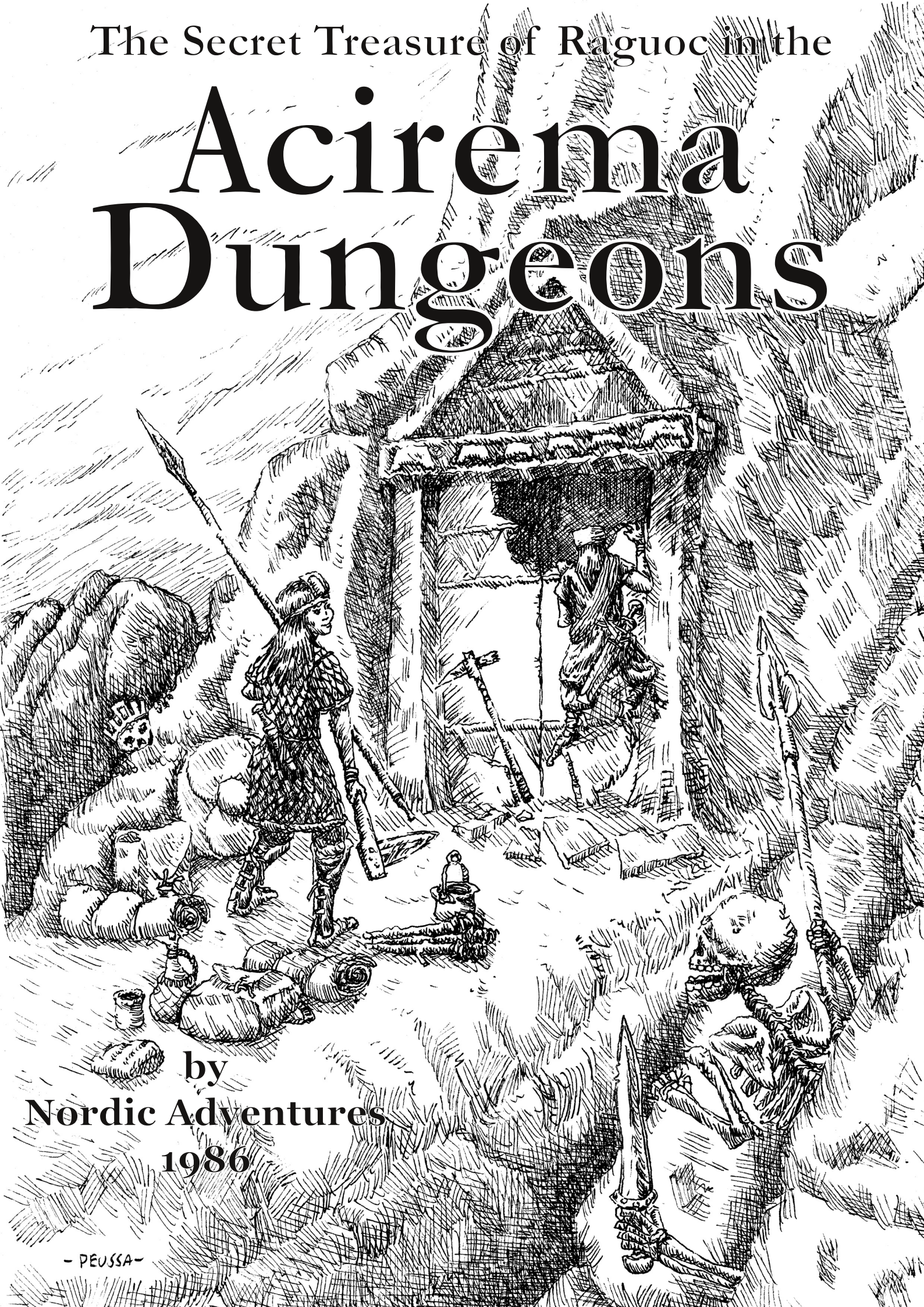


The Secret Treasure of Raguoc in the

Acirema Dungeons



by
Nordic Adventures

1986

SECRET TREASURE OF RAGUOC



Hundreds of years ago, something astonishing happened in the Land of High Mountains. One night, the Royal Treasurer Raguoc stole all the King's most valuable treasures. The guards, working together with Raguoc, took the treasures to their hideaway under the cover of night.

That hideaway was beneath Acirema Mountain, in a gloomy tunnel network of hundreds if not thousands of dark caves, musty corridors and god knows what creatures! Once the treasures had been secreted away in the dank tunnels, Raguoc murdered his accomplices and vanished.

The King, of course, sent great many soldiers after Raguoc when the theft was discovered. Though many of the troops delved into the depths of Acirema Mountain, none returned...

Naturally, these news attracted many adventurers to test their luck, but they fared no better in the gloomy corridors of Acirema. Rumors circulated in the region of how Raguoc had subjugated the myriad denizens of Acirema with his mastery of magic and mighty spellcraft. Now he used them to protect the treasure against intruders!

Only once has someone returned from the

depths. He was a brave knight from a faraway land. After four days of exploring the caves he was coming out into the light of day. Those who approached him were frightened of the sight: the poor man was horribly maimed and walked as if dreaming. He had been struck mute and could not comprehend his surroundings. One of Raguoc's servants had gravely injured him, but at least he had managed to escape. The poor victim died the next night, ensuring that the secrets of Acirema were kept safe...

Centuries have passed since. Raguoc himself is dead, but his terrible guardians still hide in the bowels of Acirema Mountain. Rumors are told about the mysterious deaths and disappearances of those braving the caves. The power of Raguoc still lingers in the dungeons, and few dare challenge it even now.

You and your companions now have the unique opportunity to succeed where all others have failed:

You could find and retrieve the secret treasure of Raguoc in the Acirema Dungeons!

THE SECRET TREASURE OF RAGUOC IN THE ACIREMA DUNGEONS II



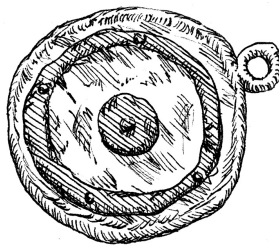
This role-playing game is partially based on first game of the same name. However, this game is different enough that the rules and tables of this manual cannot be used when playing the first Acirema. It is advisable to learn all of the new rules and to continue playing with them.

Recommended number of players 2 – 7 persons.

Average game time 2 – 4 hours.

You also need paper, pens, rulebooks, 12-sided die etc. to play.

We do not take responsibility for damage caused to themselves or others by players who immerse too deeply into the game.



Second edition

Game designer: Risto Hieta

Cover and interior art: Marko Peussa

English translation: Jonas Mustonen

English proofreading: Jukka Särkijärvi

Editor: Marko Peussa

Special thanks to Cyfarwydd for getting the project started

BY NORDIC ADVENTURES * 1986

ADVENTURE



It may be best to study adventuring by a simple exercise. Here is small and simple adventure for you. You need a piece of paper, pen, eraser and a die (or dice). When during the adventure you read "roll the die" it means one 12-sided die or two rolls with a regular 6-sided die added up. **DO NOT READ BEFOREHAND** whole of the adventure because it will not help and confuse you. Write down on the paper your characters name and the following:

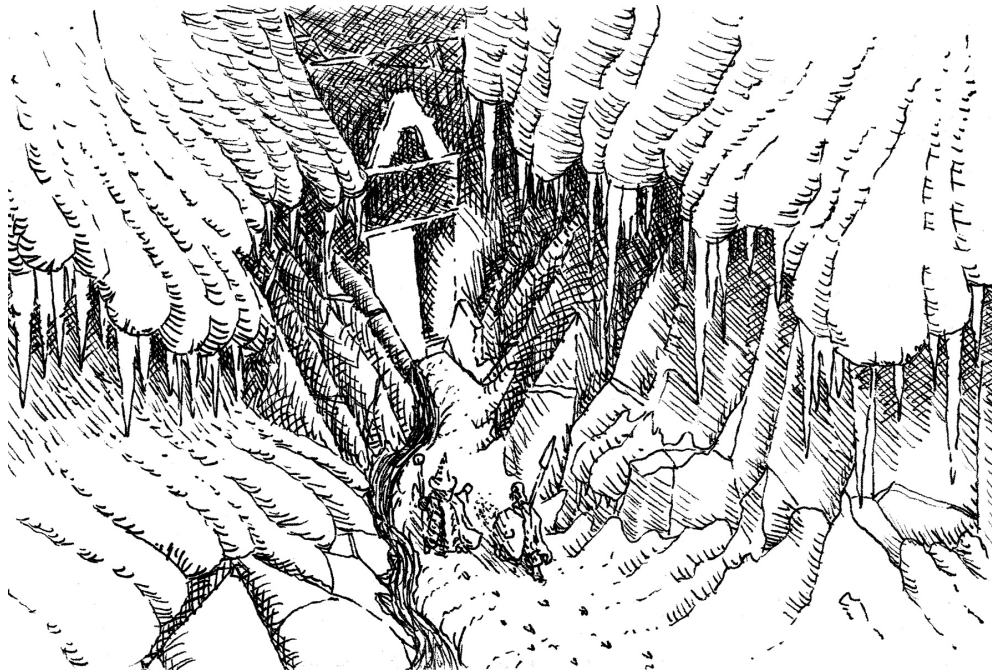
STAMINA

MAGIC POINTS

WEAPONS

TREASURES

- * Then roll the die (d12) three times, pick two of the highest numbers.
- * Add them up as your stamina points and write it down.
- * Roll the die twice and choose the higher number for your magic points and write it down.



