

JAN/24

SHIELDICE STUDIO

REALM FABLES

WAYWARD WORLDS

MAPS
TOOLS
TABLES
FICTION



ISSUE ONE

BLACK RAIN

A Digital Magazine...



...of Wayward Worlds

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WAYWARD WORLDS

ISSUE ONE
- BLACK RAIN -



SHIELDICE
STUDIO

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WHAT ARE THE WAYWARD WORLDS?

The Wayward Worlds are a collection of system-neutral settings, containing thematic elements, maps, fiction, tools and tables. These worlds are released in a magazine format, each exploring a new location and genre. The tools are intended to spark the imagination of Game Masters and Solo Players, and to be used in conjunction with your favourite Fantasy or Sci-Fi tabletop role-playing game systems.

Generate characters, explore mapped areas, and allow the table content to bring forth concepts for one-shots and entire campaigns! Designed with integration in mind, these simplistic tools and the stories of other worlds can be slotted into current campaigns easily, or work as the perfect starting point for a new party of adventurers.

Draw your swords, ready your lazer blasters, and roll those dice! The Wayward Worlds await you, weary traveller, and the dangers within them may strengthen, or break you...

from
SHIELDICE STUDIO



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PLIGHT OF THE NIGHT HUNTER

- Grégoire Allard, *of the Valley*,
Eldest Son of the Seven Seigneurs.

Black rain fell over the lands of the Seven Seigneurs. Grégoire Allard paced the hillside track slowly, boots sucked further into the encroaching mire with each step. The blade on his back was burdensome, the weight, and the memories it conjured. The war had been swift, Grégoire assigned to a unit of Night Hunters, an oath sworn before his War-Liege, who now lay rotting in some foreign field, body raked by the claws of an undead beast. Grégoire thanked the God of Dawn that the plights of those dark lands had been ended. He had met the rising, puppeteered dead with steel and fury.

Now, coming so close to home, his body and mind seemed to both be breaking. *One final stretch*, he thought, *before*

the warm fires of my father's hall burn away the chill in my bones. He looked to the valley ahead, his father's domain, and thought then on the other six Seigneurs, and wondered how their troops had fared in the war.

Grégoire had lost many men in the lands beyond the Roiling Sea, and he heard their screams on the winds. The blood on his hands had washed away in the rain, but he was sure the stain would somehow return when he gave the news to his father.

He passed by windmills and abandoned hovels, and in the darkness he watched the shapes of cattle, their shadowy forms warped by the sideways rain. Ever it fell black on returning sons. Grégoire looked to the sky, hair stuck to his forehead, and prayed that the terrible deeds done would secure his

place in the afterlife of light. His hands trembled, and his stomach growled. *Oh how the deeds, though holy, he thought, felt so much like sins.*

As he made for a higher path, knowing its winding ways from a misspent youth, a streak of lightning cut the sky asunder. The white after-light hung like a spirit of the realm itself, a pink glow emanating outward, silhouetting his village and his father's castle upon the grand expanse. The mountains at the back of his family's home appeared as weary sentinels, their protection from the weather no longer hardy.

Before long, Grégoire paced through the village of his namesake; Allard. The welcome was not as expected.

The windows of the houses were canvases of shadow, the night painting them with a dark hand. Where were the candles lit for the returning soldiers, few as they might be? He noticed that the village centre had been marred by some ungodly structure made of branch and bone. The shadow the sculpture cast when the moon broke the clouds appeared to be that of a man, hunched and shifting across the cobbles.

Grégoire felt that all too familiar coldness on his skin, one not caused by the night's chosen weather. He drew Bright Morrow, his wide blade, and its length caught the light of a single candle flame, flickering beneath the cover of a distant porch.

He cried out into the night in greeting, and waited. He cried once more, this time his voice a drum that beat out the words of the wind.

Nothing.

Though the black rains still poured forth from the mouth of heaven, and thunder mockingly clapped all about him, the world seemed silent and still. Had the plight of the war followed him home? Had his actions not been enough?

He made for the main road, hugging its fencing to the gates of his home. The portcullis was open fully, and the guards were nowhere to be seen. No servants met him beneath the archway, emblazoned with the carved sigil of his house. Seven sparrows about a wilting rose.

Grégoire, sword still in hand, entered the courtyard, gazing into every alcove with hardening eyes. Starlight fell for a moment, and all was silver.

The shuffling of feet.

A cane tapping on stone.

'Away!' he heard from a croaky throat. 'Away with you!'

Béatrice hobbled into the courtyard, her bony

frame and pale complexion startling Grégoire. He knew her face, but raised his sword all the same.

'Grégoire?' she questioned. 'It is me, Béatrice! Lower your blade, boy.'

'Are you living, nursemaid, or are you an apparition of your former self? Answer hastily, or Bright Morrow shall render you dead a second time!'

Béatrice did not answer, but instead trundled towards him, her walking cane tapping to the rhythm of his heart.

She placed a calloused hand upon his cheek, and it was the rough touch of grape vines on summer days. Hers was the motherly embrace. Grégoire let Bright Morrow clatter to the floor, then rested his head upon his old nursemaid's shoulder.

There, beneath the rain, he wept.

'What happened to you, dear boy?' she whispered, now stroking his head. 'What horrors did you witness abroad?'

After a time Grégoire righted himself and peered about the place. 'Where is my father, Béatrice? Why is the village abandoned and his banner not flying high on the day of my return?'

Béatrice seemed to shrink then. 'Not abandoned, Grégoire,' she said. 'The villagers still reside below.' She paused. 'Most. Those who are living.'

'So,' Grégoire breathed, finding his senses. 'The plagues of war rode faster ships than I, I see.' He hung his head, and saw the blade of Bright Morrow at his feet. It was not over, he knew, but had only just begun. His muscles burned with new life.

