The Dark Eye

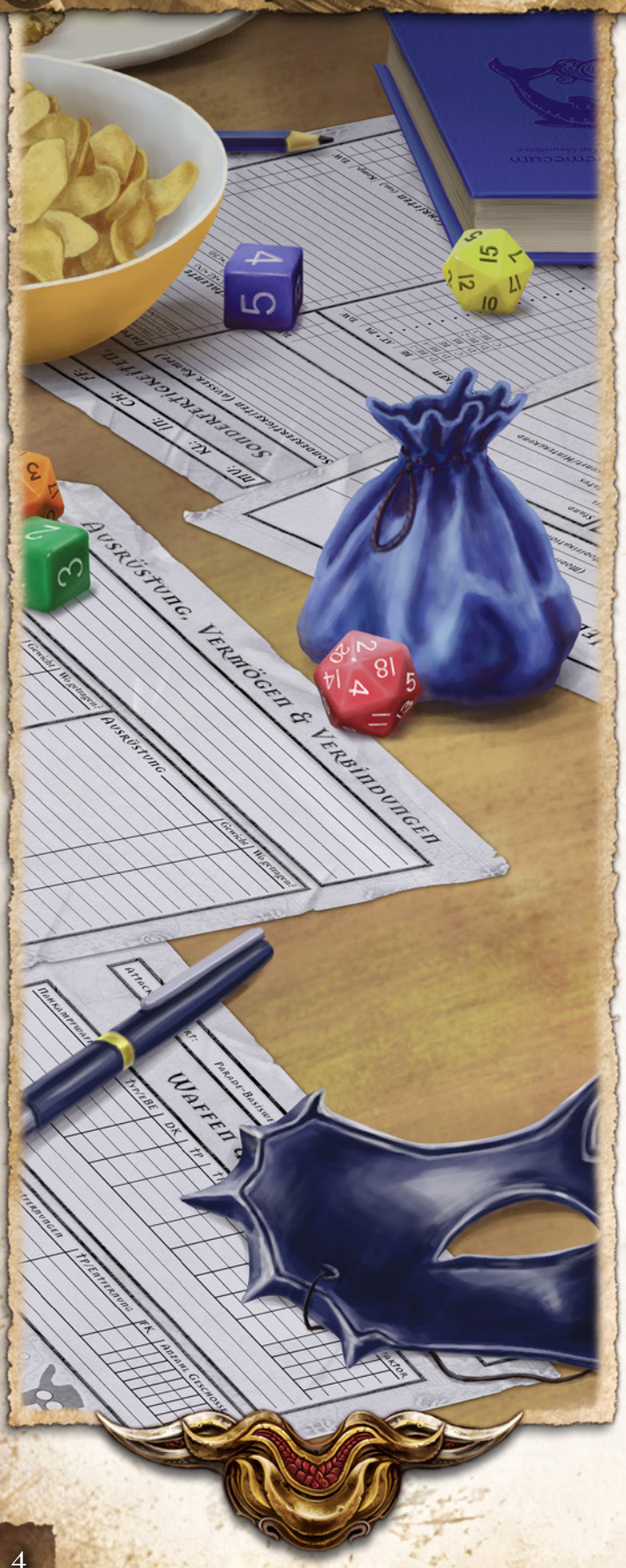


Quick-Start Rules





Quick-Start Rules



Welcome to the thrilling world of *The Dark Eye*! Heroic adventure awaits you in the fantasy setting of Aventuria. This guide explains the basic concepts of the game, and the introductory scenario and pre-generated characters allow you and your friends to start playing right away!

What Do You Need to Play *The Dark Eye*?

To take your first step into Aventuria, you need only the following.

- This quick-start guide
- Some twenty-sided (D20) and six-sided (D6) dice
- Pencils and paper for taking notes
- Somebody to act as the Game Master (GM), plus three to five players that take the roles of heroes
- Two to three hours of time

The following pages briefly introduce you to Aventuria and explain the game's most important rules, such as how to make skill checks, fight opponents, and cast spells (if you'd prefer to skip ahead to the rules, see page 6).

This booklet includes a short introductory scenario called *Slavers of the Realmwood* (see page 10) and six ready-to-play characters (see page 15) to get you started playing right away. Your players may choose from among the following heroes: the brave mercenary *Geron*, the dexterous elven ranger *Layariel*, the daring dwarven warrior *Arbosh*, the cunning mage *Mirhiban*, the charming half elf rogue *Carolan*, and the intimidating sea-raider *Tjalva*.



What is a Roleplaying Game?

The Dark Eye is a fantasy roleplaying game that allows you and your friends to experience a world of adventure. Players take the roles of characters participating in an ongoing story. Imagine the game like a TV series where you and the other players decide where to go and what to do. Your decisions influence the course of the story, and nobody can predict how it will end.

The players' characters (the *heroes*) explore the setting and face challenges together. One participant acts as the Game Master (GM), who describes the world's personalities and dangers.

Player goals in a roleplaying game differ from most traditional games in that all players (including the GM) cooperate to play together, not against each other. As a group, they try to overcome challenges such as solving riddles, defeating enemies, and rescuing the count's son, creating the story together. Enjoying adventures, having fun acting out your characters, and facing countless challenges are the true goals of role playing.

GM and Players

The roles of GM and player differ greatly. Players take the role of *player characters* (*PCs*), which are created using the guidelines presented in the *TDE Core Rules*. Players announce their characters' actions, roll dice when an important action's outcome is uncertain, and keep track of their characters' stats, equipment, and achievements. Player characters are sometimes also called *heroes* or *adventurers*.

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The GM describes the game setting, portrays all characters that are not portrayed by the players, creates exciting adventures for the heroes, and acts as a referee. Characters portrayed by the GM are called *non-player characters* (*NPCs*). Collectively, a *gaming group* is a group of players and a GM who meet for a game session.

What is a Dark Eye?

The game derives its name from the most intriguing magical artifacts in Aventuria—the Dark Eyes. These rare and powerful magical items allow users to view far away places and glimpse scenes from the distant past. Creating such an artifact calls for very powerful magic and a sizable quantity of raw meteoritic iron. Few spellcasters have ever mastered the necessary enchantments. When completed successfully, the iron assumes the form of an orb or sometimes an eye, hence the artifact's name.

What is Aventuria?

Adventures in The Dark Eye primarily take place in *Aventuria*, a continent with features ranging from the southern jungles and swamps ruled by lizard people, mountain kingdoms of the dwarves, the steppes of the orcs, the forests of the elves, and the icy northern lands of the Fjarninger barbarians. Aventuria offers challenges and dangers for every kind of hero, from questing knight to powerful archmage.



The Rules of The Dark Eye RPG
Quick-Start Version



Welcome to *The Dark Eye RPG*! This booklet introduces you to the setting and teaches you how to resolve skill checks, cast spells, and conduct combats – everything you need to know to start playing. As a bonus, this booklet includes an exciting introductory adventure called *Slavers of the Realmwood*. Let's get started!

Skills

In *The Dark Eye*, heroes may choose from a wide variety of skills. Skills include proficiencies (such as *Tracking* and *Plant Lore*) and spells.

Attributes

Attributes are a measure of a hero's raw abilities. Every hero has eight attributes: Courage, Sagacity, Intuition, Charisma, Dexterity, Agility, Constitution, and Strength. The higher your number, the better your hero performs with that attribute.

Skill Checks

- Every skill, spell, and skill group (Physical, Social, Nature, Knowledge, Crafts) is linked to three attributes. You roll a D20 against each of these attributes in sequence when making a skill check.
- Every skill in a *skill group* uses the same three linked attributes when making skill checks. For example, if you want to make a check for a skill in the Social skill group, you always roll against Intuition, Charisma, and Charisma, regardless of whether you are making a *Seduction* check or an *Intimidation* check.
- To succeed, the number you roll must be less than or equal to the linked attribute.
- To help achieve success with skill checks, you have a pool of *skill points (SP)* that you can spend to reduce rolls that are too high. The pool of SP available for each skill is equal to the skill's *skill rating (SR)*. Every skill and spell has its own SR. For example, if your hero has a SR of 3 and an attribute rating of 12, and you roll a 14, you can spend 2 points of the hero's SP to reduce your roll to 12.
- You cannot use SP spent in this manner for any rolls that remain for that skill check. If you have SP 10 and spend 6 of those points adjusting your first attribute roll, you have only 4 SP left to reduce the remaining rolls. Note that when you spend SP, you do not lose them forever—if you must make a skill check for the same skill later during the adventure, your full SP is available once again.