Now you have your stamina and magic points ready. You have neither weapons nor treasure. Ready to enter the Acirema Dungeons? Okay...

PARAGRAPH 1

You step into first cave. It looks empty except for some old boards in the corner.

What do you do?

- * continue forward, go to paragraph 2
- * examine the cave more closely, go to paragraph 3

PARAGRAPH 2



You reach the next small cave. As you walk across it you hear a hissing sound and spot a snake hanging from ceiling! It keeps its eyes on you and hisses, but does not attack.

What do you do?

- * carry on forward, go to paragraph 5
- * attack the snake, go to paragraph 4
- * go back to beginning, go to paragraph 1

PARAGRAPH 3

You search the pile of boards and notice something gleaming underneath them, a shiny steel sword is revealed! (write SWORD down on your sheet under WEAPONS)

How do you plan on continuing?

- * move forward, go to paragraph 2
- * search the cave more thoroughly, go to paragraph 6

PARAGRAPH 4

If you have a sword your damage is 5.

If you are fighting with your bare hands your damage is 1.

You took initiative and attack first. Roll a die. If you roll 6 or better your strike hits and snake is weakened in amount equal to your damage (with sword by 5 points, with bare hands by 1 point).

Write down the snake's starting stamina, 7 points, and subtract from it the amount of damage you inflicted.

Now it is snake's turn. Roll once for it. If the result is 8 or higher, the snake hits and you are 3 points weaker. Note the reduction to your stamina points if the snake struck you!

It is your turn again. Roll and if result is 6 or higher subtract damage out of the snake's stamina.

If you have a sword, two hits are enough to kill the snake. You need seven of them with bare hands.

Continue fighting turn by turn this way. When either one gets a high enough number (you need 6, snake needs 8), the opponent is struck and weakened.

Fighting continues until one of you is dead.

If you win, roll a die after the fight and add the result to your stamina points (the so-called stamina roll).

Then what?

- * continue forward, go to paragraph 7
- * turn back, go to paragraph 1

PARAGRAPH 5

As you begin to move past the snake it drops on you and strikes. You lose 3 points of stamina. Note it on your sheet and

* turn to paragraph 4

PARAGRAPH 6

You search the cave thoroughly but find nothing more.

* turn to paragraph 2

PARAGRAPH 7

Now you come to low cave where you have to walk in a hunch. Near the wall you spot a small pool. The water looks black and smells rotten.

What do you do?

* continue forward, turn to paragraph 8

* taste the water, turn to paragraph 9

* touch the water with your hand, turn to paragraph 10

* touch the water with your sword (if you have one), turn to paragraph 11

PARAGRAPH 8

A great cave opens before you. On the opposite wall is a sturdy wooden door.

What do you do?

* turn back, turn to paragraph 7

* try to open the door with sword (if you have one), turn to paragraph 12

* open the door with key (if you have it) turn to paragraph 13

* knock loudly on the door, turn to paragraph 14

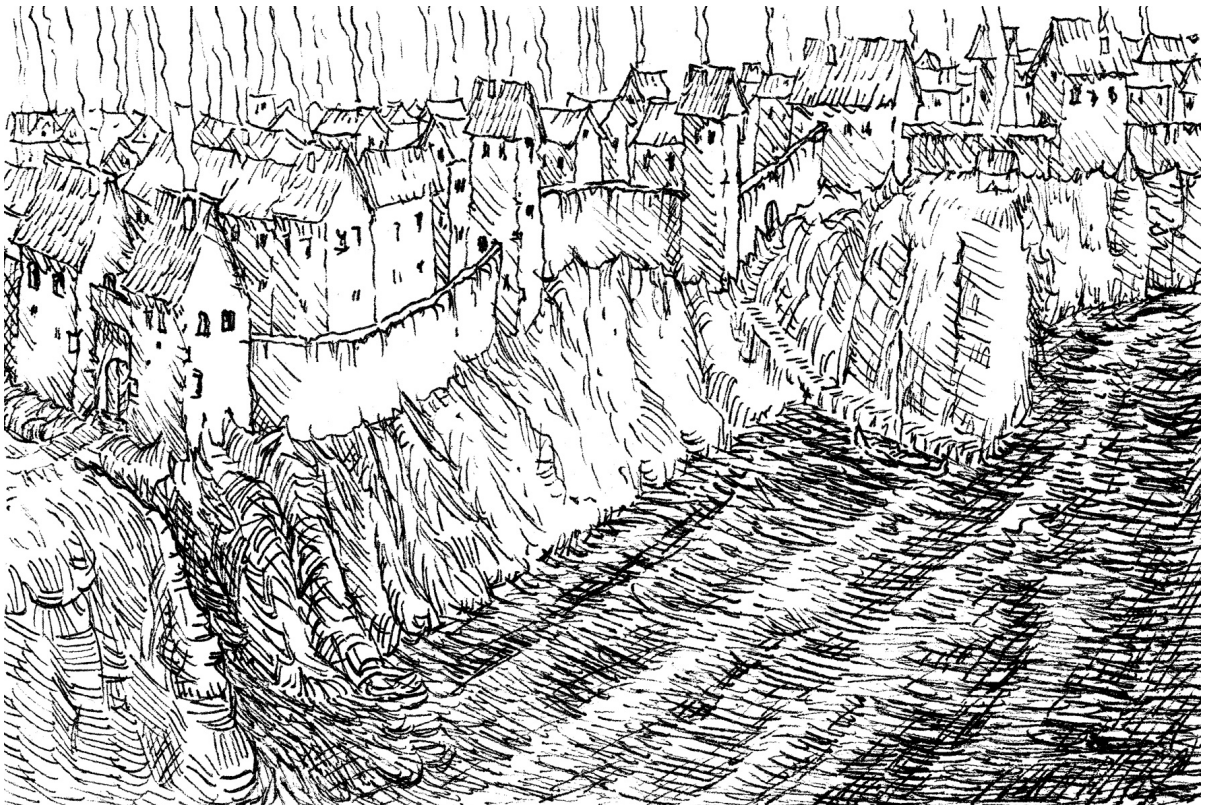
PARAGRAPH 9

You taste the water cautiously. It does not really taste like anything at all. At least you did not die of poison.

* Turn to paragraph 7.

PARAGRAPH 10

You touch the dark liquid with caution. Your hand



touches something and you notice a small key at bottom of the pool. Write it down in your equipment.

* Go back to paragraph 7.

PARAGRAPH 11

You stick the sword to liquid. At least it was not corrosive so perhaps it's not dangerous?

* Go to paragraph 7.

PARAGRAPH 12

You strike the door hard with your sword but only result is that your sword breaks. (Cross out the sword on your sheet) Continue on to paragraph 8.

PARAGRAPH 13

You open the great door with the key you found. Slowly the door swings open. Behind it is a large cave and in the middle of it a yellow dragon! What now?

* turn back, turn to paragraph 8

* attack the dragon, turn to paragraph 15

* try to talk to dragon, turn to paragraph 16

PARAGRAPH 14

After knocking there is silence, followed by mighty roaring from the cave! The door remains shut...

* continue on paragraph 8

PARAGRAPH 15

So you fight with the dragon. A sword has a damage of 5 and bare hands have 1. The dragon has a stamina of 19.

Roll a die. If the result is 6 or more your attack hits and you deduct either 1 or 5 points of stamina from the dragon.

Roll a die for the dragon. If the result is 8 or more its fiery breath hits you, and you are scorched

for 4 points of damage!

Continue this way until one of you is dead!

Without a sword you will probably die first but with a sword you have a chance...

* If you win the dragon, make a stamina roll and add it to your stamina. Continue on to paragraph 17.



PARAGRAPH 16

The dragon roars once and breathes fiery flame at your face. Deduct 2 points of stamina and

* go to paragraph 13.

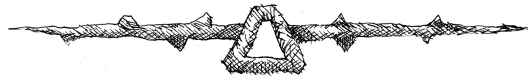
PARAGRAPH 17

You find a great chest at end of the dragon's cave and open it with your key! An enormous amount of gold glitters before your eyes and with satisfaction you start filling your pockets with jewelry...

THE END

There! That was it and maybe you even won. In a real game the difference is that there are no ready options. You have figure out what to do yourself, though the principle is same as in this example.

PLAYING A ROLE-PLAYING GAME



Whole act of role-playing is based on imagination and communication between players (conversation).

The adventure happens in an imaginary world which Raguoc has created. Each player “controls” a chosen player character of her own in that adventure. Raguoc has the job of acting as referee, advisor and storyteller.

Player has to get into her character and act in the game like her character would really act in the actual situation. If one of the players wants to get far in the game with wit and smart choices, she should not choose Zombie as her character. It cannot grasp very complex machinations...

If a beginning player does not want to think

too hard and won't mind being led by others, Zombie is the character for her. Those interested in magical powers will choose Wizard, and depending on personal preference rest will choose Hunter, Adventurer or Fighter.