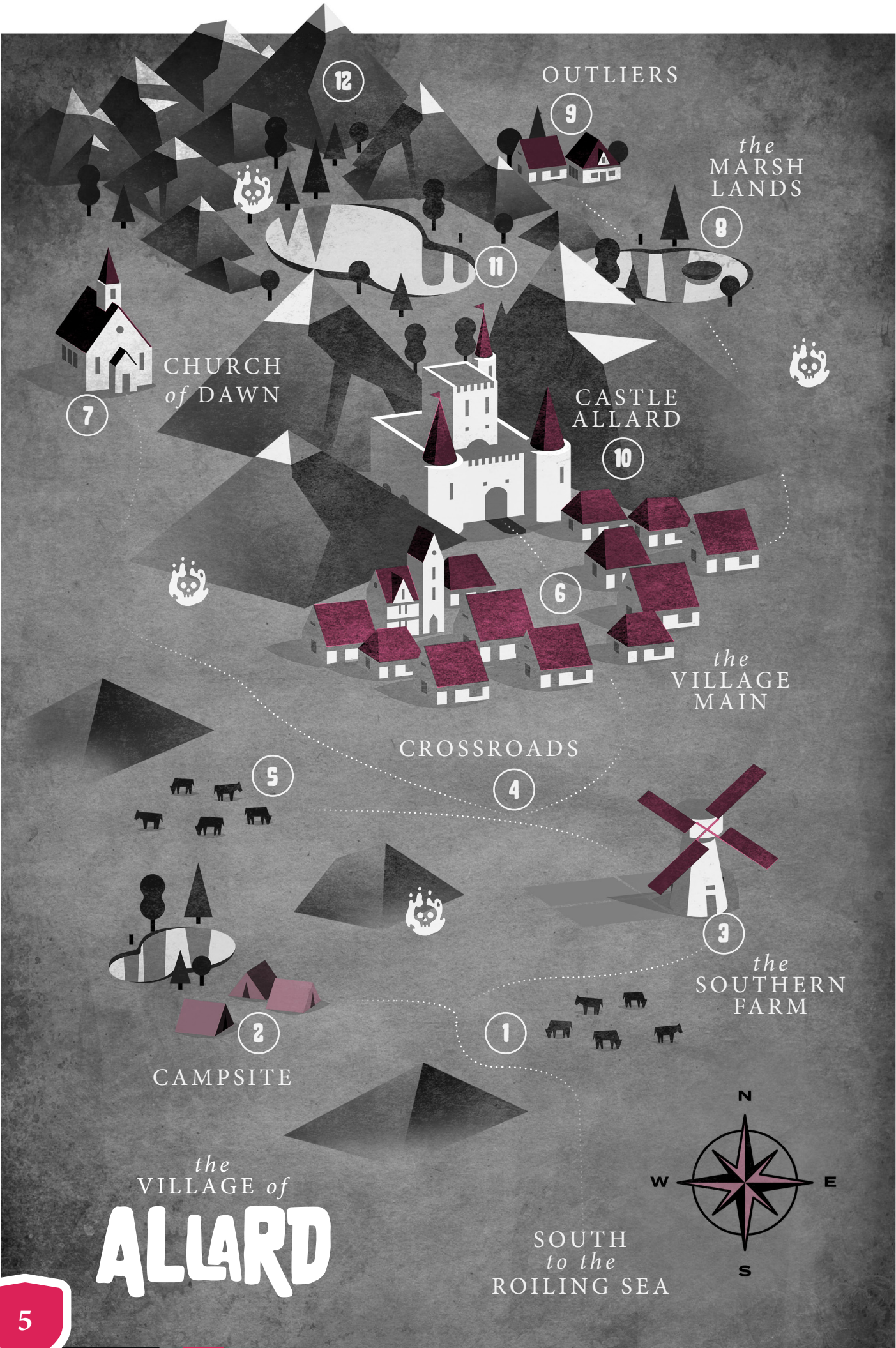
'Your father,' Béatrice said, moving them beneath shelter. 'He is,' she looked away, 'not himself.'

Cursed, Grégoire knew. The numbness had set in again, the mind of the soldier overtaking his boyish wants and basic needs. He had no tears left to cry. The sky, it seemed, cried for him.

'Wake the villagers,' he commanded. 'Pry them from their hiding places. Dawn comes soon. We seal this castle shut, arm every man, and pray.'

From the bowels of the place he had been born, and from within the halls where he would once play at being a knight, he heard the ungodly wails of his father. The voice was strained with blood-lust. *He fights the curse from within*, Grégoire thought. *Can he hold out till dawn?* Then a thought struck him...

'Béatrice,' Grégoire uttered, face drained of colour. The nursemaid took his hand in hers as he shook. 'Does she live?' A fury found amidst the blood of battle now burned on his face. 'Where is Sophia?' he raged. 'Where is my sister?'



OUTLIERS

the
MARSH
LANDS

CHURCH
of DAWN

CASTLE
ALLARD

the
VILLAGE
MAIN

CROSSROADS

the
SOUTHERN
FARM

CAMPSITE

the
VILLAGE *of*

ALLARD

SOUTH
to the
ROILING SEA

MAP OF THE LANDS OF ALLARD:

The Lands of Allard are plagued. The dead rise from ancient graves, and the living grow sick and hungry. Where are the rulers of this land? Where is the Allard family, and why has the castle been sealed shut? Distant peaks and marshes cloaked in fog rest their primordial gaze upon the unnatural goings on around them, and all the while, the **Black Rain** falls...

1: CATTLE FIELDS

Here herds of **Highland Cows** graze between drystone walls. You notice, amidst the mist, the torn shapes of some, their hides matted and bloodied. **What creature could have torn such animals apart?**

2: CAMPSITE

The Wolves of War... A campsite belonging to **Returning Soldiers** rests beside a lake here. The tents are ripe for looting, belongings and armour left unattended. **Where are the soldiers themselves, and why does the place stink of blood, sweat, and fur?**

3: SOUTHERN FARM

This farm rests eerily overgrown, weeds as tall as a man. The **windmill** creaks in the frigid breeze. It appears that the workers have fled north, leaving **muddied tracks**.