- If you use up all of your SP and cannot reduce a roll enough to succeed, the skill check fails.
- If you succeed on a skill check, your remaining SP (if any) determine the skill check's *Quality Level*.

Quality Levels

Three points of SP equal one Quality Level (QL). The higher the QL, the better your result. For example, this could mean that you gain more information, craft a higher-quality item, or achieve longer lasting results. If you succeed with a check but have no SP left over, you still get a QL of 1.

Remaining SP	Quality Level
0-3	1
4-6	2
7-9	3
10-12	4
13-15	5
16+	6

Cumulative Group Checks

Sometimes, such as when cooperating to achieve certain tasks, heroes must make *cumulative group checks*. This means that all players make a check using the relevant skill and add all their QL together. If Player A gets a QL of 2 and Player B gets a QL of 3, together they achieve a total QL of 5 for their cumulative group check.



Combat

Combat Round

In *The Dark Eye*, combats are divided into *combat rounds* (CR). Every combat round represents about 2–5 seconds, enough time for everyone to make an attack or perform another action.

Initiative

Initiative (INI) determines the order in which combatants can act, and is calculated by adding a base value to the roll of 1D6 (this formula appears on the character sheet under INI). Initiative remains the same for an entire combat and is not rolled anew each CR. The combatant with the highest Initiative can act first. If two combatants have the same Initiative, both roll a single D6. The one with the highest result can act first. In case of another draw, continue rolling until one combatant has a higher result.

Actions

In each combat round, every combatant may perform an action, one or more defenses, and one free action, as follows.

Actions
Make an attack
Make a ranged attack
Move up to your *Movement* in paces (yards)
Draw a weapon
Draw a ranged weapon (may cost more than one action, depending on the reload time)
Cast a spell (may cost more than one action, depending on the spell)

Defenses
Parry
Dodge

Free Actions
Shout a brief sentence
Drop an item
Drop to the ground
Turn around 180 degrees
Move up to your *Movement* in paces (yards)

Attack and Defense

- Roll 1D20 to see if you are successful with an attack or a defense. To succeed, your result must be equal to or less than your hero's value in Attack, Ranged Combat, Parry, or Dodge (you can find these ratings listed under *Combat Techniques* or *Equipment* on the character sheets).

- To attack an opponent in close combat, roll against your *Attack (AT)*.
- To use a ranged weapon, like a bow, roll against *Ranged Combat (RC)*.
- If you defend, roll against your *Defense Value*. There are two ways to defend yourself—*Parry (PA)* with a melee weapon or shield, or *Dodge (DO)* to physically evade an attack.
- If an opponent's attack succeeds, you may try to defend yourself. Ranged attacks can only be dodged or parried with a shield, but not parried with a weapon.
- If you are attacked more than once in a combat round, you incur a cumulative penalty of 3 for each defense you make after your first. If your defense value drops to 0 or less due to penalties, you can no longer defend during this CR. In the next CR, you may again start with your full defense value.

Ranged Combat: Range and Reload Time

- Ranged weapons have three *range* categories (RA) measured in yards and presented in the format *short/medium/long* (these numbers appear in parentheses along with the weapon's stats under *Equipment* on the character sheets). A modifier may apply to RC depending on where the target is located. If the target is at *medium* range, the RC value is not modified. At *short* range, you get a bonus of 2 and 1 DP to your RC value. At *long* range, you suffer a penalty of 2 and 1 DP.
- Ranged weapons have a *reload time (RT)*, measured in actions. Some projectile weapons require more than one action to reload.

Damage

If an attack, ranged attack, or damaging spell succeeds, and the target's defense fails, the target is hit.

- Weapons have a rating called *damage points* (DP). For example, 1D6+4 DP means that you roll one six-sided die and add 4 to the result to determine how much damage you inflict.
- Subtract the target's *Protection (PRO)* from the damage.
- Deduct any remaining damage from the target's *Life Points* (LP).
- When a creature's LP drop to 0 or less, it is incapacitated and dying.

Special Abilities

Combat special abilities grant new possibilities in combat. Passive combat special abilities modify stats or offer other passive bonuses and don't require the combatant to take an action. All others are actions or maneuvers. Characters can use only one maneuver at a time.

Leader (action)

A good leader guides and assists fellow combatants, giving them tactical advantages.

Rules: Spend one action and make a check using *Fast-Talk*. Up to QL +1 people your hero can see an and hear receive the following bonuses in the next combat round: +1 AT, +1 defense, RC +1.

One-Handed Combat (passive)

Some fighters who use swords and fencing weapons specialize in wielding only one weapon at a time.

Rules: The fighter gets the following bonuses when fighting with only one weapon, but cannot use a second weapon, a shield, a parrying weapon, or any other item: +1 AT, +1 PA, +1 DP.

Feint I (maneuver)

A skillful feint can hinder an opponent's defense.

Rules: Attack with a penalty of 1 (you add 1 to the AT roll). If you hit, the opponent's defense suffers a penalty of 2.

Combat Reflexes I (passive)

Fighters with this special ability react more quickly in combat.

Rules: Raise your INI base stat by 1.

Precise Shot/Throw (maneuver)

A combatant using a ranged weapon can do more damage with a precise attack.

Rules: When you make a ranged attack, you suffer a penalty of 2 (add 2 to your RC roll). If you hit, increase your damage by 2.

Improved Dodge I (passive)

The hero is especially quick and nimble when it comes to dodging during combat.

Rules: This special ability improves your dodge by 1. To use this special ability, you can wear nothing heavier than normal clothes.

Forceful Blow I (maneuver)

A trained fighter can inflict more damage through brute strength.

Rules: Your attack suffers a penalty of 2 (add 2 to your AT roll). If you hit, add 2 points of damage to your roll.

Forceful Blow II (maneuver)

This attack inflicts increased damage but sacrifices accuracy to do so.

Rules: Your attack suffers a penalty of 4 (add 4 to your AT roll). If you hit, add 4 points of damage to your roll.

Magic

Arcane Energy

Every spell costs a certain amount of *arcane energy (AE)*. When a character casts a spell, deduct the required number of AE from the character's total. If the spell check fails, you must still pay half the AE cost (rounded up).

Casting Time, Range, and Duration

Casting a spell usually takes time and requires a certain number of actions. After taking the last action needed for the spell, make your skill check.

- To cast a spell successfully, the target of the spell must remain within the spell's range for the entire casting time. If the target moves outside the spell's range during the casting attempt, the spell fails.
- Some spells take effect immediately, some spell effects can be sustained by spending additional AE (as noted under *AE Cost* in the spell listing), and some spell durations are variable based on QL (as noted under *Duration* in the spell listing).

Spells

Armatrutz

Effect: The spellcaster's skin hardens, granting additional PRO. Before casting the spell, the spellcaster must decide how much PRO to gain (up to 3 points, maximum). AE cost depends on the PRO being gained.

Casting Time: 1 Action
AE Cost: 4 AE for PRO 1, 8 AE for PRO 2, 16 AE for PRO 3
Range: Self
Duration: QL x 3 minutes

Balsam Salabunde

Effect: In six minutes, the target recovers LP equal to the AE spent on the spell. You can spend as many AE as you have SR in the spell, but you must decide how many AE to spend before you cast the spell. Reduce the healing time by 1 minute for each QL.