All characters generally interact with the game in the same way but every character has certain special abilities that the others do not have. These are detailed more thoroughly in the class descriptions.

One of the players takes the role of Raguoc; it is up to him to build the adventuring environment. Imagination, common sense and the Dungeon Book of Raguoc are his tools. Adventure creation will take several hours so there should be no rush in preparation for the first adventure. The player who takes the role of Raguoc should have time to work on the adventure. There will inevitably be errors in Raguoc's adventure, and nobody should get angry or nervous about them. Everyone should try their turn as Raguoc to see how easy it really is!

As the ruler of Acirema Mountain, Raguoc has the absolute authority on matters related to the adventure. That is why players should not criticize his decisions and actions for flimsy reasons. If you come across a problem where no answer can be found in the rules or by thinking about it together, contact Nordic and you will get a resolution. In practice, playing the game is about the players and Raguoc taking turns in describing to each other what the player characters do and what happens.

PLAYING THE GAME

At the start of the game, the characters are outside an entrance to the depths of Acirema Mountain. They have geared up and rolled the stats. Now one of the players begins by telling the Raguoc what

they are going to do next.

* Nordic steps in the cave and starts to look around,

The others may follow and Raguoc tells them the following:

* The cave is small and low. You can see nothing unusual. There is a corridor to the east.

Now the players may plan together what are they going to do. Someone speaks up:

* Defia the Fighter examines the cave in detail.

Raguoc may answer after checking his notes:

* There is nothing in the cave.

It's the players' turn again.

* We go forward in the corridor. Defia goes first.

It's good to set the marching order so that Raguoc knows who is going first and is most vulnerable to monster attacks. Raguoc tells:

* You come to another, larger cave. Suddenly, a great black vampire swoops down from the ceiling to attack Defia. You must fight!

Now it's a fight where weapon, stamina and die rolls by Defia resolve if she will survive the vampire attack. Odds are in favour of her winning but it is never certain...

When the vampire has been vanquished, the adventure continues. Players might examine the next cave or do something else they come up with. Of course, Raguoc checks his notes for whether the action is possible. Players may not take a tunnel north if there isn't one!



THE ABILITIES OF DIFFERENT CHARACTERS



Each of the game's character classes has different talents and abilities. Here are short descriptions of each basic type:



ZOMBIE

Stamina average between 24 – 32, no magic points.

Can use every weapon except bow and arrows.

Inflicts with bare hands the same damage as by dagger (2 points).

The Zombie is two meters tall, a robust being of great size. It does not think too much but it excels in the use of force. The Zombie is good character class for player who can't always participate in the game as the Zombie can be controlled by other player characters. The Zombie obeys orders except when they are completely silly or dangerous to itself.

The Zombie does not do well in situations requiring higher reasoning. Its high strength, though, is of incomparable help...

Though the Zombie is a bit stupid but it can be good companion because of its obedience and loyalty.

FIGHTER

Stamina average between 19 – 27, 3 – 6 magic points. Can wield all weapons. When using an axe or a sword, the hit number is 1 lower than with other weapons. May cast some spells. If lacking a key of her own, may open chests or doors with stamina alone.

The Fighter is efficient and not to be taken lightly. If there is more than one player in the group, including at least one the Fighter is recommendable. The ability to cast magic, though severely limited, adds to the Fighter's abilities and she has a good chance of survival if she does not get into unnecessary fights.

The Fighter is not the one to think too deeply but is no idiot either. She acts efficiently.



ADVENTURER

Stamina average between 17 – 25, 4 – 8 magic points. The Adventurer may use some spells and wield all weapons. The Adventurer's special ability is finding secret and trap doors. The Adventurer may also try to decipher and read mysterious signs or texts.

As a pretty smart fellow, the Adventurer excels at solving puzzles and finding a way out of troublesome situations. This skill of course demands something out of the player too!

The Adventurer has pretty average stamina and can use magic a little – a jack of all trades. If you are not interested in any particular special ability, the Adventurer is a class worth considering.

HUNTER

Stamina average between 16 – 24, 5 – 10 magic points. About five spells are available. The Hunter may wield all weapons and excels as a marksman (the hit number is 1 lower with bow than otherwise).

Knows many herbs, plants and animal tracks.

The Hunter as a character does not mean some goofy gunman, but one one who lives in the wilderness, knows nature and can survive in primitive conditions with little equipment. The Hunter knows how to fight but not without reason. The Hunter works with diligence and care and does not rush things. After the Wizard, she is the best spellcaster.

The Hunter's physique is between a gnome and a human, about meter and half, stocky, but no by no means clumsy.



WIZARD

Stamina average between 12 – 20, 8 – 15 magic points. All spells available. The Wizard cannot wield a bow or a spear. The only character able to use misty dust.

The Wizard is mysterious, humanlike character who gets through difficult situations by use of spells and misty dust. When fighting, the Wizard does not favour the use of ordinary weapons but is able to use them when necessary.

The Wizard has much information and wisdom and a good adventuring party always includes at least one. Often the leader of the expedition.

STAMINA, MAGIC POINTS AND MONEY



These are the three basic things every character should usually have at the start (as an exception, the Zombie does not have magic points). When the players have chosen their characters it is time to roll for stamina and magic points.

As long as a player continues playing with the same character at different games, the character continues with their previously gained points and money and does not roll them anew at the start of the game.

If a new player joins a game where everybody else is playing with already established characters, the new player rolls points for her own hero and joins in.

Stamina and magic points are rolled as follows:

* Roll a die (ordinary 6-sided) eight times and write the results down.

* Arrange the results in descending order so that the highest number is on the left, for example

6 5 4 4 3 2 2 1

* See from the following table how the points are arranged to your character's magic and stamina points.

**Rolls in descending order
(highest - lowest)**

ZOMBIE	S	S	S	S	S	S	S	S
FIGHTER	S	S	S	S	S	M	M	M
ADVENTURER	S	S	S	S	M	M	M	S
HUNTER	S	S	S	S	M	M	M	M
WIZARD	S	S	S	M	M	M	M	M

S = stamina points, M = magic points

Based on previous rolls fighter for example would have stamina of $6 + 5 + 4 + 4 + 3 = 22$ and for magic point $2 + 2 + 1 = 5$.

With same rolls wizard would have stamina of 15 and 12 magic points.

MONEY

The monetary unit used in the game is gold coin (GC). Value of all treasure and items can be told in gold coins.

Measured in deed points $10 \text{ GC} = 1 \text{ deed point}$.

When beginning players roll for money:

- * Everyone rolls a die twice.
- * The higher score of the two is multiplied by ten to determine the player's starting money.
- * For example rolls of 5 and 9 would mean 9 times 10 = 90 GC.
- * If both rolls are under 5 player gets to roll them again once. If even after that both are under 5, tough luck!

IMPORTANT!

If Raguoc decides that it is essential for player characters to be wearing clothes and boots (or armored) both dice can be added together and multiplied by ten. The previous example would then have resulted in $50 + 90 = 140 \text{ GC}$.

If boots or clothes are needed, everyone must purchase them first. It is quite hard to get far with bare feet or no protection. If a player wants to try, she is welcome.

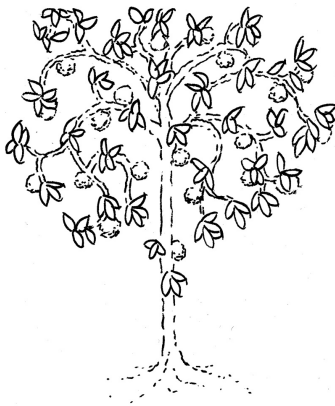
Money gained after that is found in treasure chests or dragon hoards. There is no salary for travelling.



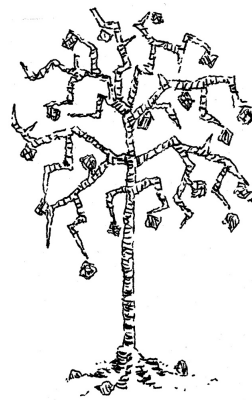
DENIZENS OF ACIREMA MOUNTAIN



So many rumors and tales are told about these horrible creatures that none can be sure what is true or false. The following monsters may be found in the caves of Acirema.



LIVING



UNDEAD

VAMPIRE, a large bloodthirsty bat that can attack suddenly without warning.

GIANT RAT, an ill-tempered and fearless little beast, about half a meter in length.

SNAKES, many varieties, rarely poisonous. May act as guardians...

LIZARDS, come in many species, some of them poisonous, but do not usually attack first.

ACIREMA SCORPION, a giant bug almost a metre in length. Its bite hurts a lot but is not poisonous.

CAVE WOLF, a terrifying predator with large eyes, fond of darkness.

GRANITE MONSTER, a giant with rock hard armour. Very strong but clumsy.

DRAGONS, most powerful of the animals. Some are very intelligent. A few may be friendly. Often guard treasures etc.

SKELETON, a frightening being awoken by Raguoc's magic. Immune to certain weapons.

MUMMY, a stronger sort of living dead. Terrifying opponent.

DEATH SPIRIT, a cursed spirit invulnerable to swords and axes. The victims of a death spirit rise as new death spirits after dying.

BURNING GHOST, a powerful monstrous spirit that quickly incinerates its foes. Can even pass through walls. Spells are effective against it.

