

A dramatic landscape featuring jagged, rocky mountains under a cloudy sky. The foreground is a lush green field with a small figure in the distance. The overall scene is bathed in a golden light, suggesting a sunrise or sunset.

DUNGEON RUNE ADVENTURES

*A set of pre-written adventures for Dungeon Rune,
designed to help new Game Masters and players on
the road to writing their own worlds and stories.*

Written by Jimmy Clephane



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BEFORE YOU START

This book contains three pre-written adventures for you to use to play Dungeon Rune.

These are a great opportunity for Game Masters and Players to get used to the rules and mechanics of Dungeon Rune and hopefully to inspire you to create your own world and start writing your own adventures!

Before you begin, make sure that you have read the Core Rules booklet. If you are using any of the optional rules, make a note of which and make sure that all players know that they are in effect.

Next, it's time for each of the Players to create a character. Use the Character Sheets included in this set to make between 4 and 6 Characters for the adventure you are going play. You shouldn't play with less than 4 but it's okay if some players are in control of 2 Characters. If you have more than 6 players, consider running multiple goes of the same adventure with sub-groups of Players.

You do not need to play these adventures in order and you can either re-use characters for all the adventures or make new ones each time.

Maybe consider taking it in turns who will be the Game Master each time so that everyone can have a go and see how they do at running the game.

Each Adventure includes an introduction to read to the Players, a description of each of the areas they are likely to encounter, information about the animals and monsters they will meet along the way and a map of the area they are moving through.

As the Game Master, it is your role to describe the areas to the Players. As you do, open out the Game Board included in this set and use the Character Tokens and Monster Tokens to mark out where everyone is at any point in the game.

It is down to the Players to remember the way they travel and to picture the spaces their Characters are in. They may find it easier to do this by using a pencil and paper to draw their own map as they travel through the game.

Do not show the maps in this book to the Players during game play as this would mean telling them things that their Characters would not yet know.

Remember that the purpose of Roleplay is to lose yourself in the story. Try to make each adventure exciting, do things that you wouldn't ordinarily do and try to walk a mile in the shoes of your character.

Above all though ... HAVE FUN!

THE LOST PRINCE

In this adventure, the characters will be tasked with finding a young man, waylaid on his travels through the forest. The boy in question is Prince Heinrich, first in line to the throne of the local kingdom. He is an impetuous youth who was out hunting with his tutor and private bodyguard, Grace.

The story begins in a rural tavern, start by reading the following aloud ...

The sun is dropping down below the horizon at the end of a busy day of adventuring. You gather round a table in a smoke-filled tavern and toast your successes together. A band is playing merrily in one corner and a the room is filled with chatter, laughter and the warm smell of good cooking.

Ask each of the players to describe what their character has been up to that day. Have they been fighting? Hunting? Working? Do they enjoy drinking or they just being polite? Spend a few minutes giving each player a chance to build up their character then read the following aloud ...

There is a crash from the doorway as a tall figure staggers through, blood dripping from a gash in her side. She stumbles in then, in a loud and commanding voice, declares "Are there adventurers here? I will reward the brave if they can help me!"

Ask the players what their characters do next. Try to encourage them to go and talk to the woman (if they don't, this is a very short adventure!)

The woman is, of course, Grace. She will explain that her ward, a young man in her keeping, has gone missing while the pair were hunting. She will offer 25 silver pennies each to a band of Adventurers that can bring him back safely.

Grace is not keen to say that the missing boy is the Prince however, if pushed, she will appeal to the patriotism of the characters and voice her concerns that brigands might try to kidnap him and hold him for ransom.

If the characters accept the quest, read the following aloud ...

The woman thanks you for your offer and acceptance. "I only wish I could come too to find him! But I must rest!" At this she slumps down, bandaging her wounds. "Please adventurers, hurry!"

If the players flat-out refuse to take the quest, read the following aloud ...

The woman looks at you with stern, cold eyes. "I see, and I had hoped to find brave adventurers! I must go back out there myself then!" At this she leaves, bloodied but determined, into the dark night.

Use the descriptions below, along with the map on the next page, to guide the players through the forest on their hunt for the lost prince ...

1. Following the directions of given to them by Grace, the party come to a large clearing beside the main road with a path leading off into the Forest. Ask how they want to go about tracking down the lost boy. If they describe detective work such as looking for clues then have them role a Normal Deduction Check. If, instead, they opt for looking at the trees and plants to try and get an idea of recent activity, have them roll a Normal Nature Check. Either way, they can firmly connect that Grace must have come out of the Forest via the path from section 2.