Casting Time: 16 Actions
AE Cost: 1 AE per LP, minimum of 4 AE
Range: Touch
Duration: Immediate

Ignifaxius

Effect: A lance of flames shoots in a straight line from the spellcaster's fingers and hits a target. After casting the spell, the spellcaster does not need to use another action to aim it—aiming is included in the casting time. The target suffers 2D6 + (QLx2) damage. *Ignifaxius* is considered a ranged attack with a projectile weapon. If the target does not dodge, the spell hits automatically.

Casting Time: 2 Actions
AE Cost: 8 AE
Range: 16 yards
Duration: Immediate

Visibili

Effect: The spellcaster becomes invisible. Only the spellcaster's body becomes invisible—clothing and equipment do not. To attack an invisible target, you must roll against half your Attack stat. Ranged attacks against an invisible target hit only if you roll a 1 on the attack roll.

Casting Time: 4 Actions
AE Cost: 8 AE (activation of the spell) + 4 AE per 5 minutes
Range: Touch
Duration: Sustained

Fate Points

Fate Points (FtP) are a measure of a hero's luck and the influence of the gods. FtP represent that little bit of extra luck that separates heroes from everyone else.

How Can I Spend Fate Points?

- *Reroll:* you can spend one FtP to reroll one, two, or all three dice for a skill check or an Attack, Defense, or Ranged Combat roll. The second roll counts. Whether you need to reroll one, two, or all three dice of a check, you still spend just one FtP. You can spend only one FtP per check this way. You can choose that option after a fully completed roll, so that you can determine if you have rolled a fumble.
- *Reroll Damage:* By spending one FtP, you can reroll 1D6 of damage. You may only reroll your damage roll, not your opponent's roll. If your weapon inflicts more than 1D6 damage, you can still only reroll one D6, not more.
- *Defense:* To strengthen your defense in combat, you can spend one FtP to receive a bonus of 4 to all defense checks you make until the end of the CR. You can spend this FtP at any time in the CR, but must do so before you roll the defense you wish to strengthen.

To increase the challenge for your players in the adventure *Slavers of the Realmwood*, start all characters with 1 fate point less. Note that the pregenerated heroes packaged with this quick-start guide already reflect this change.

Slavers of the Realmwood: An Introductory Scenario



Severin loved spending time with his mother while she crafted horseshoes on the forge. He also loved going on walks with her while she told him of the exploits of his father, a soldier in the Empress Rohaja's Imperial army who always sent his pay and news of his adventurous deeds back home to Alriksford, Severin's village. Severin always knew when the Beilunker Riders had brought another such letter because his mother would ask to go on a walk with him. Today was just such a day. A horseman had brought a whole bag of letters to Alriksford. Severin's mother was very anxious when the Beilunker Rider arrived, but she soon was relieved when she broke the seal and read that her husband was well.

His mother always read these letters to him by the lake, which is why Severin raced ahead now, anxious to hear the latest news from his father. Under a large oak tree, about half a mile from the lake, Severin paused and turned. He urged his mother to catch up. At first she laughed like she always did when her son acted this way, but then she suddenly froze as if she had seen the Nameless One himself. For a moment, Severin did not understand the meaning of the look on her face, but when she drew her forge hammer from her belt, he knew that they had encountered something dangerous.

Severin could hear low, raspy breaths coming from somewhere behind him. Rising fear forced him to turn around, and he looked into the yellow eyes of a creature from his nightmares. The orc was larger than Severin. It had a shaggy, black pelt, and wielded a jagged saber in its right hand. Its grin revealed its lower canines, which looked like tusks, and it was not alone. Two other dark shapes stood nearby. Severin tried to run, but one of the orcs grabbed him and did not let go. The others charged at his mother, screaming their battle cries.

Oh, please, Lord Ingerimm and Lady Rondra, help my mother, *Severin prayed. Before he could learn his mother's fate, the orc had swung him over its shoulder and started to run. The last things he remembered were his mother's cries and the sounds of clashing weapons.*



Alriksford — a small, placid Aventurian village. The villagers live in modest wealth, but their settlement is not far from the Realmwood, a forest about which many legends are told. Ghosts, faeries, and monsters are said to live in the Realmwood and protect it from human encroachment. Many of these tales are probably superstition, but the Realmwood is home to many gangs of brigands, among them the orc bandit *Kurgh Yellowtooth*, *who* specializes in kidnapping human children and selling them to slavers.

This time he has chosen *Severin Thalbach*, the ten-year-old son of the female blacksmith *Gisla.* Mother and son were attacked while walking at the edge of the Realmwood, and even though Gisla fought back, she could not stop Kurgh's orcs from seizing her son. Badly wounded, Gisla managed to return to Alriksford and tell the village mayor, *Malor,* about the tragedy. Malor is desperate. He knows the orcs are dangerous and doesn't think anyone in the village is capable of tracking them and rescuing young Severin. Luckily, the heroes arrived in Alriksford and heard that Gisla's son had been taken. Without hesitation they offer to help and go hunt the orcs.

Time Points and Looking for the Boy

Of course, it's a matter of honor for the heroes to rescue the boy, but they must hurry. Kurgh's orcs carried Severin to their hideout in the forest, where they wait for their leader. The heroes have no time to waste. In some scenes of this adventure, the heroes may receive *time points.* If they collect 4 or more time points, Kurgh is waiting at the hideout when the heroes arrive. If they collect fewer than 4 time points, they only have to deal with Kurgh's orcs.

As Game Master (GM), you should read the scenario beforehand, but feel free to simply jump from scene to scene if you just want to give a quick impression of the game's rules. In some places, we give you options you can offer to the players, or choose one yourself.

Support

It would not be easy to search the entire forest. If the heroes ask for assistance and succeed at a cumulative group check using *Fast-Talk* (Intuition/Charisma/Charisma), the village mayor obliges. With a QL of 1, Malor gives them one dose of a healing potion that restores 1D6+2 LP. With a QL of 2 or 3, they receive 30 silverthalers to spend as they wish. With a QL of 4, Malor gives them a dusty old jar that contains magical weapon balm. When applied to a blade, hits with the weapon inflict +1 DP for one day.

The Trail

First the heroes must find and follow the orcs' trail successfully. To search Gisla and Severin's path for footprints or other clues, they must make a cumulative group check using *Tracking* (*Courage/Agility/Constitution*). The heroes need a total of 3 QL. For each QL under 3, they receive a time point (they still find the trail even if they all fail their checks—but the search just takes longer and they collect more time points).

The Slope

The heroes follow the orcs' trail and enter the forest. This part of the Realmwood is spooky and filled with scary sounds. A storm from a few days ago left the ground soft and unstable. The orcs' path leads along a dike that collapses beneath the heroes' weight. Luckily, they fall only about six feet, but they still might take damage from debris and roots.

The GM rolls 2D6 for damage. The heroes may roll to try to reduce or avoid the damage. Each player should make a check with *Body Control* (Courage/Agility/Strength). If successful, the hero lowers the damage by 2 for each SP (a SP of 0 counts as 1, remember). PRO doesn't help against this damage!

If at least one hero is injured, continue with the scene *Looking for Herbs*, if not, proceed to *The River*.

The Boar

Orcs are not the only dangers in the Realmwood. Many wild animals live here, too, and the heroes have just trespassed in the domain of a wild boar. It smashes through the undergrowth and attacks a hero at random. This encounter does not accrue any time points, but an adventurer might be injured by the boar.



Option 1: To calm the boar, make a cumulative group check using *Animal Lore* (Courage/Agility/Constitution). With a QL of 6, the boar retreats without attacking. On a failed check, the boar selects a hero at random, attacks that hero for 3 combat rounds, and then retreats.

Option 2: To run away from the boar, each hero must make a check using *Body Control* (Courage/Agility/Strength). Each hero that fails the check suffers one attack from the boar.