WIZARDS, (**DARKNESS**, **LIGHT**, **FIRE**, **BLACK**), are evil and devious guardians of Raguoc's treasure. They are never far from it. Hard to defeat...

DWARVES, **GIANTS** and **GNOMES** keep you company, too.

ENCOUNTERS



Most of the time when adventurers and denizens of Acirema Mountain meet, the end result is combat. It is, however, possible for encounters to end differently. Players may try to greet the creature, talk to it, try to boss it around or intimidate it. Even trying to strike a deal is possible if the creature has something interesting with it.



Common sense and gaming experience must be used in these encounters. It is a waste of time to flatter a skeleton. It might prove equally futile to charge at a golden dragon, even with powerful equipment. You would lose the fight and the dragon could have given you good advice if you just would have been polite.

Smaller dragons like yellows and reds are not the talkative sort. They will attack you. Greater ones may chat for a while or share a word of wisdom before proceeding to crush you. A two-headed one might share a double entendre and a golden IS ALWAYS basically benevolent but only if it is treated with respect!

Dwarves could often help if they are willing, and they get around the caves and see all sorts of things.

Undead monsters rarely speak at all. Wizards, on the other hand, talk more than enough but never anything friendly!

Vampires, rats etc. do not know any human language so only way to understand them is to learn their ways or use magic.

If and when you encounter a being you wish to charge at, it is good to familiarize yourself with weapons and fighting. So we will move on to them...



ARMS AND ARMOUR



A list of equipment you may have to use:

DAGGER, damage 2

SWORD, damage 5

AXE, damage 4

BOW and ARROWS, damage 3

SPEAR, damage 6

MISTY DUST, damage 3

ARMOUR, reduces damage by monsters -1 point

SHIELD, raises monsters' to hit number by +1 point

KILLZ spell, if successful, damage 3 x dice result (12-sided).

Fighting with your BARE HANDS is an option; the damage in such a case is 1.

Daggers, swords and axes are melee weapons. If not broken in battle they can be used as long as

their wielder is alive.

A spear can be thrown once per battle and it can be picked up after a fight to be used again in another.

Arrows may be fired at monster that is at a distance but not when it gets close. Arrows cannot be used again after being fired.

Normally only one character fights against an enemy. However, it is possible for two or more characters to participate. In that case, on the players' turn BOTH OR ALL participants (that is, player characters) roll to hit. Only the hit with the most powerful weapon is counted. The monster rolls normally, but on a hit, the damage is divided among the participating characters, each getting a partial hit. A lengthier explanation of this is included in the Dungeon Book of Raguoc.

When others are fighting, those on the sidelines can take part with spells. In such a case, the fight is carried along normally but the caster gets to try if her spell succeeds. If it does, it takes effect immediately and may stop the fight right there (for example if a Killz spell slays the monster).

Items may be exchanged and equipped freely during the game but once the fighting starts, those taking part cannot take, give or exchange weapons with anyone else.

You can swap your own weapon. E.g. you start by shooting the monster with a bow, and then switch to a sword or an axe as it closes in, provided you have one.

The player must remember to tell Raguoc what weapon she is about to use and Raguoc must remember to check that the player has that weapon, or arrows if she is shooting with a bow.

If a situation turns bad, try running away. Raguoc will tell if you succeed. It is not always possible, so it is inadvisable to start fights thinking you can always run away when things turn sour.

After victory in battle, a player is entitled to a stamina roll, also known as a rest roll. She rolls a 12-sided die once and the result is added to stamina. If result is 1 or 12, the die is re-rolled once. This way, fighting with weak monster might actually be good for you, though of course it is never certain.

If a monster surprises you, Raguoc may roll for the monster first. Usually the decision to initiate a fight is the players', but sometimes you're caught unawares and after that there is nothing for it but to fight back.

COMBAT PROCEDURE

When a player starts fighting with a dungeon denizen, what follows goes like this:

- * The player announces to Raguoc what weapon she intends to use.
- * Raguoc checks his list for the hit number and other data.
- * Player rolls a die. If the result is higher than the

hit number (often 6 or 7), she manages to hurt the monster. Damage dealt depends on the weapon.

* Raguoc subtracts damage dealt out of the monster's stamina.

* Next, Raguoc rolls for the monster.

* If the roll is at least the same as the monster's hit number, its strike or bite has struck the player character and she is injured. Damage dealt depends on the monster and the equipment worn by the player.

* The player subtracts damage dealt out of their stamina.

* If either combatant gets too low a hit roll, the turn passes to the other.

* The fight continues until either the player character or the monster is dead or runs away.

It should be noted that hit numbers are different for players and monsters. A monster's hit number is often higher, especially if the player is protected by a shield.

Big monsters might be able to deal far more damage than the player, and just a few hits may suffice to kill a weak character!

Raguoc must not tell (and players should not spy on) monster stamina or hit numbers. Those are revealed when fighting them. You can't really know how easily a dragon is able to hit you; you must find out for yourself!

SPELLS



Magical powers and their use are an important and mysterious part of adventuring. Magic is mostly used by casting spells at something but you will find other uses over time.

The Wizard is, naturally, the best spellcaster among the player characters, with the Zombie being the worst. Others rank somewhere between them.

Every spellcasting uses up the player's magic points. For this reason they must be used wisely and with caution because even a failed spell drains magic points. If spellcasting fails, it can be retried the next turn. You may not try to cast the same spell twice in a row.

Spells can be cast in combat, difficult situations, when helping a friend etc. Good imagination is very helpful. Of course there are some limits but Raguoc will tell when a spell is not working or when it cannot be used.

SPELLS IN THE LAND OF HIGH MOUNTAINS

Known spells, all of which the Wizard can use, are the following:

PROTEX, protects on night or when camping
SLEEPZ, puts target to sleep
STAYZ, renders target immobile
KILLZ, kills the target (or wounds them)
VANIZ, makes the target invisible
BREAX, explodes target, if not living
RISEZ, removes effects of gravity
HEALZ, cures or bolsters target
SHIELDZ, grants invisible protection
DARKZ, blinds a dragon
BACX, brings the dead back to life

In the beginning of the game, players won't know much about spells except for their name and purpose. Practice will teach them... Here is some information from the secret pages:

Protex is targeted at a group or location. Other spells are targeted at monsters, objects or the caster herself.

Following exceptions apply:

- * Breax can not be targeted at a living being.
- * Darkz only works on dragons.
- * You cannot cast Bacx at yourself!
- * Vaniz, Risez and Sleepz effect lasts for a time depending on the target.
- * Shieldz lasts until target strikes something herself, or throws something.

Raguoc's book has more information on the spells. When necessary, he will tell their effects.

Always after a successful casting, the player may roll a die. If the roll is greater than the result of the casting roll, she regains an amount of magic points equal to difference between the rolls.

Example: The Wizard tries to cast Protex which requires a roll of four to succeed. She rolls a seven which means the spell is successful. Her magic points are decreased by 3 points. Now the Wizard gets to roll again and gets a ten. This number is greater than seven so wizard gets $10 - 7$ points back which means 3. She got this one for free.

CASTING SPELLS



The casting numbers for a spell to succeed for different characters. Magic point cost in parentheses for successful and failed casting.

SPELL	success	failure	fighter	adventurer	hunter	wizard
PROTEX	3	1	-	-	8	4
SLEEPZ	4	2	8	7	7	5
STAYZ	5	2	9	8	9	6
VANIZ	5	2	-	-	10	7
BREAX	6	3	9	-	-	6
RISEZ	6	3	-	-	-	7
HEALZ	4	1	-	9	8	5
KILLZ	10	4	12	-	-	9
SHIELDZ	9	4	-	-	-	8
DARKZ	7	2	-	-	-	9
BACX	12	5	-	12	-	10

Example: The Fighter needs to roll at least 9 to succeed at casting Breax. The Wizard only needs six. The Hunter and the Adventurer cannot cast Breax at all.

In addition to spells there may be other options to use magic points. Magic mirrors might be found in the caves, allowing characters to see through walls but draining one magic point per use. Magical swords may be found. They strike with double damage compared to ordinary swords but each time drain 1 or 2 magic points.

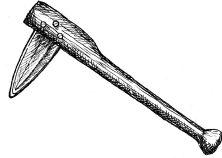
Raguoc will tell more about the properties of magical items, but only when they are used. When a player finds a strange sword lying on the floor, she does not know how it will work, unless of course an all-knowing dwarf happens to pass by...