2. A small clearing opens up among the thick trees. The players can choose one of three paths from here. If they wish to look for tracks, they must succeed on a Normal Nature Check to reveal that there are bear tracks to section 5 and human footprints down both of the other paths.

3. This clearing has four wolves in it! The characters would see and hear these before coming to them. If they can all succeed on a Hard Stealth Check then they gain one extra full round (movement, action and bonus action) and automatically win initiative. Otherwise combat begins as normal.

WOLF

- *Armour Class:* 13
- *Hit Points:* 11
- *Speed:* 12.5 m
- *Bite:* Melee Attack, +4 to hit, 2d4 + 2 damage
- If a character is hit, they must succeed on a Normal Brawn Check or be knocked to the ground

4. In this clearing there are the remains of a campfire and a few bits and pieces scattered about. A Hard Deduction Check will reveal a gold pendant trodden into the mud. It bears the coat of arms of the royal household.

5. In this clearing there is a large mound of earth with a small hole / cave worn into it. Sleeping inside it is a large brown bear! If the players do not describe their characters going quietly into this area, the bear is woken and will attack immediately. If the players say that their characters are sneaking in then an Easy Stealth Check from all of them will avoid waking the bear.

BEAR

- *Armour Class:* 11
- *Hit Points:* 34
- *Speed:* 12.5 m
- *Bite:* Melee Attack, +5 to hit, 1d8 + 4 damage
- *Claws:* Melee Attack, +5 to hit, 2d6 + 4 damage
- Bears make two attacks per round: one with their bite and one with their claws

6. The path leading to this section gradually dips down until, at its end, the area opens out into a quagmire. As the characters move down the path to here, have each of them roll a Wisdom Check. If they get a 12 or better, they are aware that the path is sloping downwards. If they get a 15 or better, they avoid getting caught in the mud.

Any character that fails the DC 15 portion of this check is trapped, sinking deeper and deeper into the thick mud.

If a character that is not stuck can offer them a rope or a branch to hold on to then either the trapped character must succeed on a Hard Brawn Check to pull themselves free or the character helping them out must succeed on a normal Brawn Check to pull them free.

After two failures, the checks increase from Hard and Normal to Expert and Hard. Likewise, after two more failures they increase to Impossible and Expert. If they fail after two more, the only hope is for the helping character to succeed on an Impossible Brawn Check. Otherwise, after two more failures, the trapped character is lost in the mud forever.

7. This section is wide and open and covered in long grass with many wild flowers. Once the characters are fully inside it, they are set upon by 5 large snakes!

SNAKE

- *Armour Class:* 13
- *Hit Points:* 2
- *Speed:* 10 m
- *Bite:* Melee Attack, +5 to hit, 1d1 damage
- Bitten characters must succeed on a DC 10 Constitution Check or be poisoned, taking 2d4 damage as well

