going from top to bottom. **Bold** entries are found on other tables.

Situations

Acquisition	Capture	Exchange
Banishment	Ceremony	Execution
Bargain	Coup	Festival
Betrayal	Delivery	Fire
Brawl	Destruction	Foe's entrance
Burial	Entertainment	Hiring
Imprisonment	Proclamation	Stand-off
Infiltration	Protection	Surrounded
Invasion	Ritual	Travel
Mealtime	Robbery	Trial
Negotiations	Sabotage	Warfare
Party	Scouting	Worship

Injustices

Assassination	Corruption	Envy
Betrayal	Cruelty	Extortion
Bribery	Curses	Fearmongering
Brokenness	Disobedience	Gluttony
Censorship	Displacement	Greed
Coercion	Dispossession	Hatred
Indulgence	Pride	Taboo
Inequality	Regulation	Temptation
Intimidation	Slavery	Torture
Kidnapping	Sloth	Vainglory
Lust	Starvation	Violence
Poverty	Suffocation	Wrath

Valuables

There is no "general store." Prices are given in Gold Crowns.

Items without prices cannot be bought with mere coins.

Alchemy recipe (150)	Book (100-500)	Heavy armor (200)
Alcohol (5)	Cart (30)	Heavy weapon (60)
Animal (5-300)	Clothing (3-1,000)	Hireling (1-100/day)
Armor (80)	Common item (5)	Ingredient (10-100)
Banner	Crown (1,000)	Iron ingot (200)
Blackmail	Exceptional food (10)	Jewel (300-1,000)
Light weapon (20)	Ranged weapon (40)	Tool (20-50)
Luxury item (100)	Ritual guide (300)	Transform -scroll
Medical supplies (600)	Secret orders	Trophy (100-1,000)
Necklace (300)	Shield (20)	Tyrant's asset
Power -scroll	Ship (500-10,000)	Tyrant's seal
Land (800-200,000)	Siege equipment	Tyrant's weakness

Broken Seal

Roll or choose from this table when a renegade rolls two or more sixes when using their power. These are permanent, global effects.

Animals die	Deadly fog	Endless winter
Animals transform	Demon call	Eruption
Assassination	Disappearances	Famine
Betrayal	Drought	Flooding
Blood rain	Endless darkness	Forgetfulness
Crops fail	Endless thunder	Graves open
Innocents taken	Mass aging	Portal opens
Intense winds	Mass transform	Ritual completes
Invaders	Mass nightmares	Shadows awaken
Iron rusts	Mass powers	Stars fall
Maggots	Monsters grow	Vermin appear
Magic doubles	Plague	Wailing

Tyrant Concept

This gives an initial idea about the Tyrant's form. They need not have all characteristics of their base. Add or subtract where needed, including **powers**, **scars**, or **transformations**.

Abomination	Centaur	Drake
Abyssal	Commoner	Dryad
Angel	Corrupted	Elemental
Barbarian	Demon	Fae
Basilisk	Devil	Gargoyle
Blighted	Dragon	Giant
Golem	Maneater	Slave
Gorgon	Minotaur	Sorcerer
Imp	Nobleborn	Spectre
Infected	Ooze	Treant
King/Queen	Prince/Princess	Troll
Lich	Rotted	Witch

Tyrant Aspect

These modifiers are titles, attitudes, or other attributes, not necessarily physical traits.

Alchemist	Crow/Raven	Hexer
Ancestor/Old	Deserter	Hound/Hyena
Artisan	Devout/Cultist	Inebriate/Glutton
Bandit	Gravekeeper	Inquisitor
Collector	Heretic	Jailer
Coward	Hermit/Exile	Juggernaut
Lawkeeper	Physician	Tortoise
Leech	Rat/Lurker	Treasurer
Lion/Tiger	Serpent/Viper	Trickster
Loyalist	Silvertongue	Twin/triplet
Mystic/Saint	Spider	Warden/Protector
Pawn	Thrallmaster	Warlord

Tyrant Domain

This can be the location of a **situation** or a place to be travelled to. Skorne also resides in one or more domains or strongholds.