WEAPONS AND EQUIPMENT

Weapons, their use and price in gold coins:



DAGGER, 30,
very effective
in close
quarters



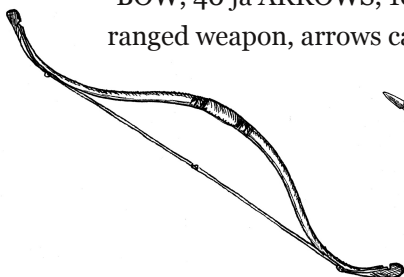
AXE, 50, a good
and effective melee
weapon



SWORD, 60, the
most effective
melee weapon



SPEAR, 70, an effective ranged
weapon, may be used only once per
battle



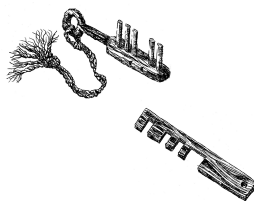
BOW, 40 ja ARROWS, 10 each, really handy
ranged weapon, arrows can only be used once



SHOVEL, 60, for all
sort of digging (also
doubles as weapon
of damage 3)

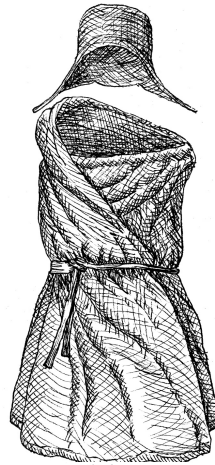


ROPE, 80, useful
for many purposes



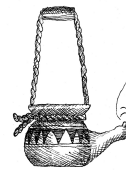
KEYS, 100 apiece,
for doors, chests
etc. (many different
kinds)

Mandatory equipment is:



CLOTHING, 40,
necessary in cold
caves

LANTERN, 80,
really useful in the
dark

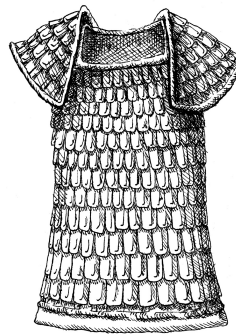


BOOTS, 30,
without them
trekking is pretty
bad...

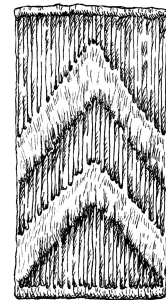


Some other useful items:

LIGHT ARMOUR,
60, protects you
while fighting



SHIELD, 50, makes
it more difficult for
opponents to hit
you



HERBS, 30, raise
stamina for 2 points
when consumed



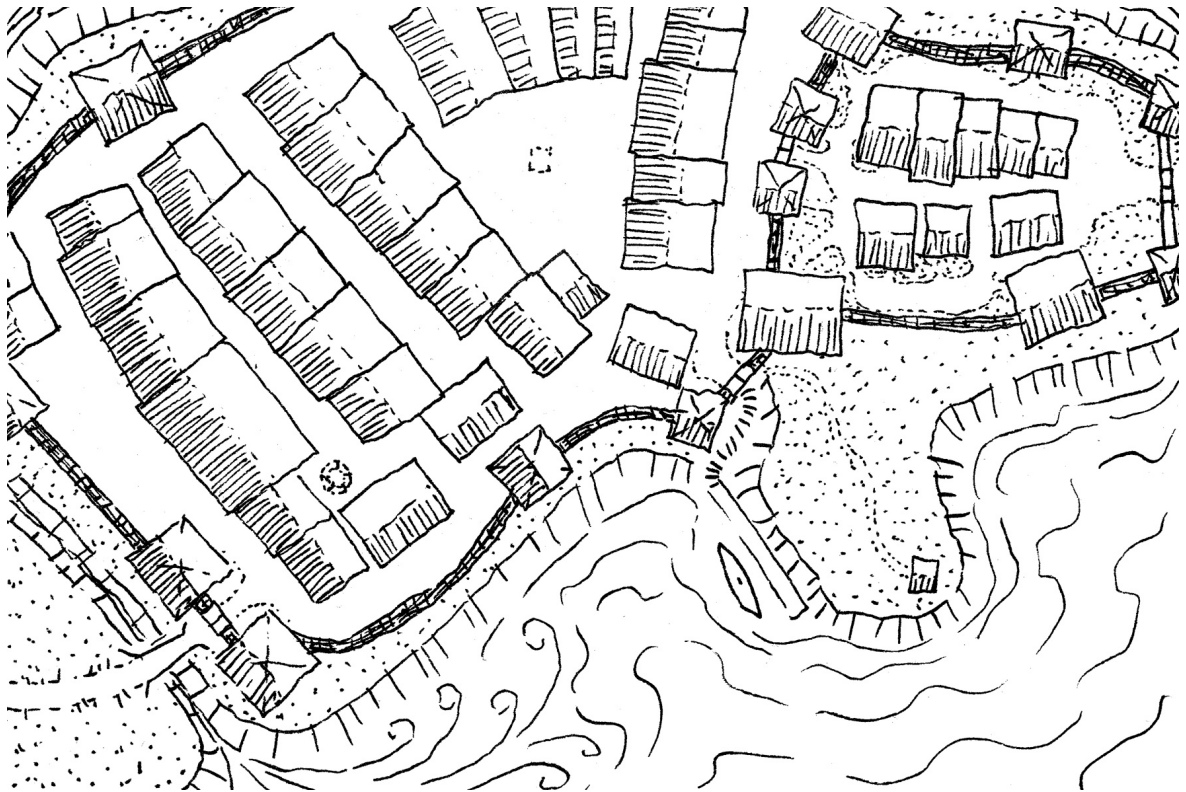
Misty DUST, 30,
for the Wizard's
special use

All characters can buy any item, but that does not mean they can use everything. Only the Wizard can use the misty dust and the Zombie cannot use a bow even if she buys one. Everyone can take herbs and increase their stamina for two points. Not in middle of a fight, though!

There are several different types of keys. The players can never know which fits where. Raguoc will tell...

Everyone should not get identical equipment because during the game exchanging and giving

items is allowed (except during a fight!). It would be crazy for everyone to carry a lantern of their own but no rope!



MISTY DUST



Using misty dust is the Wizard's specialty. This material is a sparkly, translucent powder that usually disappears or is destroyed when used. Misty dust has at least the following uses:

- * revealing nearby life
- * cancelling magical enchantments
- * healing and strengthening
- * as a spell-like weapon in fights

When using misty dust for revealing life in nearby caves it glitters but is not consumed. Other uses usually destroy it.

Its healing effect is one die roll (12-sided), halved. The roll is rounded up so $9 = 5$, $3 = 2$ and so on.

When used as a weapon, misty dust does same amount of damage as an arrow. Misty dust works on most monsters but by no means all of them!

Every time misty dust is used, the Wizard rolls a die. The result tells if use succeeds or not. Even if the Wizard fails the misty dust is used up.



Usage	Target number
Revealing life	6
Dispelling magic	5
Detecting poison	4
Healing	4
Attacking	4

Using misty dust does not drain the Wizard's magic points.

LEVELS AND DEED POINTS



If the players want, they can expand the game with this system for leveling up. It is by no means a mandatory addition to the game and does not change anything essential about the gameplay, but may add some color to adventures. Especially more experienced roleplayers use deed points in their games.

In practice this means that for every useful action a player takes, she gains deed points. Deed points are earned when finding treasure, defeating monsters and solving puzzles.

All deed points that are earned are noted down. When a character has a certain amount she goes up a level. Levels stand for a sort of ranking or experience classification. The higher the character's level, the more experienced and skillful the player generally is.

When ascending to a new level, a character gains new abilities and skills, which she can use immediately after the required amount of points has been earned. A Wizard gains more magical abilities, a Fighter becomes more capable in melee etc. For example, a fifth-level Hunter has more special abilities than a first-level Hunter.

The level system also helps players to achieve

better results and stay alive amid danger. In addition to new skills, levels also make players (characters) more careful.

If you have over weeks of time after many games accumulated over 1500 deed points for your character and reached the third level, you will try to avoid fights leading to unnecessary deaths. In a single, needless fight you may lose your life and the 1500 deed points and it's back to the beginning again! New characters always begin at level one and with zero deed points!

Do not lose your cool though, it's only a game after all. Characters of other players will die sooner or later too...

When using the level system, when you get enough deed points to go up a level (or approach the limit), check the tables for higher level skills, abilities, stamina and magic points.

Titles for different levels and required amount of deed points:

LEVEL	TITLE	DEED POINTS
1.	Beginner	0 - 500
2.	Wanderer	501 - 1000
3.	Seeker	1001 - 2000
4.	Survivor	2001 - 3000
5.	Struggler	3001 - 4000
6.	Explorer	4000 - 5000
7.	Hero	5001 - 6500
8.	Dragonkiller	6501 - 8000
9.	Wizardslayer	8001 - 10000

10. This level is the Grandmaster level; after that there are nine GM-levels in all. To become a ninth-level Grandmaster you need over 25 600 000 deed points. You will not rise to be the King of Grandmasters overnight.

Even going up to a third-level Seeker shows skill in adventuring and good judgment. Remember that level titles don't affect your character class. When you level up to second level you are still a Fighter or Hunter as you were back in first level. Your title just changes to Wanderer. At sixth level you might be an Explorer-level Wizard etc. You can completely ignore level titles if you want, as they do not influence the gameplay in any way.

DEED POINTS

Deed points (DP) are awarded to players when they find treasure, solve problems and win battles. The greatest gains are from finding the treasure of Raguoc. DP's are always awarded to the player who made the find or solved the problem. The exception

to this is Raguoc's treasure. Upon finding the Raguoc's treasure, each player character gains deed points, not the finder alone. That is only fair.

Raguoc may decide that deed points can be gained by all useful actions in the game. Such points will be few, but they're something.