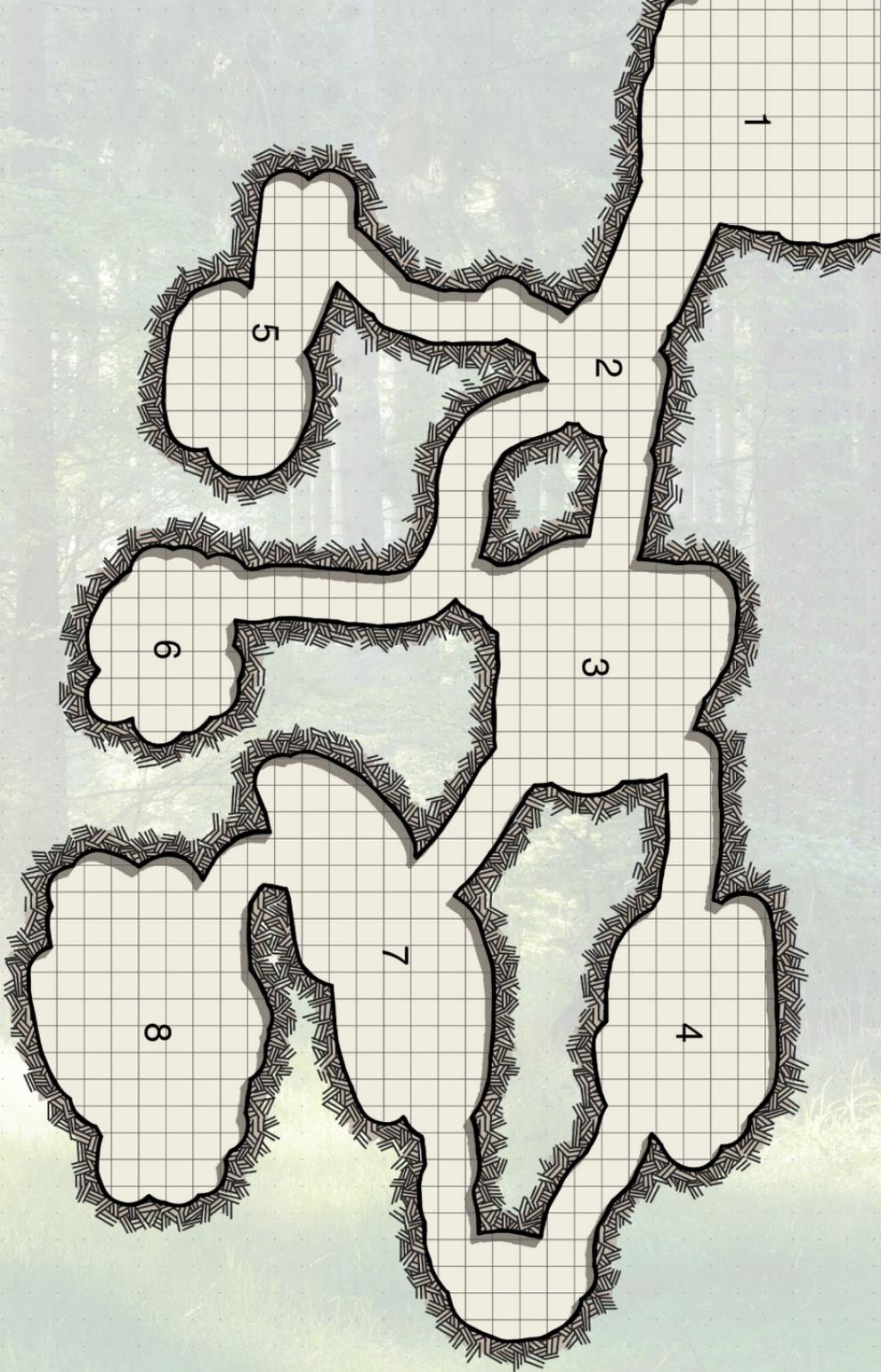
8. This is the final section and contains a bandit camp where the prince is being held hostage. The players have a couple of options here ...

- *They can, if they want to, run in and kill all 8 of the bandits, freeing the prince and then leaving.*
- *Alternatively, they can try and sneak in to free the prince and escape with him without bloodshed.*

One character can attempt to sneak on their own, requiring an Expert Stealth Check to succeed. They must then also succeed on a Normal Finesse Check to free the prince and escape with him. If they fail their Stealth Check, combat begins anyway.

BANDIT

- *Armour Class:* 11
- *Hit Points:* 20
- *Speed:* 10 m
- *Short Sword:* Melee Attack, +4 to hit, 1d6 damage



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ESCAPE FROM TERROR MOUNTAIN

In this adventure, the players have little choice but to be swept up in a great adventure, unlike in *The Lost Prince* where they had a choice at the start. *Escape from Terror Mountain* begins with the characters captured and held captive by a band of evil goblins.

The characters will have to find a way to escape, to get back their weapons (or find new ones) and to fight their way out of the accursed darkness.

If any of the players have chosen to create a goblin for their character, it is worth noting from the start that the group that has captured them still does not consider a goblin character to be "one of them" (even with a high Persuasion Check) however it does open the option of a goblin character stealing the uniform from a fallen enemy and impersonating them to get through to the exit.

In this adventure there are no safe places to have a rest, the players must find a way to get their characters out in one long go. The game may still be paused if necessary though, but make sure to keep a record of where they were up to if you do.

Begin by reading the following aloud ...

Your head is pounding, your ears are ringing and the dim light seems to hurt your eyes. What did you get up to last night? What is going on now? As you come to, you realise that your hands are tied and what you took for a rock-hard bed is, in fact, rocks! The room around you is lit by dull torches and there is a door not far away from you through which you can make out the sounds of voices.