4: CROSSROADS

Here lies the **Crossroads** of the lands of the Allard family. A **Noticeboard** has been placed here, the papers nailed to it rain-soaked and hard to read.

5: CATTLE FIELDS

More cattle fields lie to the west, the grazing grounds shadowed by high hills. The cattle here are yet untouched by whatever ails these lands.

6: ALLARD VILLAGE

Red roof tiles catch what little light is left in these lands. The buildings of the village seem deathly still, chimneys no longer breathing. As you pass by **dark alleyways** and enter the main square, you notice an **odd structure**, built using debris. If you're not mistaken, it is a crude effigy of the **God of Dawn...**

7: CHURCH OF DAWN

Here lies the **Church of Dawn**. Before its chipped, white wooden walls rise makeshift barricades. Spiked fence posts and blackened wagons are strewn about the place. You can see movement within the church, and hear the mutterings of **frightened voices**.

8: THE MARSH LANDS

Deep waters and **rickety bridges** run this way and that, creating a network of dangerous trails and sinking mire. Few venture here. Rumours of **Spirit-Lights** drawing unwary travellers into the dark, and the wet, are abound. The unholy **dead** shamble here...

9: OUTLIERS

Those who were outcast from the village have made their home here. Criminals and strange folk practicing dark magic. Some say a **Witch** now leads them. **Is she connected to the land's blight?**

10: CASTLE ALLARD

It towers as a dark omen above the land, the mountains surrounding it lashed with neon lightning. The lower windows and entryways are boarded up from the outside, and the banners of Allard have been replaced with black flags. You smell death here. Screams echo outward from within, and in the daylight hours, its very stones seem to turn red, as if weeping blood.

11: FLOODED VALLEY

Here lies a land of untamed wilderness. Flooded dells and forests of pine, birch and ash lie in wait for the hardest adventurers. Within this hard to reach valley is said to lie the **tomb of an ancient scholar**.

12: NORTHERN PEAKS

The peaks in the northern lands of Allard mark the end of the territory. Beyond them lies a dense forest. It is said that atop the highest mountain here, an audience can be granted with the **God of Dawn...**

 - **ANCIENT BURIAL MOUNDS**

BLACK RAIN!

WEATHER TABLES:

THE DAY:

1. Clear Skies
2. Light Snowfall
3. **Black Rain**
4. Slippery Frost
5. Thick Sleet
6. **Black Rain**
7. Light Winds
8. Drizzle
9. **Black Rain**
10. Strong Winds
11. Heavy Snow
12. **Black Rain**
13. Overcast
14. Clean Rains
15. **Black Rain**
16. Thick Mist
17. Thunder
18. **Black Rain**
19. Blizzard
20. Lunar Eclipse

THE NIGHT:

1. Starry Skies
2. Hailstorm
3. **Black Rain**
4. Thick Shadows
5. Red Aurora
6. **Black Rain**
7. Flooding
8. Freezing Air
9. **Black Rain**
10. Lightning
11. Shooting Stars
12. **Black Rain**
13. Pitch Black
14. Full Moon
15. **Black Rain**
16. Cloudy Skies
17. Red Moon
18. **Black Rain**
19. Fiery Comet
20. Thick Fog

Each day, and each night, roll a D20 to determine the weather. The night's weather is from sunset to sunrise. If you roll 'Black Rain', roll a further D6 on the table below. Then roll a D10 on the matching table...

D6 BLACK RAIN EFFECTS:

- [1] THE DEAD RISE
- [2] WOLF SOLDIERS TURN
- [3] PLAGUE SPREADS
- [4] BURIAL MOUND EVENT
- [5] A WITCH'S CURSE
- [6] SEIGNEUR ALLARD AWAKENS

1. THE DEAD RISE

1. **D6 Zombies** attack your current location!
2. An old corpse awakens in a nearby gibbet.
3. **D4 Ghouls** attack your current location!
4. A dead relative now beckons from the mist.
5. **D10 Zombies** attack the Church of Dawn!
6. Knocking begins from within all coffins.
7. **D20 Zombies** begin to patrol the Marsh Land!
8. Unmarked graves now glow with a red light.
9. **D10 Undead Dogs** attack the Village!
10. The Southern Farm is overrun with undead.

3. PLAGUE SPREADS

1. **D6 Plagued Villagers** advance upon you.
2. Carts filled with the dead rest by the road.
3. **D4 Infected** attack your current location!
4. An open grave needs burning with holy oil.
5. **D4 Corrupted Medics** attack your location!
6. Notices of missing plague patients appear.
7. **D4 Plague Doctors** fend off the **Undead!**
8. Villagers mark their doors with pig's blood.
9. A **Boiled Monstrosity** attacks your location!
10. You find a plagued soldier on the road.

5. A WITCH'S CURSE

1. **1D6 Cursed Black Cats** attack you!
2. The Witch's Curse drains your **health**.
3. The Witch sends **D6 Followers** to find you!
4. the Witch's Curse drains your **stamina**.
5. **The Witch** attacks the Church of Dawn!
6. The Witch's Curse drains your **mana**.
7. **The Witch** attacks the village square!
8. the Witch's Curse **rusts** your pack **items**.
9. **The Witch** attacks your current location!
10. The Witch's Curse causes **confusion**.

2. WOLF SOLDIERS TURN

1. **D4 Werewolves** attack your current location!
2. The eastern cattle are mauled in the night.
3. **D6 Crazy Deserters** attack the Village!
4. The western cattle are mauled in the night.
5. A **Large, Lone Wolf** begins to hunt you!
6. An injured, confused soldier passes by.
7. **D6 Wolves** attack your current location!
8. You find dead soldiers, killed by silver bolts.
9. **Armoured Werewolf** attacks your location!
10. Howling gives recent locations of wolves.