It should be noted that double use of treasure is prohibited. If you find treasure you can keep it and use it to buy (everything is counted as gold coins) something like weapons. However, once you have used the treasure in this way, you may no longer use it to gain deed points. If you convert the treasure you found to deed points (10 gold coins = 1 deed point) you cannot later use it to make purchases. It has been converted to deed points and no longer exists as currency. Raguoc will clear things up and explain more when needed.

INTER-PARTY CONFLICT

A rare situation, except in so-called “all against all” games. That sort of game is very tasking for Raguoc, so I do not recommend it. Even during an ordinary game, players may start to quarrel for some reason and the disagreement is transferred from the players to their characters! In such situations, the attacker is always at disadvantage; you should not pick on your friends without a reason! Raguoc will explain more when needed.

DUNGEON EXPLORATION

(recap...)

Because many of the cave denizens are friendly, they should not be slain right away. Dwarves know many things and you may even strike a bargain with them. The golden dragon, as has been said, is always honorable, not just an monster!

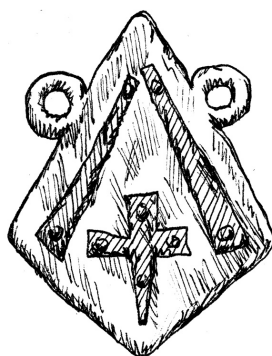
Treasure gives you money to buy equipment or its value can be converted to deed points. It is up to player how she wants to use the treasure. 10 gold coins = 1 deed point. Thus, if you find 120 GC worth of treasure you can get 12 deed points out of it, though in that case you would not be able to use

it to buy equipment. You need to decide how much of the treasure you want to use as money and then convert the rest to deed points. You can always convert unused treasure to deed points at end of an adventure if you want to.

Somebody might think that it is useless to gather deed points when you might as well upgrade your weapons and equipment with money. It might be so, but in the long run, by accumulating deed points you will rise to higher levels and will get new powers that help you survive. Additionally, upon leveling up, a character always gains more stamina and/or magic points!

Before the game starts, it is usually a good idea to agree on how treasure is divided. One option is to let the finder keep everything, but it might be a bit unfair. Fights are won together so it is better to give even shares to everyone and maybe the remainder to the finder. If the treasure is a single object, such as a silver crown, it cannot be divided. Deed points cannot be divided if the finder has converted the treasure to DPs immediately upon discovery.

Discovering Raguoc’s treasure automatically grants deed points to all players, and Raguoc’s treasure cannot be used for purchases! It will only bring you deed points and glory!



CHARACTER SHEETS



To keep track of characters abilities there are different methods. The simplest one is a sheet of paper. Each player should write down (neatly!) her character's name, level and character class:

NORDIC THE INCURABLE
Beginner
ADVENTURER

and under them a list of equipment and weapons that they have acquired:

DAGGER
BOW
11 ARROWS
SHIELD
ROPE
CLOTHES + BOOTS

- * When a player loses or finds items they are written down or erased from the list.
- * Remember to keep track of arrows expended in combat.
- * Write down your stamina and magic points:

STAMINA 19
MAGIC POINTS 7

These are of course modified during the game in fights or when casting spells. Take heed, if her STAMINA drops to zero, the character dies. Magic points may go to zero but never beneath it!

That is the simple and fast way of tracking things. Another other option is to make character sheets where changes are tracked by paperclips. Take a look at example of such sheet on the next page.

One effective way to track points is by using small magnets. If you get a hold of such they are handy on a metal surface...

Glue a paper character sheet you have prepare with all the necessary details on a sheet of metal. By moving the magnets you can easily keep track of everything. This is not cheap but will come handy if you play the game a lot.

Whatever method you choose, always remember to keep the notes neat and accurate. Players and Raguoc should keep in mind the following:

- * Player should not use a weapon her character does not have or is not able to use.
- * Keep track of the arrows, misty dust and herbs that you expend.
- * Keep track of stamina and magic points during fights and when casting spells. (forgotten all too often!)
- * Deed points gained from treasure are added to the total immediately. A character levels up immediately when enough points have been accumulated, not at the end of the adventure.
- * A character should not carry more items than she can carry. (see ENCUMBRANCE)
- * Play fair.

If a particular character is plagued by bad luck no matter what, Raguoc may help them, for example by putting a magical item for her to find or letting the character discover magical mushrooms that double her stamina.

You should not give second chances when a character has already died. That sort of thing is wrong and leads to utter chaos when everyone wants similar treatment. Soon everyone will be immortal!

<div style="display: flex; justify-content: space-between;"> <div style="width: 100%;"> <div style="display: flex; justify-content: space-between; padding: 2px;"> 1234567891011121314 </div> <div style="text-align: center; padding-top: 5px;">SPELL POINTS</div> </div> <div style="width: 100%;"> <div style="display: flex; justify-content: space-between; padding: 2px;"> 1234567891011121314 </div> <div style="text-align: center; padding-top: 5px;">STAMINA POINTS</div> </div> </div>													
DAGGER AXE SWORD BOW SPEAR ROPE LAMEN CLOTHES BOOTS ARMOR SHIELD SPADE HERBS MISTYDUST ARROWS _____ _____ _____ _____	<div style="border: 1px solid black; height: 150px; margin-bottom: 10px;"></div> <div style="border: 1px solid black; padding: 5px;"> NAME _____ CLASS _____ LEVEL _____ DEED POINTS _____ SPELLS _____ _____ </div> <div style="border: 1px solid black; padding: 5px; margin-top: 10px;"> OTHER EQUIPMENT </div>	<div style="display: flex; flex-direction: column; align-items: center;"> <div style="display: flex; justify-content: space-between; padding: 2px;"> 1234567891011121314 </div> <div style="text-align: center; padding-top: 5px;">STAMINA POINTS</div> <div style="display: flex; justify-content: space-between; padding: 2px;"> 151617181920212223242526 </div> </div>											
<div style="border: 1px solid black; padding: 5px;">TOTAL WEIGHT _____</div>													

NAME _____

CLASS _____

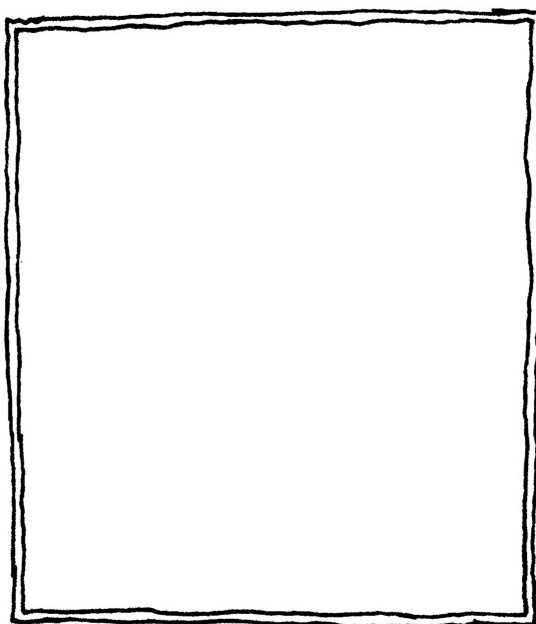
LEVEL _____

DEED POINTS _____

STAMINA POINTS _____

SPELL POINTS _____

SPELLS _____



EQUIPMENT



TOTAL WEIGHT _____

ENCUMBERANCE



Each character may carry only a certain amount of gear with her. If she accumulates too much property, some of it may be stowed away for later retrieval. Treasure can be converted to deed points which means they will not weigh anything at all (nor can it be used for anything else anymore).

A stronger character can help a weaker one if she wants to. The number of items carried does not

affect how well a character fights, as she just drops her pack on the floor when the fighting starts.

Each character can carry weight equal to her stamina. If a Fighter has 26 points of stamina, she can carry 26 units of weight. Every character can carry at least 10 units even if their stamina is less than that.

Average weights of equipment:

ITEM	WEIGHT
Clothes, boots and armour	2
Sword	2
Spear	2
Axe	2
Dagger	1
Shield	2
Lantern	1
Shovel	2
Keys	-
Herbs	-
Rope	1
Bow	2
Arrows (5 pcs)	1
Misty dust (5 doses)	1
Treasure, each 100 GC	1
Other items	0 - 2