For this adventure, there is no reason that the characters need to have known each other before the start. At this point, ask each of the players to describe how their character came to be there. Were they partying hard, passed out and woke up here? Were they studying in the library when they were abducted? Were they at home or in an inn when they were accosted? Let each player come up with an explanation and decide whether their character recognises any of the others.

Once they have explained their presence, ask them what they do next. Each character's hands are tied together by a rope of about 50 cm, however they are not shackled to the wall. They do not have their weapons or armour but apart from that they are as per their character sheets.

The characters begin in section 1 of the map. The doorway through to section 2 is locked.

1. This is definitely a room however it appears to have been carved out of the very rock. The walls and floor are mostly flat but with jagged pieces of stone sticking out. The characters can break their bonds with an Expert Brawn Check or by scraping them on the jagged stones of the room. They may then force the door to escape the cell. One character attempting to force the door alone must succeed on an Impossible Brawn Check. With another character helping them, this reduces to an Expert Brawn Check. With 2 characters helping, it reduces to a Hard Brawn Check and so on until, with 5 characters helping them, it becomes an Easy Brawn Check. If they still fail, the goblins from section 2 will open the door and rush in to stop the prisoners escaping. In this event, the door remains open after they are defeated.

2. This is a guard chamber, there are 2 goblins on duty watching the prisoners. They are playing a game of cards and not paying much attention. If the characters escape on the first attempt to force the door then they win initiative automatically. Otherwise roll as normal. The characters may take the goblin's short swords to use for their escape (if they have proficiency with melee weapons).

EVIL GOBLIN SWORDSMAN

- *Armour Class:* 11
- *Hit Points:* 15
- *Speed* 10 m
- *Short Sword:* Melee Attack, +4 to hit, 1d6 damage

3. This area is a dormitory with many beds running up and down both of the long walls. All exits are blocked with large, heavy, wooden doors however these are not locked. The room contains 4 of the Evil Goblins, all currently resting in their beds. If the players choose for their characters to sneak in, they must all succeed on an Easy Stealth Check or wake the goblins. Once woken, the goblins will attack immediately. If the goblins are not woken, the characters may move to and use another exit.

4. This room is a torture chamber. The walls and floor are covered with old blood stains and the whole area smells foul. Adding to the smell is the fact that the torturer is a zombie. The torturer will hide in one of the corners near the door as the characters enter then attack from behind, gaining one round before initiative is rolled.

ZOMBIE

- *Armour Class:* 10
- *Hit Points:* 22
- *Speed* 7.5 m
- *Notched Dagger:* Melee Attack, +5 to hit, 1d4 + 2 damage

5. This room is a store room, it contains various pots, boxes and bottles of food and drink as well as several small casks of strong brandy. If a character can succeed on a Normal Deduction Check or a Normal Intuition Check then they spot a crate in the corner in which they will find any weapons and armour that they had when they were captured. But BEWARE! When they open the chest, the characters must succeed on a DC 15 Dexterity Check or they are hit by a Dart Trap. Any character that fails takes 1d4 damage as a dart shoots into them. If the players wish to check for traps before opening the crate they must succeed on a Normal Intuition Check to spot it. If so, they can avoid the dart trap and do not need to roll the check.