4. BURIAL MOUND EVENT

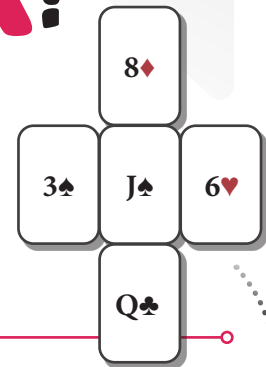
1. **D6 Skeletons** attack your current location!
2. Burial mounds are marked by holy light.
3. **D10 Skeleton Archers** shoot arrows at you!
4. Relics of worth appear within all mounds.
5. **D4 Ghosts** begin to haunt your steps!
6. Acts as a key to all cursed, locked tombs
7. **D4 Spirits** begin to sap your life-force!
8. Fire gifts no light when near, or in, a mound.
9. A **Skeleton Warlord** begins to track you!
10. All burial mounds are now wide open.

6. SEIGNEUR ALLARD AWAKENS

1. **1D4 Vampiric Turned** attack your location!
2. Pools of blood rise across the land.
3. **Vampire Allard** attacks you!
4. The Castle's portcullis is torn down.
5. **Vampire Allard** attacks the villagers!
6. The Castle windows begin to glow red.
7. **Vampire Allard** attacks the Church!
8. You find a dead, staked Vampiric Turned.
9. **Vampire Allard** seeks to turn you Vampiric!
10. A swarm of bats flies overhead.

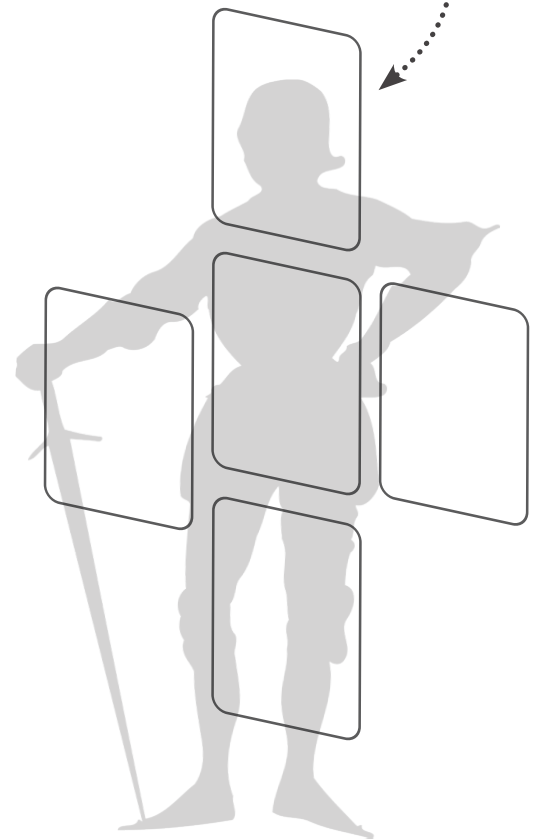
CREATE A NIGHT HUNTER!

A **Night Hunter**, recently returned from war, may be used as an NPC, or as your player characters. Simply draw five cards and place them next to one another, as shown in the diagram to the right. Then, take note from the matching tables that represent the Head, Arms, Legs, and Torso of your new character. Allow each detail to bring forth a back-story for your unique Night Hunter...



ADDITIONAL D20 DESCRIPTIONS

I	Tall	II	Frail
2	Muscular	I2	Unsightly
3	Stout	I3	Middle Aged
4	Broad	I4	Slim
5	Old	I5	Hunchbacked
6	Short	I6	Fetching
7	Lithe	I7	Starving
8	Young	I8	Wheelchair User
9	Towering	I9	Average Height
IO	Tiny	20	Large Hands



OPTIONAL TOOLS

Allow your results to conjure up ideas of who this Hunter might be. Individual items or quirks might tell where they are from, what their old profession was, and what side of the law they are now on.

Suits: If you wish, you can use the suits to represent traits of your NH. Hearts may show they are trustworthy, Spades that they are proficient in combat, Diamonds that they have noble lineage, and Clubs may show they know the wilderness well.

Numbers: Low card numbers could show they are wounded in that area. High card numbers may show hidden wealth, such as how many coins in their coin purse. Jacks can show they are outlaws, Queens and Kings that they are royalty or famous, and Aces that they are dangerous magic users.

Jokers: If you leave the Jokers within the deck, and draw one within your NH design, perhaps this part of them is bizarre, such as an arm of magical energy or clockwork automaton legs.

Dice & Coins: Rolling dice or flipping coins, and placing them on each card, can represent anything from whether or not a quest item is present, a recognizable crest can be seen on clothing, how many items the NH is carrying, how much of the NH is concealed in shadow, or whether or not they have connections to specific party members or other NPCs.