** Lesser amounts of arrows or misty dust than 5 do not count as weight.*

** Each 100 GC worth of treasure will always weigh 1 unit.*

** Even the weakest character can carry at least armour, boots, sword, shield, lantern, rope and maybe a shovel.*

** The weights of other items are determined by Raguoc.*

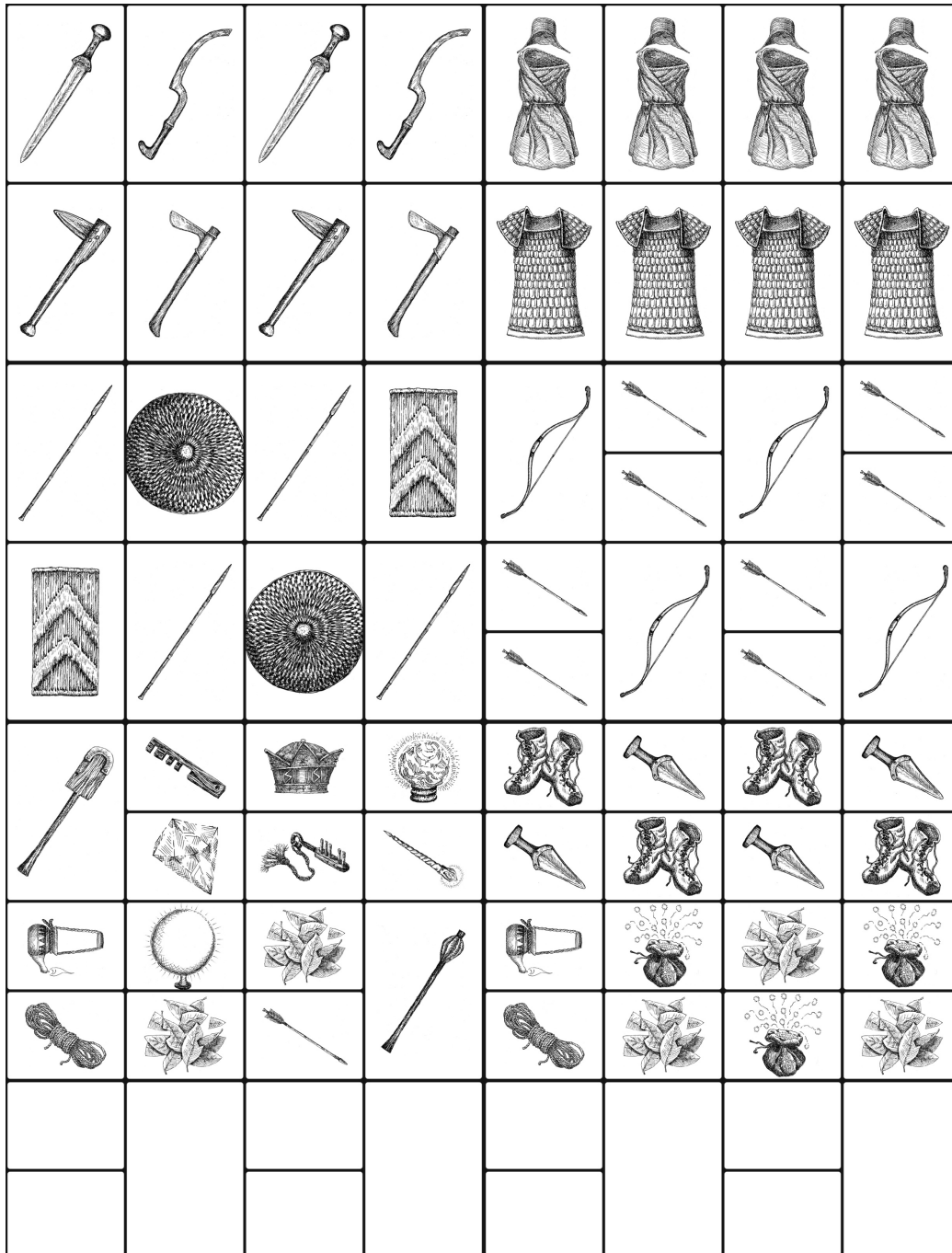
ITEM CARDS

There is one more way to easily track carried items and their weight.

You can make special cards of different sizes where you draw or write the item's name. The card's size tells its weight so calculating encumbrance is easy.

For example, a 3 × 3 cm cards for dagger, lantern etc. with a weight of 1, and cards twice as large (3 × 6 cm) for items with a weight of 2, such as swords and spears, etc.

Treasure can be on cards of one or two units, but a single treasure trove may also contain multiple cards. Cards are also easy to divide roughly evenly.





SOLVING PROBLEMS WHILE ADVENTURING



If it requires raw physical strength, let the character with biggest stamina score solve it.

Sometimes several characters can work together on a problem.

Think of creative uses for spells.

Try to imagine the problem as if you really were your characters. What would you do?

If it's too much to handle, don't try anything desperate. Maybe you were not meant to go that way!

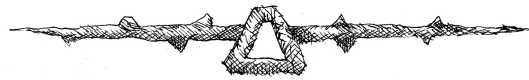
If you have reason to expect a tough fight, use herbs or Healz before it begins. If a character dies, neither herbs nor the spell will do much good (maybe you should use Bacx...).

Usually everyone brings her own weapons. However, you can still borrow weapons from another character – just not during combat!

When you find mysterious food and drink, be careful! Killing off a perfectly good character out of mere curiosity is pointless!

Play your characters according to their nature. If you are faced with a difficult puzzle and nobody else can figure it out, the player of the Zombie cannot solve it (even if they actually could)! The Zombie is stupid and will stay stupid! Raguoc may even reject a solution, saying “You could not come up with that!”

PICKING YOUR CHARACTER CLASS



If you are uncertain which character interests you, let the others choose first, then select a class nobody else is playing. This will bring some variety to the game, and you can always choose another class the next time you play!

A short recap on different characters:



ZOMBIE: Strong, not very bright, calm. Cannot cast spells at all. Strong hands (2 points). Faithful and obedient to its adventuring party. Cannot solve complicated problems. Does not require the player to be present.

FIGHTER: Strong, fast, enthusiastic. May cast four spells. Best at wielding swords and axes (hit number -1). The best fighter (!). Can even be clever.



ADVENTURER: Smart, perceptive, medium strength. May cast four spells. Can find secret doors and decipher signs and texts. The most common type of treasure hunter, with diverse abilities. Useful to have around in puzzling situations.

HUNTER: Prudent, trustworthy, alert. May cast five spells. The best archer (hit number -1 with a bow). Knows the ways and tracks of forest creatures and different herbs. Works without hurry but efficiently. Can get along anywhere.



WIZARD: Intelligent, not very strong, mysterious. May cast all 11 spells and use misty dust. Cannot wield a bow or spear. Very effective character because of his spells. Good at coming up with plans when in trouble. The Wizard is honest, independent and serene, but capable of fighting as well.

CHARACTER'S NAME



You can choose your character's name freely. Adventures usually use foreign names, maybe because they sound so fancy. And what could I say to that (Nordic Parantumaton)!

The first name is often followed by second part that describes characters ability, skill, family or race.

Examples:

Ivy Loitsija – Ivy the Sorcerer

Defia Haastaja – Defia the Challenger

Edrain, Pohjoisten Druidien Herra – Edrain,
Lord of Northern Druids

Macko Rautamies – Macko the Ironman

Pet'llah Laque – ?

And so on.

A name can almost whatever you like but it's recommended you choose one that fits the game. "Rambooz the Caratex" might sound fine, but does not quite fit a world of dragons...

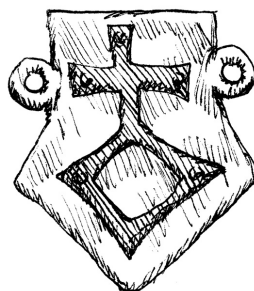
After reading these rules and the instructions you should be able to survive the game. At the beginning you will have your blunders and disagreements, but over time I hope that you will get a good hobby out of role-playing games. More experienced players can come up with more rules on their own, but they should not try to do that right away. Only when these rules are well understood and they have several games behind them.

If you desire more complex games, and are ready and willing to learn a number of new rules, you should try the American Dungeons & Dragons.

Now after reading this players handbook you should agree on who will act as Raguoc. Only he can read the Dungeon Book of Raguoc. Because it contains a lot of information that the players do not need to know, it is better for them not to read it and the game will keep its excitement.

Exciting adventures in Acirema dungeons!

Nordic



APPENDIX LEVEL CHART



New powers and abilities on levels 2-5, additional stamina and magic points.

CHARACTER: ZOMBIE

LEVEL 2: Can bash in wooden doors, chests etc. with a die roll of 8 or higher.

LEVEL 3: If an opponent inflicts 3 damage or less, the Zombie suffers only 1 point of damage. If the opponent inflicts more damage it is handled normally.

LEVEL 4: Can carry 3 additional weight units' worth of items. (For example, if the Zombie has stamina 24, she can carry 27 weight units' worth.)

LEVEL 5: If another being stays put and silent for a minute while the Zombie is staring into her eyes, she will change into a Zombie of her own species. (Turns passive and obeys most orders.) Note that this ability does not work on undead, spirits or wizards.

CHARACTER: FIGHTER

LEVEL 2: When using a sword or an axe, on a hit roll of 12, the Fighter kills their opponent with a single blow! Applies only if the opponent's stamina does not exceed 15 points.

LEVEL 3: After receiving a hit that would kill the Fighter, she may roll a die. On a roll of 11 or 12 she has dodged it and the fight continues. May not be used against spells!

LEVEL 4: When using a sword or an axe and rolling a 12 to hit, adds +2 to damage.

LEVEL 5: No special ability.

CHARACTER: ADVENTURER

LEVEL 2: Can interpret and understand the speech of any humanoid creature on a roll of 8 or higher.

LEVEL 3: Can scale steep rock walls etc. (even such

that others cannot) on a roll of 8 or higher.

LEVEL 4: Can interpret and understand the speech of lizards, snakes and dragons on a roll of 8 or better. Level 2 ability needs now only a roll of 7.

LEVEL 5: No special ability.

CHARACTER: HUNTER

LEVEL 2: Can identify poisonous plants and mushrooms on a roll of 6 or more. Does not work on magical plants or mushrooms.