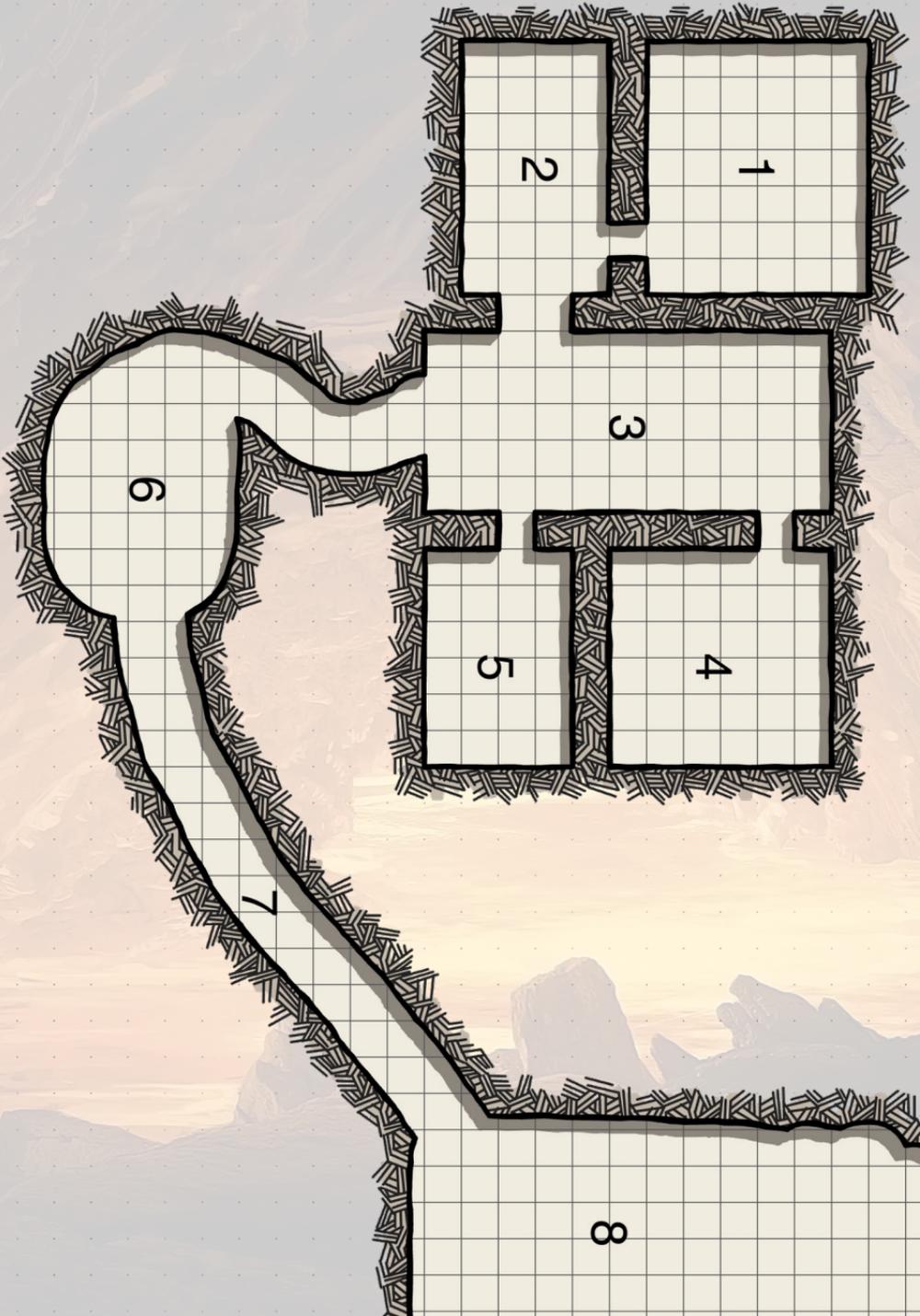
6. Unlike the earlier rooms and sections, this area onwards is clearly a naturally occurring cave network. In this section there are 3 of the evil goblins standing guard. If the players choose to have their characters sneak up on them, they must all succeed on a Normal Stealth Check or be spotted by the guards. If they do succeed then they gain one extra round before combat begins and automatically win initiative.

7. This section of the cave rises upwards towards section 8. There is a bright light at the end which the characters would recognise to be daylight. If the players do not specify that their characters are sneaking along the passage then they are heard by the Goblin Bowmen in section 8, who will begin shooting arrows down the passage at the characters immediately. If, however, the characters can all succeed on a Hard Stealth Check then they are not seen by the goblins until they reach section 8.

8. This is the final challenge, there are 6 Goblin Bowmen standing guard by the cave entrance on the edge of the hill. If the characters have successfully snuck here from section 7 then they automatically win initiative and combat begins. If they did not sneak or they failed their check in the previous section then combat has already initiated by this point.

EVIL GOBLIN BOWMAN

- *Armour Class:* 11
- *Hit Points:* 17
- *Speed:* 10 m
- *Short Bow:* Ranged Attack (up to 50 m), +2 to hit, 1d6 damage
- *Dagger:* Melee Attack, +2 to hit, 1d4 damage



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THE HOLLOW HOUSE

In this adventure, the characters will face off against one of the scariest enemies, the undead! They got a glimpse of this in Escape from Terror Mountain as the torturer was a Zombie but here they will meet a much more diverse assortment of abominations.

The key thing to note for this adventure is that there are no intrinsically safe spaces HOWEVER it is still possible to rest in the house if the characters can find the magic lantern. Otherwise, if they attempt to rest, they are immediately attacked by 4 Skeletons.