HEAD

♥ HEARTS:

- 2 ♥ - Greying Hair
- 3 ♥ - Blinded Eye
- 4 ♥ - Long Scar
- 5 ♥ - Pockmarked
- 6 ♥ - Tattooed Face
- 7 ♥ - Thief's Brand
- 8 ♥ - Braided Beard
- 9 ♥ - Clean Shaven
- 10 ♥ - Golden Eyes
- Jack ♥ - Bloodshot Eyes
- Queen ♥ - Spiked Hair
- King ♥ - Slick, Grey Hair
- Ace ♥ - Golden Locks

♦ DIAMONDS:

- 2 ♦ - Silver Circlet
- 3 ♦ - Priest's Mitre
- 4 ♦ - Ornate Helm
- 5 ♦ - Jewelled Turban
- 6 ♦ - Bald Head Piercings
- 7 ♦ - Wide Brimmed Hat
- 8 ♦ - Buckled Tall Hat
- 9 ♦ - Felt Cavalier Hat
- 10 ♦ - Patterned Beret
- Jack ♦ - Expensive Flat Cap
- Queen ♦ - Priestly Hood
- King ♦ - Jewel in Forehead
- Ace ♦ - Black Wreath

♠ SPADES:

- 2 ♠ - Rusted Helm
- 3 ♠ - Bloody Bandage
- 4 ♠ - Spiked War Helm
- 5 ♠ - Visored Helm
- 6 ♠ - Open Face Helm
- 7 ♠ - Skull Helm
- 8 ♠ - Barbut Helm
- 9 ♠ - Dented Helm
- 10 ♠ - Wolf Helm
- Jack ♠ - Lion Helm
- Queen ♠ - Royal Helm
- King ♠ - Cursed Helm
- Ace ♠ - Frog-Mouth Helm

♣ CLUBS:

- 2 ♣ - Green Bandanna
- 3 ♣ - Feathered Cap
- 4 ♣ - Headdress of Leaves
- 5 ♣ - Bear Head Pelt
- 6 ♣ - Hunter's Felt Hat
- 7 ♣ - Leather Bascinet
- 8 ♣ - Waxed Hood
- 9 ♣ - Shadowed Cowl
- 10 ♣ - Muddied Hood
- Jack ♣ - White Hood
- Queen ♣ - Straw Hat
- King ♣ - Crown of Mistletoe
- Ace ♣ - Circlet of Vines

TORSO

♥ HEARTS:

- 2 ♥ - Broad Shoulders
- 3 ♥ - Dragon Chest Tattoo
- 4 ♥ - Lion Chest Tattoo
- 5 ♥ - Wolf Chest Tattoo
- 6 ♥ - Scarred Chest
- 7 ♥ - Painted Torso
- 8 ♥ - Muscled Body
- 9 ♥ - Thin Frame
- 10 ♥ - Stomach Plague Boils
- Jack ♥ - Bandaged Torso
- Queen ♥ - Stab Wound Scars
- King ♥ - Healing Sabre Slash
- Ace ♥ - Holy Scripture Marks

♦ DIAMONDS:

- 2 ♦ - Holy Cuirass
- 3 ♦ - Dented Breastplate
- 4 ♦ - Rusted Chainmail
- 5 ♦ - Golden Cuirass
- 6 ♦ - Wolf Breastplate
- 7 ♦ - Bloodied Chainmail
- 8 ♦ - Leather Cuirass
- 9 ♦ - Lion Breastplate
- 10 ♦ - Pirate's Cuirass
- Jack ♦ - Dragon Breastplate
- Queen ♦ - Heavy Chainmail
- King ♦ - Ornate Armour
- Ace ♦ - Sigil Plate Armour

♠ SPADES:

- 2 ♠ - Ruined Shirt
- 3 ♠ - Waxed Cloak
- 4 ♠ - High Collared Cape
- 5 ♠ - Hunter's Garb
- 6 ♠ - Feathered Cloak
- 7 ♠ - Bark-Mail
- 8 ♠ - Sleeveless Shirt
- 9 ♠ - Padded Jacket
- 10 ♠ - Silk Vest
- Jack ♠ - Leather Vest
- Queen ♠ - Flowing Cape
- King ♠ - Black Leather Coat
- Ace ♠ - Priest's Cloak

♣ CLUBS:

- 2 ♣ - Necklace of Bones
- 3 ♣ - Leather Chest Straps
- 4 ♣ - Studded Gambeson
- 5 ♣ - Baggy Tunic
- 6 ♣ - Padded Armour
- 7 ♣ - Stitched Hide
- 8 ♣ - Wolf Pelt
- 9 ♣ - Bear Pelt
- 10 ♣ - Dragon Scales
- Jack ♣ - Black Mail
- Queen ♣ - Spiked Armour
- King ♣ - Bone Breastplate
- Ace ♣ - Old Relic Armour

ARMS & HANDS

♥ HEARTS:

- 2 ♥ - Snake Tattoo
- 3 ♥ - Wolf Tattoo
- 4 ♥ - Burn Scars
- 5 ♥ - Combat Scars
- 6 ♥ - Missing Hand
- 7 ♥ - Missing Fingers
- 8 ♥ - Deformed Hand
- 9 ♥ - Arm in Sling
- 10 ♥ - Nettle Stings
- Jack ♥ - Kill Tally Scars
- Queen ♥ - Plague Boils
- King ♥ - Tribal Scars
- Ace ♥ - Powder Burns

♦ DIAMONDS:

- 2 ♦ - Golden Bracelet
- 3 ♦ - Ornate Pauldron
- 4 ♦ - Rusted Pauldron
- 5 ♦ - Cracked Pauldron
- 6 ♦ - Maiden's Ribbon
- 7 ♦ - Ruby Bracelet
- 8 ♦ - Signet Rings
- 9 ♦ - Embedded Jewels
- 10 ♦ - Lion Pauldron
- Jack ♦ - Wolf Pauldron
- Queen ♦ - Dragon Vambrace
- King ♦ - Golden Vambrace
- Ace ♦ - Ring of Rare Ore

♠ SPADES:

- 2 ♠ - Blood Stained Hand
- 3 ♠ - Filthy Hand
- 4 ♠ - Missing Finger Nails
- 5 ♠ - Bruised Knuckles
- 6 ♠ - Oversized Gauntlet
- 7 ♠ - Bloodied Vambrace
- 8 ♠ - Fingerless Glove
- 9 ♠ - Leather Straps
- 10 ♠ - Spiked Gauntlet
- Jack ♠ - Bandage Wraps
- Queen ♠ - Healed Fracture
- King ♠ -
- Ace ♠ -