The Bridge

The heroes come to a deep gorge. They can walk around it, or they can save time by crossing it on a rickety old drawbridge. Traces of an orcish camp are visible on the other side of the gorge. The orcs made it across somehow, so the heroes must eventually go that way, too. Unfortunately, the orcs sabotaged the bridge before they left the area. Attempting to repair the drawbridge accrues 3 time points, and the heroes must make a cumulative group check using *Mechanics* (*Dexterity/Dexterity/Constitution*). Each QL reduces the number of time points by one. If the players reduce the time points to zero or less, they can subtract 1 time point from their combined total for all scenes that occur prior to **The Orcs' Hideout.**



Wild Boar

Courage 15 **Sagacity** 13 (a)*
Intuition 12 **Charisma** 10
Dexterity 11
Agility 10
Constitution 15 **Strength** 15
Life Points 35 **Arcane Energy** –
Karma Points –
Initiative 11+1D6
Dodge 5 **Movement** 10
Bite and Ram: AT 15 **PA** – **DP** 1D6+4
PRO 0
Skill: Body Control 4 (Courage/Agility/Strength), Perception 4 (Courage/Agility/Strength)
Combat Behavior: Before the fight begins, the GM rolls 1D6 to determine the boar's combat behavior: on 1-2, the boar fights until its opponent is dead; on 3-4, the boar breaks off combat after 1D6 CR, and on 5-6, the boar fights until it loses 50% or more of its life points.
Escape: Loss of 50 % LP; see Combat Behavior.
Notes:
*) An animal's Sagacity, indicated by the (a) symbol, does not compare directly to the Sagacity of an intelligent creature. In this case, the boar's Sagacity of 13(a) is equivalent to a human Sagacity of 4 (for more information, see the *Core Rules*).

Option 1: The heroes can look for another crossing or bridge. This takes time (+3 time points) but is the easiest way to overcome the obstacle.

Option 2: To climb across the gorge using makeshift means such as a climbing hook or ladder, each hero must make a check using *Climbing* (Courage/Agility/Strength). Failure means the hero reaches the other side but is injured in the process and suffers 1D6+2 DP.

Looking for Herbs

The Realmwood is not just the home of orcish brigands. The heroes know that many healing herbs grow here, and they have a good chance of finding enough healing herbs to cure any damage suffered so far.

The search takes time. The heroes must make another cumulative group check, this time using *Plant Lore* (Courage/Agility/Constitution). If no hero succeeds, the group receives 3 time points and their search is in vain. Each QL the heroes get may be used to either reduce the number of time points they accrue while searching (to a minimum of 1 time point) or to increase the number of doses of healing herbs they find. The herbs heal 1D6 points of damage per dose, but each hero can benefit from this treatment only once per day.

The River

The heroes follow the trail to a river and encounter a new problem. The river had a bridge, but the orcs destroyed it to foil any pursuers.

Option 1: The heroes may swim across the river. To do so, they must make a check using *Swimming* (Courage/Agility/Strength). Successful heroes reach the other side. Otherwise, they lose 1D6 LP due to inhaling water.

Option 2: The heroes might try to improvise a bridge using the wood that remains from the old bridge and other materials. The heroes collect 4 time points for doing this, but can lower the time by 1 for each QL (to a minimum of 1) with a cumulative group check against *Woodworking* (Dexterity/Dexterity/Constitution).

Option 3: The heroes can look up- or down-river for another bridge. The heroes collect 3 time points for doing this, but it is probably the easiest way to cross the river.

The Orcs' Hideout

The heroes find the orcs' hideout in a small glade. In the middle sits a single tree, to which Severin is bound. He is gagged and crying. The orcs are near the tree, frying a duck over a small fire. The tree is 30 paces from the edge of the glade. Of course, the heroes must somehow defeat the orcs and free Severin. How they attempt this is up to them. Before they start, they can consider several options for making their lives easier.

Option 1: They might try to intimidate the orcs, which requires a successful cumulative group check using *Intimidation* (Intuition/Charisma/Charisma). If the heroes manage to generate at least 3 QL, the orcs lose 2 points each from AT/RC and 1 point each from DO/PA.

Option 2: A spellcaster might use the *Visibili* spell to become invisible and try to free Severin covertly.

The Orc Band

The orcs are a group of exiles who have banded together to form a small gang of brigands. In total, the heroes must deal with either three orcs or four (if they accrued 4 or more time points, they must also contend with the orcs' leader, Kurgh , for a total of 4 orcs). All are armed with sabers, and one of the orcs carries a short bow (he's the guard who is supposed to be on watch).

If the heroes attack without being noticed, the orcs are so surprised that they can only use defenses and free actions in the first combat round. They can act normally in the second CR.

When all the orcs are dead, the heroes free Severin and take him back to his mother. If the heroes make it to the glade quickly and decide to wait for Kurgh, he arrives about an hour later. The heroes may decide either to fight him or set a trap.





Orc

Courage 12 **Sagacity** 10 **Intuition** 13
Charisma 10 **Dexterity** 13 **Agility** 13
Constitution 13 **Strength** 13
Life Points 36 **Arcane Energy** -
Karma Points - **Initiative** 13+1D6
Dodge 6 **Movement** 7
Saber: AT 13 **PA** 7 **DP** 1D6+3
Short Bow: RC 13 **RT** 1 **DP** 1D6+4 **RA** 10/50/80
PRO 1 (heavy clothes, which incur additional penalties of -1 MOV and -1 INI, already included in the stats above)
Skills: Body Control 4 (Courage/Agility/Strength), Perception 5 (Courage/Agility/Strength)
Behavior in Combat: The melee fighters among the orcs concentrate on the most dangerous melee fighter among the heroes. The ranged combatant tries first to take down the spellcaster and then any ranged combatants among the heroes.
Escape: The orcs don't try to escape; they fight to the death.

Note: Use the same stats for Kurgh, but with AT+2, PA+1 nad LP+5.



The Treasure

A chest containing the slaver's loot is hidden close to where Severin is bound to the tree. The chest contains 240 silverthalers and two healing potions that each heal 1D6 LP.

- **Option 1:** To pick the chest's lock, the players must make checks using *Pick Locks* (Dexterity/Dexterity/Constitution). Each player can make only one attempt.
- **Option 2:** If the heroes try to force open the chest, the GM rolls 1D6: on a result of 1-5, the attempt shatters the flasks of healing potions.
- **Option 3:** If the heroes take the chest to Alriksford instead, Severin's mother can help open it. Mayor Malor lets the heroes keep the healing potions, but he insists that the silver be delivered to the baroness, since it was earned from slavery. If the heroes argue that they should be allowed to keep the money, and they succeed in a group check using *Trade* (Dexterity/Dexterity/Constitution), Malor agrees to let them have half of the silver (120 silverthalers) as well.

The End of the Story

Hopefully the heroes defeat Kurgh's orcs (and maybe even Kurgh, too), and then it's just a simple matter of returning Severin to his mother. The smith is overjoyed about her son's safe return and solemnly swears on Ingerimm, the god of smiths, that she will craft a weapon or a piece of armor of excellent quality for the heroes as a reward. Village Mayor Malor also thanks them, as the people of Alriksford have had their fill of trouble with orcs, bandits, and kidnapped children. Malor invites the heroes to a big gathering. The victory over the kidnappers must be properly celebrated, and there is plenty of good Ferdoker ale in the inn's cellars.

Adventure Points

At the end of the adventure, all heroes receive Adventure Points (AP), which the players can spend to improve their characters' stats or skills or acquire new special abilities. The rules for improvement are not included in this quick-start guide, but if your players wish to continue playing these heroes, they each receive **5 Adventure Points** for later use.



Geron Bladebreaker

Geron is named after one of history's greatest heroes. Ominous, driving rain lashed his home village of Silkwiesen when he was born, so his parents chose to name him after Geron One-Handed, a saint of the goddess Efferd. He spent a happy childhood with his family. They weren't rich, but they got by. Their happiness ended with the Orc Storm. Geron lost his entire family when the orcs attacked the Middenrealm. He escaped their fate by hiding in a tree. Geron swore revenge.

After the war he had no choice but to move to Gareth and take an apprenticeship as a tailor to a friend of his father's. But he soon realized that this was not how he wanted to spend the rest of his life. He stayed in Gareth only because he didn't know what else to do.