Begin by reading the following aloud ...

It is a cold and stormy night as you trudge through the barren wilderness. Half dead, leafless trees are silhouetted by flashes of lightning in the distance as the wind howls past you. You feel as if you are almost sleep walking as you make your way along, exhausted from a busy day of adventuring. Suddenly, in the distance, you spy the first sign of shelter you have seen all day. A house!

If your players immediately say that their characters will head to the house then great! Jump straight in to section 1. However, if they show any hesitation, have each of the players roll a DC 15 Wisdom Check for their character. If they fail, their character is helplessly drawn to the house by the sound of a distant voice calling out to them by name!

Though the other characters may try to block any that are bewitched from getting closer to the house, they fail and must either follow their helpless comrades or abandon them.

If they choose to leave the characters to their fate, those players are out of the adventure and may spectate the events inside.

If no characters fail the Wisdom Check then describe to their players that the character was strong enough to resist but nevertheless feels as if a voice from the house is calling to them by name.

If no characters fail the check and the players flat-out refuse to investigate the house, the adventure ends there.

The characters begin in section 1 of the map. The large double-doors that lead in to section 2 are ajar.

1. The entrance to the house is oddly inviting and the characters feel a compulsion to go in. If any of them failed the Wisdom Check before coming near, they immediately walk in without hesitation. Otherwise, the players may choose for their characters to spy out the house before going in. A Normal Intuition Check will reveal that the house is very old and clearly has not been lived in for a long time. There is no visible light coming from inside.

2. The entrance hall to the house is filled with dust and the smell of decay. As soon as the characters are all inside however, a whoosh of magic passes by them and the lanterns of the house are immediately lit with an ominous blue glow. The front doors slam shut and cannot be opened without finding the magic lantern from section 8. As soon as the characters are inside and locked in, a group of 4 zombies comes shambling through from section 3 and attacks immediately.

ZOMBIE

- *Armour Class:* 10
- *Hit Points:* 22
- *Speed:* 7.5 m
- *Unarmed Strike:* Melee Attack, +0 to hit, 1d4 + 2 damage

3. This room was once a library however it is now rotten and decaying much as the rest of the house. When the characters enter the room, the torches immediately light up causing 3 Shadows to appear. The Shadows can only be hurt by magical attacks. Otherwise, the only way to vanquish them is to extinguish the lanterns in that room.

SHADOW

- *Armour Class:* 14
- *Hit Points:* 16
- *Speed:* 15 m
- *Undead Touch:* Melee Attack, +4 to hit, 1d4 + 4 damage

If the players decide that their characters would try to investigate the library for any explanation as to the house and its magic, they must succeed on a Hard Academia Check. If so, they find a volume of necromancy spells and a diary, written by the last owner, detailing his research and practice of raising the dead. It refers to his magic lantern which he writes "could keep the beasts at bay"

4. This was once a dining room. The old table is cracked but still standing, on it are many plates and cups covered in mould and fungus. Sat at the table are 4 figures that appear at first to be dead but are, in fact, zombies which will attack if any character gets within 1.5 m of them.

5. This room was the long gallery of the house. Many old portraits still hang on the walls and have taken little damage from the passage of time. They are expensive looking oil paintings that include all the members of the family that owned this house. If a character stops to look at one of the portraits, the debris at the foot of the picture coalesces into the form of a Skeleton which attacks immediately.

SKELETON

- *Armour Class:* 12
- *Hit Points:* 12
- *Speed:* 12.5 m
- *Claw:* Melee Attack, +2 to hit, 1d6 damage

6. This room was once the kitchen to the house. Pots and pans line the counters and there is a basin set into one worktop with a puddle of scummy water in it. If a character approaches it, a giant frog leaps from the water and attacks them.

GIANT FROG

- *Armour Class:* 11
- *Hit Points:* 10
- *Speed:* 10 m
- *Bite:* Melee Attack, +2 to hit, 1d4 damage

7. This room was once the ballroom of the house. As soon as the characters enter the room, the doors slam shut behind them and 6 Spectres appear. The Spectres will attack immediately unless the characters begin to sing! In which case they will begin to dance around the room as they once did in life. So long as a character continues to sing, the Spectres will leave them all alone and the doors may be opened. Otherwise, the Spectres must be defeated in order for the characters to open the doors and escape.