♣ CLUBS:

- 2 ♣ - Bracelet of Bones
- 3 ♣ - Leather Vambrace
- 4 ♣ - Snake Arm Band
- 5 ♣ - Leather Bracer
- 6 ♣ - Prayer Bead Bracelet
- 7 ♣ - Cursed Arm, Scales
- 8 ♣ - Cursed Arm, Fur
- 9 ♣ - Cursed Arm, Spirit
- 10 ♣ - Vambrace of Sticks
- Jack ♣ - Holy Woven Sleeve
- Queen ♣ - Starlit Gauntlet
- King ♣ - Bone Gauntlet
- Ace ♣ - Vampiric Hand

LEGS

♥ HEARTS:

- 2 ♥ - Cloven Hooves
- 3 ♥ - Missing Foot
- 4 ♥ - Bad Limp
- 5 ♥ - Wooden Leg
- 6 ♥ - Tattooed Legs
- 7 ♥ - Scarred Legs
- 8 ♥ - Bandaged Feet
- 9 ♥ - Accessory Belt
- 10 ♥ - Injured Knee
- Jack ♥ - Missing Toes
- Queen ♥ - Blistered Feet
- King ♥ - Bare Feet
- Ace ♥ - Ankle Chains

♦ DIAMONDS:

- 2 ♦ - Noble's Chausses
- 3 ♦ - Bloodied Slacks
- 4 ♦ - Baggy Trousers
- 5 ♦ - Woven Belt
- 6 ♦ - Torn Shorts
- 7 ♦ - Tight Leggings
- 8 ♦ - Fancy Slippers
- 9 ♦ - Wool Trousers
- 10 ♦ - Leather Leggings
- Jack ♦ - Sailor's Pants
- Queen ♦ - Military Trousers
- King ♦ - Patterned Skirt
- Ace ♦ - Thick Wool Kilt

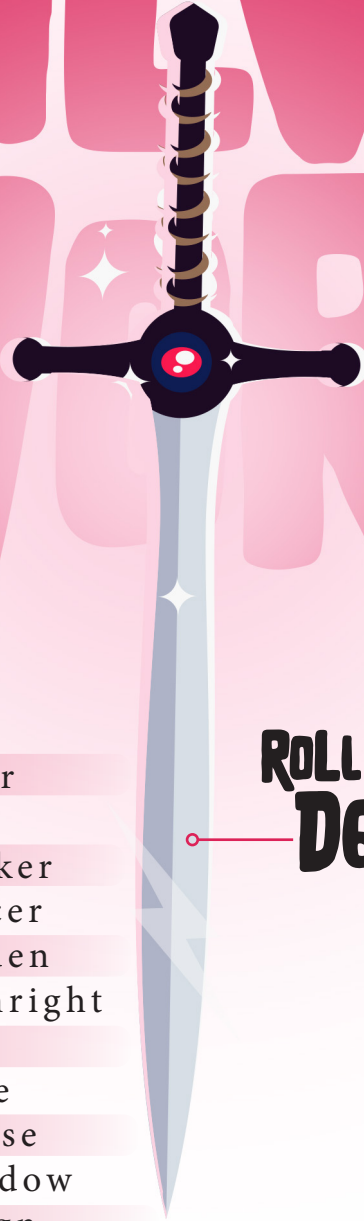
♠ SPADES:

- 2 ♠ - Jewelled Greaves
- 3 ♠ - Padded Trousers
- 4 ♠ - Hessian Slacks
- 5 ♠ - Monk's Shin Guards
- 6 ♠ - Heavy Black Armour
- 7 ♠ - Winged Metal Boots
- 8 ♠ - Spiked Greaves
- 9 ♠ - Sigil Knee Plates
- 10 ♠ - Runic Greaves
- Jack ♠ - Wooden Shin Pads
- Queen ♠ - Army Issue Pants
- King ♠ - Patchwork Slacks
- Ace ♠ - Thigh Protectors

♣ CLUBS:

- 2 ♣ - Buckled Boots
- 3 ♣ - Cuffed Boots
- 4 ♣ - Military Boots
- 5 ♣ - Leather Sandals
- 6 ♣ - Steel Capped Boots
- 7 ♣ - Hide Moccasins
- 8 ♣ - Spiked Climbing Boots
- 9 ♣ - Heeled Boots
- 10 ♣ - Plate Sabatons
- Jack ♣ - Knee High Boots
- Queen ♣ - Low Cut Boots
- King ♣ - Fancy Shoes
- Ace ♣ - High Sandals

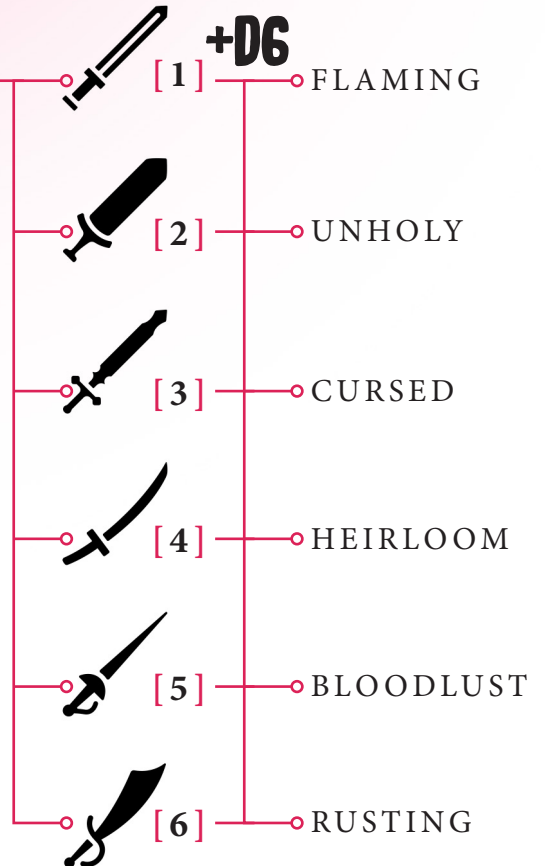
+ SILVER SWORD!