One day, while wandering through the city's infamous Southquarter neighborhood, he met some mercenaries who impressed him with their bravery and tales of slain orcs. Geron was young, but he was already muscular and agile enough to impress the mercenary captain, who accepted him as a fresh recruit. For many years, Geron led an adventurous life as a sellsword. He gave up his surname Bunsheimer and renamed himself after the mercenary company he had served the longest (the Bladebreakers) and which had become his new family.

Since then, combat and warfare have ruled his life. Despite hard times, he kept to the ideals he learned from his parents and showed mercy to his defeated enemies. He was not interested in cruelty, pillaging, and murder. Too often he argued principles with other members of his unit. These arguments reached their climax while the unit was engaged in looting a town. To protect innocent villagers, Geron was forced to badly maim some of his fellow mercenaries. He turned away from the mercenary's life in disgust and now travels Aventuria as a soldier of fortune, selling his services to those whose ethics agree with his own.

Even though Geron has a reputation as a ladies' man, in reality he is a shy man who has difficulty opening up to women.



Courage 15 | **Dexterity** 12
Sagacity 10 | **Agility** 13
Intuition 13 | **Constitution** 13
Charisma 11 | **Strength** 13
Life Points 31 | **Dodge** 7
Arcane Energy - | **Movement** 7
FtP 4 | **Initiative** 14+1D6

Advantages: Ambidextrous, Luck I, Weapon Aptitude (Swords)
Disadvantages: none
Special Abilities: Alertness, Area Knowledge (Gareth), Combat Reflexes I, Defensive Posture, Feint I, Forceful Blow I, Inured to Encumbrance I, Leader, One-Handed Combat, Skill Specialization Warfare, Two-Weapon Combat
Languages: Native tongue Garethi III, Oloarkh II
Literacy: Kusliker Signs
Combat Techniques: Chain Weapons 6 (AT 8 / PA -), Daggers 10 (AT 12 / PA 6), Fencing Weapons 6 (AT 8 / PA 4), Impact Weapons 6 (AT 8 / PA 4), Lances 6 (AT 8 / PA 4), Polearms 6 (AT 8 / PA 4), Shields 6 (AT 8 / PA 4), Swords 12 (AT 14 / PA 7), Two-Handed Impact Weapons 6 (AT 8 / PA 4), Two-Handed Swords 10 (AT 12/ PA 6), Crossbows 12 (RC 13), Bows 6 (RC 7), Thrown Weapons 10 (RC 7)
Skills:
Physical (Courage/Agility/Strength): Body Control 7, Carousing 5, Climbing 6, Dancing 0, Feat of Strength 6, Flying 0, Gaukelei 0, Perception 0, Pickpocket 0, Riding 0, Self-Control 6, Singing 0, Stealth 0, Swimming 4
Social (Intuition/Charisma/Charisma): Disguise 0, Empathy 6, Etiquette 0, Fast-Talk 5, Intimidation 0, Persuasion 0, Seduction 0, Streetwise 5, Willpower 4
Nature (Courage/Agility/Constitution): Animal Lore 4, Fishing 0, Orienting 4, Plant Lore 1, Ropes 0, Survival 5, Tracking 4
Lore (Sagacity/Sagacity/Intuition): Astronomy 0, Gambling 0, Geography 0, History 0, Law 0, Magical Lore 0, Math 0, Mechanics 4, Myths & Legends 5, Religions 3, Sphere Lore 0, Warfare 10
Crafts (Dexterity/Dexterity/Constitution): Alchemy 0, Artistic Ability 0, Clothworking 7, Commerce 5, Leatherworking 0, Metalworking 4, Music 0, Pick Locks 0, Prepare Food 0, Sailing 0, Stoneworking 0, Treat Disease 0, Treat Poison 0, Treat Soul 0, Treat Wounds 6, Vehicles 0, Woodworking 4
Equipment: Unarmed (DP 1W6, AT 14, PA 7), Dagger (DP 1D6+1, AT 12 / PA 6), light crossbow (DP 1D6+6, RT 8, RC 13, RA 10/50/80), leather armor (PRO 3), ammunition (bolts, 10), sword (DP 1D6+4, AT 14 / PA 7), 18 silverthalers

Race: Human
Culture: Middenrealmer
Profession: Mercenary
Experience Level: Experienced

Layariel Treetopglint



It is said that none are better with bow and arrow than the elves. When referring to the wyldrunner Layariel, who comes from the elven Treelight tribe, these rumors are not exaggerated.

Layariel learned to find her way in Nature in the northern meadows and forests, and developed great skills in archery and hunting. Ever since she first saw a human, she has been curious about that strange race with the rose-ears. Their customs both disgust and fascinate her at the same time. Her curiosity has grown over the years, and, when her parents allowed it, she traveled to the nearby human town of Donnerbach to study them first-hand.

Courage 11
Sagacity 10
Intuition 15
Charisma 13
Life Points 24
Arcane Energy 35
FtP 2

Dexterity 14
Agility 15
Constitution 11
Strength 11
Dodge 8
Movement 9
Initiative 15+1D6

Advantages: Beautiful Voice, Darksight I, Nimble, Resistant to Aging, Sense of Range, Spellcaster, Two-Voiced Singing

Disadvantages: Afraid of (Confined Spaces) II, Annoyed by Minor Spirits, Bad Luck I, Incompetent (Gambling and Carousing), Personality Flaw (Unworldly regarding Religion), Sensitive Sense of Smell

Special Abilities: Area Knowledge (Donnerbach), Skill Specialization Tracking, Song of Friendship, Tradition (Elf)

Languages: Native language Isdira III; Garethi I

Literacy: none

Combat Techniques: Chain Weapons (6 (AT 7 / PA -), Daggers 8 (AT 9 / PA 6), Fencing Weapons 6 (AT 7 / PA 5), Impact Weapons 6 (AT 7 / PA 4), Lances 6 (AT 7 / PA 4), Polearms 6 (AT 7 / PA 5), Shields 6 (AT 7 / PA 4), Swords 6 (AT 7 / PA 5), Two-Handed Impact Weapons 6 (AT 7 / PA 4), Two-Handed Swords 6 (AT 7 / PA 4), Crossbows 6 (RC 8), Bows 12 (RC 14), Thrown Weapons 6 (RC 8)

Skills:

Physical (Courage/Agility/Strength): Body Control 10, Carousing 0, Climbing 0, Dancing 0, Feat of Strength 0, Flying 0, Gaukelei 0, Pickpocket 0, Perception 8, Riding 0, Self-Control 2, Singing 6, Stealth 5, Swimming 4

Social (Intuition/Charisma/Charisma): Disguise 0, Empathy 0, Etiquette 0, Fast-Talk 0, Intimidation 0, Persuasion 0, Seduction 1, Streetwise 0, Willpower 2

Nature (Courage/Agility/Constitution): Animal Lore 6, Fishing 3, Orienting 5, Plant Lore 6, Ropes 0, Survival 10, Tracking 10

Lore (Sagacity/Sagacity/Intuition): Astronomy 0, Gambling 0, Geography 0, History 2, Law 0, Magical Lore 2, Math 0, Mechanics 0, Myths & Legends 0, Religions 0, Sphere Lore 0, Warfare 0

Crafts (Dexterity/Dexterity/Constitution): Alchemy 0, Artistic Ability 0, Clothworking 0, Commerce 0, Leatherworking 2, Metalworking 0, Music 6, Pick Locks 0, Prepare Food 0, Sailing 1, Stoneworking 0, Treat Disease 0, Treat Poison 0, Treat Soul 0, Treat Wounds 0, Vehicles 0, Woodworking 5

Spells: *Armatrutz* (Sagacity/Intuition/Dexterity) 5, *Balsam Salabunde* (Sagacity/Intuition/Dexterity) 5

Equipment: Unarmed (DP 1D6, AT 7, PA 5), Dagger (DP 1D6+2, AT 9, PA 6), elf bow (DP 1D6+5, RT 1, RC 14, RA 50/100/200), clothes (normal), ammunition (arrows, 20), quiver, 2 silverthalers

Her life changed for the worse ten years ago. She and her brother Edorion were in Donnerbach, trading pelts for household goods, when he suddenly disappeared. The Treelight tribe spent years searching for him but eventually had to admit that it was hopeless. Layariel never stopped searching. She left her family and headed south, following every clue, no matter how small, but her brother is still missing.