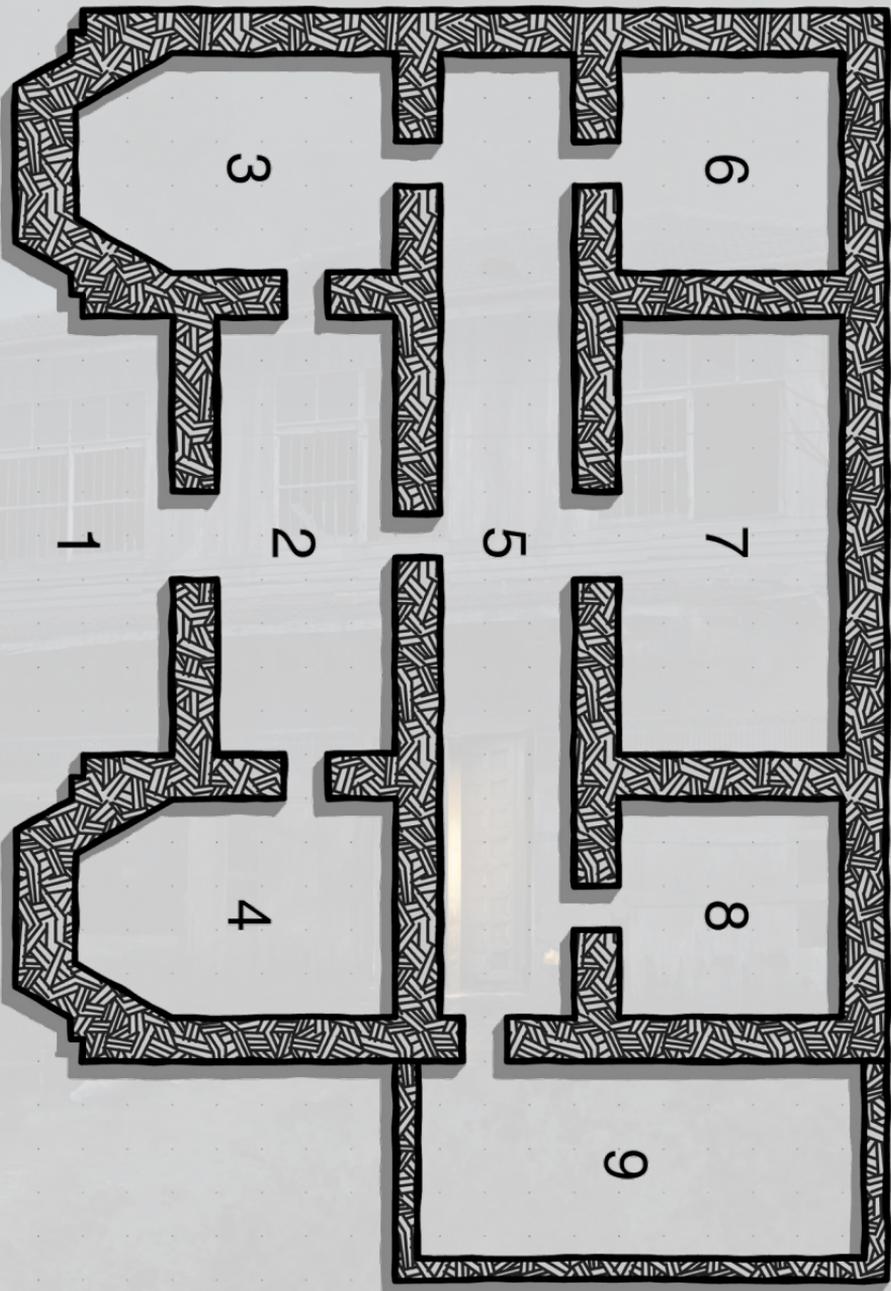
Spectres can only be hurt by magical attacks.

SPECTRE

- *Armour Class:* 13
- *Hit Points:* 18
- *Speed:* 17.5 m
- *Undead Touch:* Melee Attack, +4 to hit, 1d4 + 4 damage

8. This was the bedroom of the master of the house. There is nothing dangerous in here (unless the players decide for their characters to try and rest without using the lantern). This room contains the magic lantern. If the players find it and light it, it keeps any undead creature away. If lit and held near the front door, it also allows the characters to leave.

9. This was once a walled garden, now it is as damaged and rotten as the house beside it. If the characters enter, they are set upon by 4 Giant Frogs.