LEVEL 3: When using a bow, on a hit roll of 12, hits the opponent in the eye and slays them immediately. Does not work if the opponent's back is turned, he is magically protected, or their stamina exceeds 18 points. Otherwise, damage is handled normally.

LEVEL 4: Can move silently for short distances (5-20 meters) on a roll of 7 or more. Longer distances require several rolls.

LEVEL 5: No special ability.

CHARACTER: WIZARD

LEVEL 2: Can cast Burnz once per adventure. The spell creates a fiery ray that the Wizard can focus for few seconds on any target she wants. The maximum range is 15 meters. If the ray hits a living being it deals damage equal to die roll + 4 points. (For example if roll is 5 damage is 5 + 4 so 9 points of damage would be dealt.)

LEVEL 3: Can transmute items to smaller and cheaper items. For example, a sword to an arrow, rope to misty dust etc. The Wizard must possess the item to be changed. Using this ability costs 2 magic points. The ability may be used multiple times.

LEVEL 4: Once per adventure, may enter a state of trance and gain information about any location she wants. (The location must be known. "The third cave from here" is not a reasonable request if the location is otherwise unknown. Roll a die. On a roll of 10-12, all information Raguoc has is gained, on a roll of 6-9 some information is gained, on a roll of 1-5 only one tidbit of information is gained, if any.

LEVEL 5: Can enchant ordinary arrows to magic arrows by using 2 magic points. A magic arrow will do three times as much damage as an ordinary arrow. If the arrow does not hit (the character using the bow rolls too low), the arrow is wasted. This enchantment can be cast several times, but each arrow must be enchanted before it is shot.

SPELL TARGET NUMBERS ON LEVELS 2 - 5

LEVEL 2:	Adventurer	STAYZ	7		
	Hunter	HEALZ	7		
	Wizard	RISEZ	6		
LEVEL 3:	Fighter	BREAX	8		
	Adventurer	HEALZ	8		
	Hunter	STAYZ	8		
	Wizard	SLEEPZ	4	PROTEX	3
LEVEL 4:	Wizard	KILLZ	8		
LEVEL 5:	Fighter	SLEEPZ	7	KILLZ	11
	Adventurer	SLEEPZ	6		
	Hunter	SLEEPZ	6	VANIZ	9
	Wizard	SHIELDZ	7		

When using special abilities, note that they can only be tried once per target, unless otherwise specified. The Zombie only has one shot at bashing in a given door and the Fighter can only avoid a killing blow once per fight, etc.

The players should write all their new abilities down on the character sheet, because in the middle of a game it can be difficult to remember all of them.

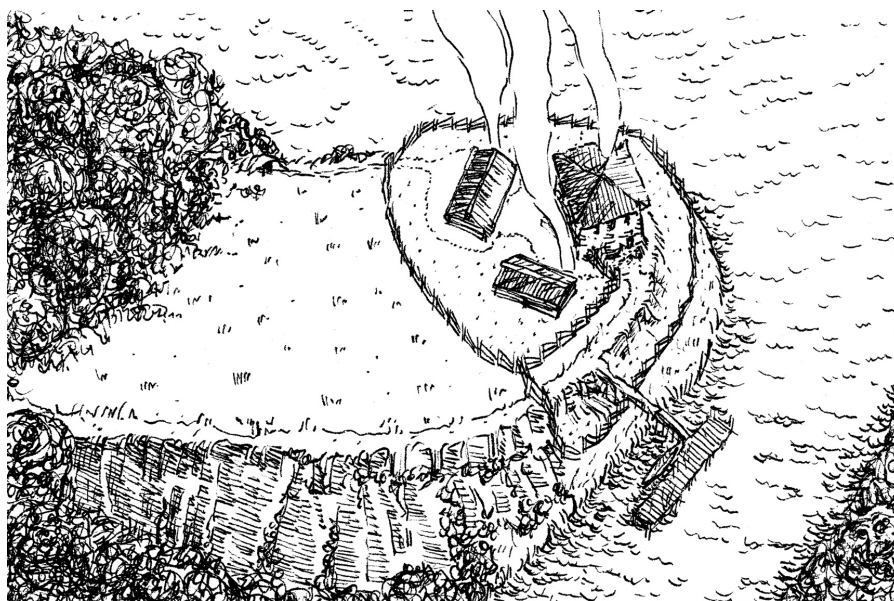
In case of disputes, Raguoc (gamemaster) decides how the matter is handled.

Nordic Adventures * 1987

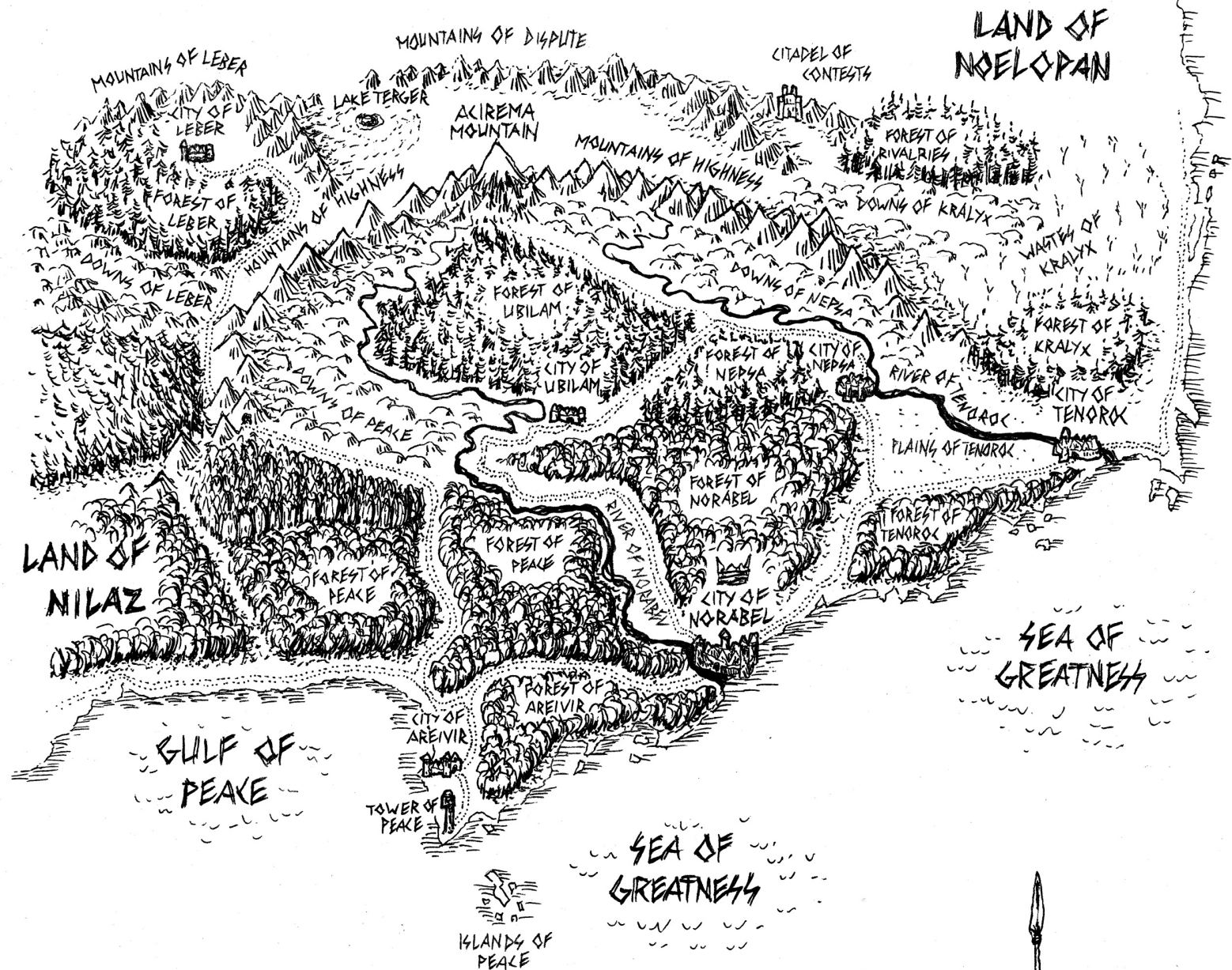
ADDITIONAL STAMINA AND MAGIC POINTS WHEN GAINING A NEW LEVEL

Level	Zombie	Fighter	Adventurer	Hunter	Wizard
2	4 / 0	3 / 0	2 / 1	2 / 2	1 / 4
3	4 / 0	3 / 1	2 / 2	2 / 3	2 / 4
4	3 / 0	2 / 2	2 / 2	1 / 2	1 / 5
5	6 / 0	4 / 1	3 / 1	3 / 2	3 / 3

S = Stamina, M = Magic points (S/M)



LAND OF THE HIGH MOUNTAINS



HERE IS A MAP OF THE LAND OF THE HIGH MOUNTAINS.
HERE YOU CAN SEE THE CAPITAL CITY AND LARGEST CITIES
AS WELL AS MAINROADS AND GREAT RIVERS.
SURROUNDING LANDS ARE NOELOPAN IN THE NORTH AND
SMALLER NILAZ IN THE WEST.

THIS MAP WAS DRAWN BY
ZORBAS THE ZOMBIE
BY THE ORDER OF THE KING.