Layariel does not want to return to her tribe, whom she resents for giving up on Edorion. And the world beyond her home is full of so many wonders that she still wants to experience. Her travels led her to Gareth, where she saw more humans than ever before. There she befriended other adventurers and decided to stay. In return for her help, her new friends promised to join the search for her brother.

The latest clue hints that maybe slavers have kidnapped and sold Edorion. To Layariel, this is a terrible crime, and she wants to punish those responsible. Like all elves, she loves freedom and cannot imagine an elf in captivity. Despite her troubles, she is beginning to understand that she cannot return to her family, even if she does find her brother. She no longer feels she belongs to true elf culture, and the adventurers she calls friends are more dear to her now than her estranged tribe.

Race: Elf
Culture: Glade elf
Profession: Wyldrunner
Experience Level: Experienced

Arbosh son of Angrax

Arbosh is the eldest of the quadruplets of two famous forge dwarves (Angrax, a mushroom farmer, and Valoshgra, a renowned smith). A strange omen heralded his birth. His three brothers came into the world with black hair, but Arbosh was born with white hair, a sign the Blessed Ones of his god Angrosh interpreted as beneficial. Today, people even say that Arbosh grew a beard as an infant. In truth, he remained beardless until his 25th year and his smooth cheeks invited much ridicule.

After his Baptism of Fire, which marked his rite of adulthood, Arbosh learned smithing from his mother. When his beard started to grow, so did his confidence. Despite his large hands, he was very dexterous and was capable of, for example, producing chain rings or creating fine mechanical devices.

But he found no fulfillment in his profession. Since childhood, he had devoured all stories about the brave dwarven heroes of the Age of Iron. He wanted to explore the world beyond the halls of his home. Arbosh dreamed about traveling throughout Aventuria and having adventures, at least for a few decades, and then returning as a self-made dwarf to court a dwarf woman. He learned about the human tradition of *journeymen* (newly-minted crafters who work jobs in many different cities in order to gain cultural experience) from a trader who sometimes visited Arbosh's family. Fascinated by this custom, he decided to leave home when his apprenticeship ended and travel the world.



Courage 14 | **Dexterity** 13
Sagacity 10 | **Agility** 11
Intuition 13 | **Constitution** 15
Charisma 9 | **Strength** 15
Life Points 38 | **Dodge** 6
Arcane Energy - | **Movement** 6
FtP 2 | **Initiative** 12+1D6

Advantages: Darksight I, Difficult to Enchant, Immunity to Tulmadron, Rugged Fighter

Disadvantages: Bad Luck I, Incompetent (Swimming), Negative Attributes (Avarice, Short Temper), Principles (Dwarven Warrior's Honor),

Special Abilities: Alertness, Area Knowledge (home mine), Forceful Blow II, Inured to Encumbrance II, Shield-Splitter, Skill Specialization (Warfare)

Languages: Native language Rogolan III; Garethi III

Literacy: Kusliker Signs, Rogolan Runes

Combat Techniques: Chain Weapons 6 (AT 8 / PA -), Daggers 6 (AT 8 / PA 4), Fencing Weapons 6 (AT 8 / PA 4), Impact Weapons 12 (AT 14 / PA 8), Lances 6 (AT 8 / PA 5), Polearms 6 (AT 8 / PA 5), Shields 6 (AT 8 / PA 5), Swords (AT 8 / PA 5), Two-Handed Impact Weapons 12 (AT 14 / PA 8), Two-Handed Swords 6 (AT 8 / PA 5), Crossbows 12 (RC 13), Bows 6 (RC 7), Thrown Weapons 6 (RC 7)

Skills:

Physical (Courage/Agility/Strength): Body Control 7, Carousing 8, Climbing 0, Dancing 0, Feat of Strength 10, Flying 0, Gaukelei 0, Perception 6, Pickpocket 0, Riding 4, Self-Control 7, Singing 0, Stealth 6, Swimming 0

Social (Intuition/Charisma/Charisma) Disguise 0, Empathy 2, Etiquette 5, Fast-Talk 0, Intimidation 5, Persuasion 0, Seduction 0, Streetwise 0, Willpower 8

Nature (Courage/Agility/Constitution): Animal Lore 0, Fishing 0, Orienting 1, Plant Lore 0, Ropes 0, Survival 0, Tracking 0

Lore (Sagacity/Sagacity/Intuition): Astronomy 0, Gambling 0, Geography 0, Religions 3, History 7, Law 0, Magical Lore 0, Math 4, Mechanics 3, Myths & Legend 3, Sphere Lore 0, Warfare 10

Crafts (Dexterity/Dexterity/Constitution): Alchemy 0, Artistic Ability 0, Clothworking 0, Commerce 0, Leatherworking 0, Metalworking 10, Music 0, Pick Locks 0, Prepare Food 0, Sailing 0, Stoneworking 2, Treat Disease 0, Treat Poison 0, Treat Soul 0, Treat Wounds 2, Vehicles 0, Woodworking 0

Equipment: Unarmed (DP 1D6+1, AT 14, PA 8), Dagger (DP 1D6+2, AT 8 / PA 4), chain mail (PRO 4), Dwarf cudgel (DP 1D6+7, AT 14 / PA 7), 25 silverthalers

During his travels, Arbosh joined other adventurers and occasionally worked for the dwarven High King Albrax, who valued the smith not only for the excellent weapons and armor he fashioned, but also for his courage.

When not working for the High King, Arbosh loves to travel Aventuria with his human friends, always looking for challenges—whether these challenges involve combat or creating a masterwork of the forge. He is best known for fighting a cyclops. Arbosh wanted to ask about the cyclops' secrets of smithing, but the meeting ended in a bloody melee, and the dwarf won, against all odds.

Race: Dwarf
Culture: Forge dwarf
Profession: Warrior
Experience Level: Experienced

Mirhiban al'Orhima



The magical academies of the city of Fasar try to find all children with magical talent, in order to develop their potential. In Mirhiban's case, however, it was the guildless mage Halid abu'l Ketab who first recognized her talent. Nobody in her home village would have imagined that a child of rice farmers would grow up to study the art of magic in a mage's luxurious house. Mirhiban's first exercises showed that she possessed a special aptitude for the element of fire. She could light candles and snuff the flames, cast a flame lance on her first try (she singed the housecat's tail), and soon demonstrated that she was more skillful than her master at summoning fire elementals.

After graduation, she began studying the history of the legendary Mage Moguls of Gadang, whose secrets had fascinated Mirhiban in her youth. But a mage cannot live on study and air alone—to earn money, Mirhiban took assignments from time to time that sometimes led her to faraway countries. Luckily, her master taught her more than just fire magic (he was a traveling mage in his youth, and knew which magical powers would be useful on the road).

Besides studying the Mage Moguls, Mirhiban's other passion is her search for a Dark Eye. As a child, she listened to the fairy tales told by the storytellers in the bazaars about these legendary artifacts, and she would give anything to examine one.

Her companions value the mage for her depth of knowledge, but like all fire elementalists, Mirhiban has a bit of a temper. She may not know how to use a weapon, but her magic can be deadly, and this has put fear in the hearts of many a villain. When she senses injustice, she steps in without hesitation. When she argues, she argues with fire. And if she likes you, you can trust her with your life.