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WRITING YOUR OWN GAME

What's that? You've played all the adventures but you want to do more? Great!

Dungeon Rune is designed to allow you to create your own adventures, stories, worlds and entire timelines.

Each of the adventures in this booklet was designed to allow for a single game, or for a couple of shorter sessions. They could absolutely have been played as one whole series though, with the same characters finding themselves in each adventure one after the other.

This sort of sequential gaming is called a Campaign ... and there's no reason it has to stop here!

The more your players play, the more of an idea you can get from them of the sort of characters they are playing.

Are they explorers or hapless heroes that just want to get home? Are they firmly land-lubbers or do they have a nautical history? Whatever the characters motivations may be, as the Game Master ask yourself one question: where would they go next?

Whether it is a town, a city, a forest, a desert, a ship or anywhere else ... start by making a map of the next location. Use the ones throughout this book as a guideline and start sketching your own ones out.

The next question is: what sorts of animals, monsters or people might the characters encounter there?

This booklet contains a few examples of ready-made creatures you could use, or you could have a go at making your own! Have a think about what Armour Class they should have based on how easy they are to hit. How many hit points should they have (how easy are they to kill)? What sorts of attack would they make?

You can also make characters the same way as a player would, then introduce these characters either as allies or as enemies to be encountered along the way.

These sorts of characters, not intended for players, are called "Non-Player Characters"

The sky's the limit when it comes to locations and destinations. See how you feel though and plan a session or two in advance based on what your players seem to enjoy and where their characters are heading.

INDEX OF ANIMALS AND MONSTERS

Here are the various stat blocks for Animals and Monsters found in these adventures.

These can be used for your own adventures or as a base to design your own creatures ...

BANDIT

- *Armour Class:* 11
- *Hit Points:* 20
- *Speed* 10 m
- *Short Sword:* Melee Attack, +4 to hit, 1d6 damage

EVIL GOBLIN SWORDSMAN

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- *Hit Points:* 15
- *Speed* 10 m
- *Short Sword:* Melee Attack, +4 to hit, 1d6 damage

BEAR

- *Armour Class:* 11
- *Hit Points:* 34
- *Speed* 12.5 m
- *Bite:* Melee Attack, +5 to hit, 1d8 + 4 damage
- *Claws:* Melee Attack, +5 to hit, 2d6 + 4 damage
- Bears make two attacks per round: one with their bite and one with their claws

GIANT FROG

- *Armour Class:* 11
- *Hit Points:* 10
- *Speed:* 10 m
- *Bite:* Melee Attack, +2 to hit, 1d4 damage

EVIL GOBLIN BOWMAN

- *Armour Class:* 11
- *Hit Points:* 17
- *Speed* 10 m
- *Short Bow:* Ranged Attack (up to 50 m), +2 to hit, 1d6 damage
- *Dagger:* Melee Attack, +2 to hit, 1d4 damage

SKELETON

- *Armour Class:* 12
- *Hit Points:* 12
- *Speed:* 12.5 m
- *Claw:* Melee Attack, +2 to hit, 1d6 damage



SNAKE

- *Armour Class:* 13
- *Hit Points:* 2
- *Speed:* 10 m
- *Bite:* Melee Attack, +5 to hit, 1d1 damage
- Bitten characters must succeed on a DC 10 Constitution Check or be poisoned, taking 2d4 damage as well

SPECTRE

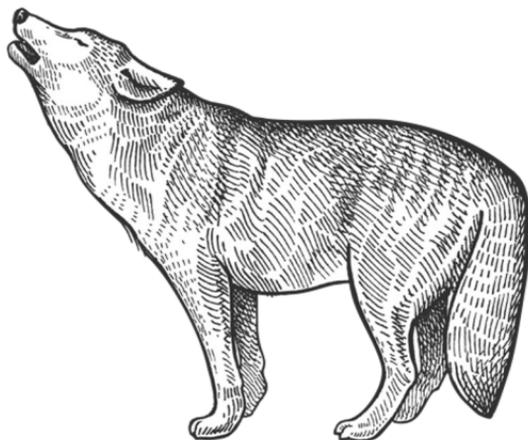
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ZOMBIE

- *Armour Class:* 10
- *Hit Points:* 22
- *Speed:* 7.5 m
- *Unarmed Strike:* Melee Attack, +0 to hit, 1d4 + 2 damage





polar bear
RPG

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