Abandoned city	Far outpost	Hallowed grounds
Ashlands	Flagship	Heretical temple
Beast colosseum	Flying fortress	Innovating city
Buried garden	Forgotten memorial	Lawless town
Council building	Frozen north	Lonely island
Desert encampment	Guildhouse	Luxury palace
Massive market	Profitable mine	Tallest tower
Mountain peak	Relic crypt	Travel destination
Ocean depths	Renegade barracks	Underground prison
Opulent city	Rivertown	Valley crevice
Overcrowded city	Scarred battlefield	Wet cavern
Overgrown forest	Slave farm	Wild jungle

Tyrant Assets

These are in the service of a Tyrant. They may be gifts of Skorne with **powers**, **scars**, or **transformations** of their own.

Additional domain	Dark cult	Heist crew
Additional power	Deadly prisoner	Heretical sect
Barbarian clan	Elite soldiers	Hired killers
Conspiracy	Explorer's club	Huge army
Craft guild	Family member(s)	Large food supply
Crime family	Hollow guards	Local militia
Many slaves	Renegade traitor	Street gang
Monstrous pet	Second-in-command	Trade company
Noble house	Siege engines	Transformed men
Persuasive	Skilled court	Valuables
Political party	Spy network	Vast wealth
Religious order	State church	Worshippers

Enemy Abilities

Remember, players will not remember what stats the monsters had. Players will remember what the monsters did, they choices they made, and what impact it had. Do not sweat the "balance" of their opponents. Give them a motivation. For more flavor, give them **powers**, **scars**, and **transformations** of their own.

Hits. Weak: 2, Typical: 4, Tough: 6, Hulking: 10 or more.

Armor. Armored: +1 hits, Heavily armored: +2 hits, Shield: +1 hits.

Damage. Untrained: 1 hit, Trained: 2 hits, Dangerous: 3 hits, Masterful: 4 hits, Lethal: 5 hits.

Strength. Weak: -1, Average: +0, Strong: +1, Powerful: +2, Monstrous: +4

Dexterity. Slow: -1, Average: +0, Nimble: +1, Swift: +2, Blurred: +4

Willpower. Dimwitted: -1, Average: +0, Clever: +1, Brilliant: +2, Genius: +4

Powers

Acid	Crystal	Ice
Ash	Death	Insects
Bark	Dreams	Iron
Blood	Flesh	Light
Bone	Fungus	Lightning
Corrosion	Glass	Magma
Metal	Shadow	Thunder
Mind	Smoke	Time
Poison	Soil	Vermin
Rain	Stars	Void
Sand	Stone	Water
Sea	Tar	Wind

Scars

Anxiety	Bruise	Hopelessness
Battle scar	Burn	Memory loss
Broken arm	Chipped tooth	Missing ear
Broken leg	Cold attitude	Missing eye
Broken nose	Dependency	Missing finger
Broken rib	Fractured skull	Missing foot
Missing hair	Punctured organ	Sleeplessness
Missing hand	Pyromania	Slurred speech
Missing leg	Reckless attitude	Soft attitude
Obsession	Second personality	Splintered mind
Paranoia	Shaken nerves	Unstable attitude
Phobia	Shattered ego	Vicious attitude

Transformations

Acidic spit	Animal tail	Demon claws
Additional arms	Basilisk scales	Devil horns
Additional eyes	Bestial arms or legs	Dragon breath
Additional legs	Bestial face	Excretes poison
Additional power	Change age	Forceful jaws
Additional head	Corpulence	Frog tongue
Gargoyle wings	Mesmerizing eyes	Skin-shedder
Heightened sense	Noiseless	Spider climb
Hunchback	Ogre tumors	Sword-form
Lycanthrope	Ooze-form	Troll regeneration
Malleable body	Power -skin	Undead flesh
Malleable voice	Prophetic dreams	Vampirism

Role-playing: Ockult Örtmästare Games' MÖRK BORG, Ben Milton's Maze Rats, Jim Parkin's Any Planet is Earth, Chris McDowall's Electric Bastionland, Norbert Matausch's Landshut, Yochai Gal's Cairn, Games Workshop's Warhammer Fantasy, Magpie Games' Root RPG. **Anime:** Berserk, Vinland Saga, Attack on Titan, Goblin Slayer. **Books:** The Tapestry, The Witcher, Screwtape Letters, Game of Thrones. **Games:** Darkest Dungeon, Dark Souls, Blood Rage, Hollow Knight, Mount and Blade. **Music:** Greta Van Fleet, MÖRK BORG. **Feedback:** Yochai Gal, Jim Parkin, Caleb Doebler, Rachel Limpert, Cody Schuh, Bartlett.