D20: THE...

- | | |
|---------------|---------------|
| 1. Heathen- | 1. Bane |
| 2. God- | 2. Razor |
| 3. Saint's | 3. Song |
| 4. Malice- | 4. Breaker |
| 5. Heart- | 5. Piercer |
| 6. Relic- | 6. Warden |
| 7. Holy- | 7. Birthright |
| 8. Knight's | 8. Steel |
| 9. Broken | 9. Blade |
| 10. Beast- | 10. Curse |
| 11. Night- | 11. Shadow |
| 12. Silver- | 12. Reign |
| 13. Rune- | 13. Cutter |
| 14. Ember- | 14. Mirror |
| 15. Hallowed | 15. Slayer |
| 16. Gloom- | 16. Wing |
| 17. Forgotten | 17. Truth |
| 18. Ever- | 18. Hunger |
| 19. Death- | 19. Seeker |
| 20. Lord- | 20. Hatred |

ROLL
D6



HUNTER'S GEAR LOADOUT:

A Night Hunter's weapons are their tools of trade. Blades encased in silver, or forged in the heart of a Silver-Golem corpse. Whips and oaken shields. Potions of the rarest kind. With these, and more, they hunt the cursed night-things that crawl between wavering pine and beneath the cobbled streets of lonely villages. Rotting flesh, bone and tomb...

Some, however, are not lucky enough to choose the blade with which they hunt, as it was bound to them, by their lineage or dark magic. A Hunter's blade beckons to them each night, and by their own hand, or the hands of their ghostly ancestors, do they swing it, hoping to one day calm the restless fury within. A Hunter's life-bond with their sword is a relationship of sorrow, and many regrets.

D6 SWORD DESCRIPTOR:

1. Forever stained by the blood of your enemies.
2. Chipped by a duel with a demon.
3. Releases the smell of lavender in graveyards.
4. Engraved with ancient runes of protection.
5. Shows a person's evil deeds in its reflection.
6. Acts as a key to all cursed, locked tombs
7. The hilt is made from the ribcage of a king.
8. A bright jewel on the handle blinds foes.
9. A prayer to the old gods inscribed upon it.
10. Flowers wilt when the blade draws near.

SECONDARY WEAPON:

1. Crude Crossbow
2. Heavy Mace
3. Dual Daggers
4. Barbed Whip
5. Throwing Axe
6. Rusty Short Sword
7. Knuckle Dusters
8. Iron Warhammer
9. Black Scythe
10. Recurve Bow
11. Morning Star
12. Wooden Staff
13. Boar Spear
14. Matchlock Pistol
15. Flintlock Rifle
16. Flail
17. Spiked Gauntlet
18. Shuriken
19. Pitchfork
20. Hatchet

ITEM STRAPPED TO BACK:

1. Large Heavy Pack
2. Dusty Bed Roll
3. Steel Kite Shield
4. Waxed Cloak
5. Grain Sack
6. Round Oak Shield
7. Damp Lean-To
8. Family Banner
9. Small Light Pack
10. Holy Reliquary
11. Roped Firewood
12. Spiked Helm
13. Sword Sheath
14. Dire-wolf Head
15. Bleached Antlers
16. Sigil Plaque
17. Climbing Gear
18. Brother's Bones
19. Ornate Shield
20. Gunpowder Keg

ITEM IN BELT POUCH:

1. Keys to Estate
2. Luck Potion
3. Gold Coin
4. Ritual Candle
5. Strength Potion
6. Witch's Eye
7. Holy Beads
8. Wooden Stake
9. Silver Coin
10. Holy Water
11. Blood Vial
12. Poison Cure
13. Healing Herbs
14. White Crystal
15. Cat Skull
16. Prayer Book
17. Burned Tome
18. Folded Map
19. God Totem
20. Wedding Ring

PROMINENT NPC'S

You will find many allies, and many foes, across the lands of the Allard family. Roll on the listed NPCs below to see who you might meet, or hear rumours of, on the road. Think on the connections between these characters, and allow story beats, character arcs, and interactions to come to mind.

1: GRÉGOIRE ALLARD

Son of the Seigneur, Grégoire has returned to find his home in disarray. Due to the horrors of war, and now the despair of his people, he has taken the sword, Bright Morrow, to the undead with swift vengeance. Grégoire's rage, however, may be the downfall of his family. Angered, unpredictable, and now hating all outsiders, Grégoire is a shell of his former self.

2: SOPHIA ALLARD

Young Sophia has trained with the sword in secret all her life, and finally, can put her lessons to good use. She has taken the most loyal of guardsmen and fled into the countryside in order to defend her people. Grégoire seeks her, but she knows a darkness rises in him, as it arose within their father.

3: BÉATRICE THE NURSEMAID

The rock of the Allard family, Béatrice was mother to both Allard children. Though of low blood, her voice commands great respect within the village. Holy of heart, and strong of mind, she seeks to aid any who will take the curse head on, and destroy it.

4: SEIGNEUR ALLARD

The reclusive head of the Allard family, and one of the Seven Seigneurs of the realms. It is said Seigneur Allard fell ill recently, and nightly visits from an elderly healer, some crone from the north, have stirred rumours of his true allegiance; an allegiance to the shadows, and to the night...

5: FATHER GRAHAM

the head priest of the Church of Dawn is a portly man. He is said to spread the Gospels of Dawn like a smith hammers iron. He has taken in his flock from the village, and boarded up the church, though supplies begin to run low.