Race: Human
Culture: Mhanadistani
Profession: Mage
Experience Level: Experienced

Courage 14 | **Dexterity** 12
Sagacity 15 | **Agility** 12
Intuition 14 | **Constitution** 10
Charisma 14 | **Strength** 9
Life Points 25 | **Dodge** 6
Arcane Energy 35 | **Movement** 8
FtP 3 | **Initiative** 13+1D6

Advantages: Improved Regeneration (Arcane Energy) I, Spellcaster
Disadvantages: Personality Flaw (Vanity)
Special Abilities: Area Knowledge (Fasar), Binding of the Staff, Tradition (Guild Mage)
Languages: Native language Tulamidya III; Garethi II
Literacy: Kusliker Signs, Tulamidya Signs
Combat Techniques: Chain Weapons 6 (AT 8 / PA -), Daggers 6 (AT 8 / PA 4), Fencing Weapons 6 (AT 8 / PA 4), Impact Weapons 6 (AT 8 / PA 3), Lances 6 (AT 8 / PA 3), Polearms 8 (AT 10 / PA 5), Shields 6 (AT 8 / PA 3), Swords 6 (AT 8 / PA 4), Two-Handed Impact Weapons 6 (AT 8 / PA 3), Two-Handed Swords 6 (AT 3 / PA 3), Crossbows 6 (RC 7), Bows 6 (RC 7), Thrown Weapons 6 (RC 7)
Skills:
Physical (Courage/Agility/Strength): Body Control 0, Carousing 0, Climbing 0, Dancing 0, Feat of Strength 0, Flying 0, Gaukelei 0, Perception 5, Pickpocket 0, Riding 0, Self-Control 0, Singing 0, Stealth 0, Swimming 0
Social (Intuition/Charisma/Charisma): Disguise 0, Empathy 2, Etiquette 0, Fast-Talk 3, Intimidation 0, Persuasion 0, Seduction 0, Streetwise 3, Willpower 8
Nature (Courage/Agility/Constitution): Animal Lore 0, Fishing 0, Orienting 0, Plant Lore 0, Ropes 0, Survival 0, Tracking 0
Lore (Sagacity/Sagacity/Intuition): Astronomy 0, Gambling 8, Geography 5, History 7, Law 0, Magical Lore 10, Math 0, Mechanics 0, Myths & Legends 6, Religions 4, Sphere Lore 6, Warfare 0
Crafts (Dexterity/Dexterity/Constitution): Alchemy 0, Artistic Ability 0, Clothworking 0, Commerce 4, Leatherworking 0, Metalworking 0, Music 0, Pick Locks 0, Prepare Food 0, Sailing 0, Stoneworking 2, Treat Disease 0, Treat Poison 0, Treat Soul 0, Treat Wounds 0, Vehicles 0, Woodworking 0
Spells: *Ignifaxius* (Courage/Sagacity/Charisma) 8, *Visibili* (Sagacity/Intuition/Constitution) 5
Equipment: Unarmed (DP 1D6, AT 8, PA 4), Amulet, necklace, belt pouches (2), Mage's robes, Mage's long staff (DP 1D6+2, AT 9 / PA 7), 14 silverthalers

Carolan Calavanti

Carolan goes by a different name in each city, though his preferred name is Calavanti. When in Kuslik, where he is wanted for fraud, he calls himself Ramirez Zotti. In the city of Grangor, he is known publicly as Lorenzo Dicora, and the guards in Vinsalt seek high and low for a half elven thief called Furio Faruzzi...

This rogue with pointed ears was left as a baby on the steps of the Temple of Tsa in Vinsalt almost 30 years ago. The Blessed Ones who took him in realized quickly that he was a half elf, but they were kindly and gave him a good home. However, the somewhat chaotic daily life of the Blessed Ones of Tsa gave Carolan sporadic contact with Vinsalt's criminal element, and he first began to learn the ways of the street as a member of a child gang. Later he was contacted by Niam of Bosparan, the queen of Vinsalt's underworld, who granted him further opportunities to hone his skills.

Despite his upbringing as a thief and rogue, Carolan never steals from the poor. He has often thought about seeking his real parents, but he accepts his half elf heritage and does not mind that the children he grew up with called him Pointy-Ears.

Carolan's charming personality influences both men and women, a talent which helps him earn money playing boltan games in taverns. He now avoids serious crimes, and though he still commits minor thefts on occasion, he sometimes misses the excitement of real burglaries. He is highly skilled at lockpicking, hiding in shadows and alleys, and stealing the purses of unsuspecting victims.

Carolon constantly blunders into dangerous situations, but Phex must be on his side, for his luck seems to get him out of trouble just as often (he does not resent the fox god for this ever-changing fortune). Having grown up in a temple of Tsa, he has embraced the goddess's teachings of new beginnings. Carolan knows that each situation offers a new chance—he only has to seize it (and keep his sense of humor).



Courage	10	**Dexterity**	14
Sagacity	12	**Agility**	15
Intuition	14	**Constitution**	12
Charisma	13	**Strength**	10
Life Points	29	**Dodge**	9
Arcane Energy	–	**Movement**	9
Fate Points	4	**Initiative**	13+1D6

Advantages: Aptitude (Pick Locks), Fox Sense, Luck I, Nimble
Disadvantages: Misfortune, Negative Trait (Greed, Curiosity)
Sonderfertigkeiten: Alertness, Area Knowledge (Havena, Vinsalt), Combat Reflexes I, Disarm Traps, Feint I, Foxian, Improved Dodge I, One-Handed Combat, Precise Shot/Throw I, Precise Thrust I
Languages: Native Language Garethi III, Isdira I, Thorwalian II
Literacy: Kusliker Signs
Combat Techniques: Daggers 10 (AT 10 / PA 7), Fencing Weapons 6 (AT 12 / PA 8), Impact Weapons 6 (AT 6 / PA 3), Chain Weapons 6 (AT 6 / PA –), Lances 6 (AT 6 / PA 3), Brawling 6 (AT 12 / PA 8), Shields 6 (AT 6 / PA 3), Swords 6 (AT 6 / PA 5), Polearms 6 (AT 6 / PA 5), Two-Handed Impact Weapons 6 (AT 6 / PA 3), Two-Handed Swords 6 (AT 6 / PA 3), Crossbows 6 (RC 8), Bows 6 (SR 8), Thrown Weapons 10 (RC 12)
Skills:
Physical (Courage/Agility/Strength): Body Control 7, Carousing 4, Climbing 6, Dancing 1, Feat of Strength 0, Flying 0, Gaukelei 0, Perception 8, Pickpocket 7, Riding 0, Self-Control 6, Singing 0, Stealth 5, Swimming 0
Social (Intuition/Charisma/Charisma): Disguise 2, Empathy 5, Etiquette 2, Fast-Talk 6, Intimidation 0, Persuasion 0, Seduction 4, Streetwise 10, Willpower 7
Nature (Courage/Agility/Constitution): Animal Lore 0, Fishing 0, Orienting 5, Plant Lore 0, Ropes 0, Survival 0, Tracking 0
Knowledge (Cunning/Cunning/Intuition): Astronomy 0, Gambling 7, Geography 1, History 2, Law 5, Magical Lore 0, Math 6, Mechanics 4, Myths & Legends 5, Religions 4, Sphere Lore 0, Warfare 0
Craft (Dexterity/Dexterity/Constitution): Alchemy 0, Artistic Ability 0, Clothworking 0, Driving 0, Earthencraft 0, Leatherworking 0, Metalworking 0, Music 2, Pick Locks 7, Prepare Food 0, Sailing 1, Trade 4, Treat Disease 0, Treat Poison 0, Treat Soul 0, Treat Wounds 0, Woodworking 0
Equipment: Unarmed (DP 1D6, AT 12, PA 8), simple clothes, boltan cards, rapier (DP 1D6+2, AT 13, PA 8), throwing dagger (DP 1D6+1, RT 1, RC 12, RA 2/10/15), 7 silverthalers

Race: Half Elf
Culture: Horasian Empire
Profession: Rogue
Experience Level: Experienced

Tjalva Garheldtsdottir

As a child, this native of Olport was always a head taller than her playmates. Her mother gave her the pet name "she-bear," and she has been using it proudly ever since. No other beast reflects Tjalva's personality as much as the bear—calm and prudent with her friends, wild and dangerous in battle.

When Tjalva was young, many Olportians wondered whether she had inherited her father's chaotic nature. He had been what Thorwalers call a Swafnir's Child—a berserker. Sometimes Tjalva would show hints of burning rage, but her mother and friends were always able to calm her down before she lost control (nobody could calm her father, who had to keep himself isolated from everyone he loved).

Tjalva's warrior mother had fought in the service of Tronde Torbenson, the Hetman of Hetmen, and Tjalva wanted to take this path as well. Like her mother, she valued courage, honor, and respect, not gold or plunder. Her strength and status practically guaranteed that she could walk whichever path she chose.



Tjalva studied weapons at the castle in Prem and earned a reputation as the strongest and toughest warrior around. Many hetmen and jarls tried to enlist her service, but Tjalva always refused. Deep inside she could feel a burning rage, her father's legacy, threatening to break out. If it ever did, nobody would be safe, so she left home to protect her family and friends.

She made her way across Aventuria and eventually joined up with a small party of adventurers. Tjalva feels comfortable among her new companions but avoids getting close out of fear of what the Swafnir's Child in her might do.

Like many of her people, Tjalva holds a special hatred for Al'Anfans and other slavers.

Courage	14	**Dexterity**	10
Sagacity	10	**Agility**	12
Intuition	14	**Constitution**	14
Charisma	11	**Strength**	15
Life Points	33	**Dodge**	6
Arcane Energy	–	**Movement**	8
Fate Points	3	**Initiative**	13+1D6

Advantages: Increased Toughness
Disadvantages: Negative Trait (Superstition, Curiosity)
Special Abilities: Area Knowledge (Olport), Forceful Blow I, Inured to Encumbrance I
Languages: Thorwalian III, Garethi III
Literacy: Kusliker Signs
Combat Techniques: Daggers 6 (AT 8 / PA 4), Fencing Weapons 6 (AT 8 / PA 4), Impact Weapons 12 (AT 14 / PA 8), Chain Weapons 6 (AT 8 / PA –), Lances 6 (AT 8 / PA 5), Brawling 12 (AT 14 / PA 8), Shields 10 (AT 12 / PA 7), Swords 10 (AT 12 / PA 7), Polearms 6 (AT 8 / PA 5), Two-Handed Impact Weapons 10 (AT 12 / PA 7), Two-Handed Swords 6 (AT 8 / PA 5), Crossbows 6 (RC 6), Bows 6 (RC 6), Thrown Weapons 10 (RC 10)
Skills: Physical *(Courage/Agility/Strength)*: Body Control 5, Carousing 4, Climbing 2, Dancing 0, Feat of Strength 7, Flying 0, Gaukelei 0, Perception 3, Pickpocket 0, Riding 0, Self-Control 4, Singing 0, Stealth 0, Swimming 5
Social *(Intuition/Charisma/Charisma)*: Disguise 2, Empathy 5, Etiquette 2, Fast-Talk 2, Intimidation 6, Persuasion 0, Seduction 0, Streetwise 2, Willpower 5
Nature *(Courage/Agility/Constitution)*: Animal Lore 2, Fishing 3, Orienting 5, Plant Lore 2, Ropes 3, Survival 3, Tracking 2
Knowledge *(Sagacity/Sagacity/Intuition)*: Astronomy 2, Gambling 4, Geography 2, History 2, Law 3, Magical Lore 1, Math 2, Mechanics 2, Myths & Legends 5, Religions 4, Sphere Lore 0, Warfare 4
Craft *(Dexterity/Dexterity/Constitution)*: Alchemy 0, Artistic Ability 0, Clothworking 0, Driving 0, Earthencraft 0, Leatherworking 0, Metalworking 0, Music 0, Pick Locks 0, Prepare Food 0, Sailing 4, Trade 2, Treat Disease 0, Treat Poison 0, Treat Soul 0, Treat Wounds 2, Woodworking 0
Equipment: Unarmed (DP 1D6+1, AT 14, PA 8), simple clothes, leather armor (PRO 3), thorwaler shield (DP 1d6+1, AT 7, PA 11) orc-nose ax (DP 1D6+6, AT 13, PA 6), 12 silverthalers

Race: Human (Thorwaler)
Culture: Thorwaler
Profession: Warrior
Experience Level: Experienced



An Overview of Aventuria

The heart of Aventuria is the **Middenrealm**, an empire nominally ruled by the young Empress Rohaja but in reality controlled by powerful regional lords and ladies. The land is home to daring knights and other heroes who fight for the order of the gods, as well as grim dwarves who have delved their mines and subterranean cities deep in the mountains. The capital of the realm is Gareth, the largest city on the continent. Gareth alone holds the potential for hundreds of dangerous and exciting adventures.

The orcs of Aventuria make their home in the **Orclands**, steppes that sit on the northwestern border of the Middenrealm. Called "coal pelts" by humans due to their heavy black fur, the orcs wage eternal war on their neighbors. They are usually thought to be barbaric, cruel, and willing to test their strength against anyone stupid enough to challenge them.

Thorwal lies west of the Orclands. The Thorwalers are brave seafarers who enjoy a reputation as feared pirates. Emboldened by their whale-god, Swafnir, their longboats threaten much of the western coast of Aventuria.

South of the Middenrealm, the progressive **Horasian Empire** is home to artists and poets. The cities of this fertile land are ruled by patricians, nobles, and councilors who strive constantly to outdo their rivals or weaken them via intrigue. The ruler of the realm is called the Horas, a man who, as the son of a dragon, governs with uncanny foresight.

In the south lies the Empire of **Al'Anfa**. Its capital of the same name, called the Boil of the South by some, is a city of decadence and intrigue, and a stranger's life is worth only what it can fetch in the slave markets. The sprawling metropolis is kept alive by farms and groves where slaves toil endlessly to increase their owners' wealth.

The jungles of the **Far South** and the Forest Islands are home to the Forest Folk and the Utulus, whose daily struggles for survival include facing threats from Al'Anfan manhunters and other slavers.





Beyond the mountains east of the Horasian Empire, Novadi tribes rule the huge Khôm Desert. Many caravans fall victim to the unforgiving sands and the nomadic warriors of the *Caliphate*. The monotheistic Novadi worship Rastullah and sneer at outsiders, whom they consider ignorant heathens with their many gods.

Even further east are the **Lands of the Tulamydes**, which are ruled by sultans and emirs. This region's many small city-states are famous for their djinn summoners, wily thieves, and bazaars filled with exotic goods.

The **Shadowlands**, a former province of the Middenrealm, was conquered some years ago by demon summoners and necromancers, the human servants of powerful archdemons. Here unscrupulous nobles pursue their own agendas, unfettered by either human or divine law.

The northern forests and steppes surrounding the **Salamander Stones** are the traditional homelands of the elves. Orcs and humans avoid these mountains and woodlands, as the elves do not like strangers who trespass upon their land. Elves are beloved for their beauty and grace but feared for their sometimes cruel treatment of invaders. They are magical beings who seem to be born from light, and their lives, which are said to last forever, are filled with music and song.

North of Bornland lies an expanse of tundra, snow, and ice known as the **High North**. The Nivese wander the steppes with their herds of animals, and the Norbards journey from village to village to peddle their wares, but both keep to the warmer areas. Few people live in the ice deserts, though trappers and prospectors sometimes travel there in search of ancient secrets. Only yeti, dark elves, and the Fjarningers, a barbaric tribe of humans, dare to live out on the eternal ice.


The Far North
The Forests of the North
Thorwal
& Gjalskland
The Steppes of the Orcs
& The Former
Svellt League of Towns
The Warring
Kingdoms
The Shadowlands
The Middenrealm
The Delvings
of the Dwarves
Arania
The Island
of Maraskan
The Lands of
the Tulamydes
The Khôm Desert
& The Caliphate
The Horasian Empire
The Lizard Swamps
The City-States
of Meridiana
The Steaming
Jungles
Altoum
& The Forest Islands
Aventuria

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