6: SIR WYLFEN

Like Grégoire, this knight has returned home from a foreign war. He bears a deep wound upon his forearm, and claims that dark thoughts ail his mind. He is willing to give his life for the Allard family, and serves the people of these lands. Though, he fears his curse may overtake him before he can aid you.

7: THE OUTLIER

This towering woman is said to have been banished from the village of Allard for the murder of a visiting emissary. She wields a cudgel and a band of murderous folk follow her. Their homes lie in the north, beyond the Marsh Lands. Some say she is in league with a Witch, a dark being of an ancient time.

8: BLACKLOCKS THE CAPTAIN

Blacklocks is the captain of a moored vessel to the south, beside the Roiling Sea. He has been ferrying knights back from the distant war. He now fears these lands, and won't wait long before he sets sail.

9: THE DEAD KNIGHT

He walks the hillsides as a spectre, his armoured form seeking vengeance. He will aid those who are true of heart by gifting them powerful weaponry.

10: FARMER MALCOLM

This brave farmer leads a rabble of angry villagers to kill their absent lord, Seigneur Allard. They have, however, come into conflict with Grégoire, who guards the castle gates.



COMBINE & GENERATE

Roll on each of the three D20 tables; Items, Locations and Events. Combining the three outcomes will create an adventure prompt that can be used for session preparation, or a location and its contents down the road.



ITEM / OBJECT:

1. Wooden Stake
2. Silver Cross
3. Holy Water
4. Garlic Bulbs
5. Oil Lamp
6. Sealed Coffin
7. Cursed Artefact
8. Blood Vial
9. Antiquated Weapon
10. Worn-Out Tome
11. Torture Device
12. Mysterious Amulet
13. Tattered Cloak
14. Red Chalice
15. Rusty Chains
16. Gargoyle Statue
17. Cryptic Scroll
18. Soldier's Bandage
19. Rotting Corpse
20. Flickering Candle

LOCATION:

1. Ruined Keep
2. Abandoned Church
3. Ransacked Crypt
4. Open Catacombs
5. Haunted Woodland
6. Dark Maze
7. Wolf Den
8. Ruined Chapel
9. Pagan Graveyard
10. Abandoned House
11. Misty Moors
12. Shallow Swamp
13. Empty Homestead
14. Moonlit Cemetery
15. Overgrown Dungeon
16. Shadowy Tabernacle
17. Eerie Marshlands
18. Bloody Altar
19. Gloomy Tower
20. Ghostly Caravan

EVENT TYPE:

1. Single Enemy
2. Enemy Group
3. Adversary
4. Large Monster
5. Deadly Trap
6. Natural Hazard
7. Resources Run Dry
8. Injured NPC
9. Trapped NPC
10. NPC Quest
11. NPC Riddle
12. Difficult Puzzle
13. Secret Door
14. Magical Event
15. Curse Inflicted
16. Hidden Item
17. Bad Weather
18. Ghost Encounter
19. Full Moon
20. Buried Treasure

D4 ADDITIONS



- [1] This occurrence involves a great betrayal. Evil forces are not directly involved, but may be the cause.
- [2] This event is the catalyst for a calamity. Your actions here may cause the lands to darken further.

- [3] The outcome of this event decides the route ahead. Is the way blocked, or do your paths now diverge?
- [4] Someone involved in this encounter is forever changed. Are they cursed, injured, or do they learn a truth?

QUEST PROMPTS

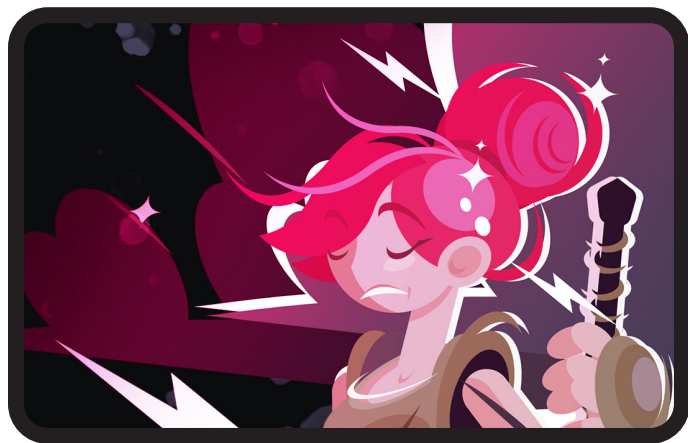


NOTICEBOARD AT THE CROSSROADS:

- [1] A poster for a missing child, a boy with black curls, is nailed upon the board. With the wet and the old paper, you can't read the name, but his face is clear as day.
- [2] The bloodied deed to a manor house within the village of Allard has been stuck to the noticeboard with a knife. The hilt of the dagger is emblazoned with a rose sigil.
- [3] A curled note has been nailed to the board. - *'My dearest Annabel, if you read this, we are heading to the Church of Dawn. Meet us there, my beloved wife.'*
- [4] A poster for a missing child, a boy with black curls, is nailed upon the board. With the wet and the old paper, you can't read the name.

THE WHEREABOUTS OF SOPHIA ALLARD:

- [1] You hear rumours on the road of a band of Guardsmen, lead by a young warrior with auburn hair. Some say they attack the people, others say they defend them.
- [2] You are told by a hiding villager that the heir to the lands of Allard seeks his sister, and will kill any who harbour her, and pay handsomely for her safe return.
- [3] Atop a distant rise, backed by lightning, you see a red haired woman hacking down the dead. In an instant she disappears. Do you follow her?
- [4] You find the remains of fallen foes, and a single dead Guardsmen. The tracks seem to lead into the hills. You are sure you can see movement in the distance.
- [5] You learn the name 'Sophia Allard' from a dying hermit. He claims she is the saviour of these lands, and that if you wish to help, she resides in a hidden encampment, just east of the Southern Farm.
- [6] You are attacked by an unending horde of undead. Hold out until the guardsmen, led by Sophia Allard, can reach you.

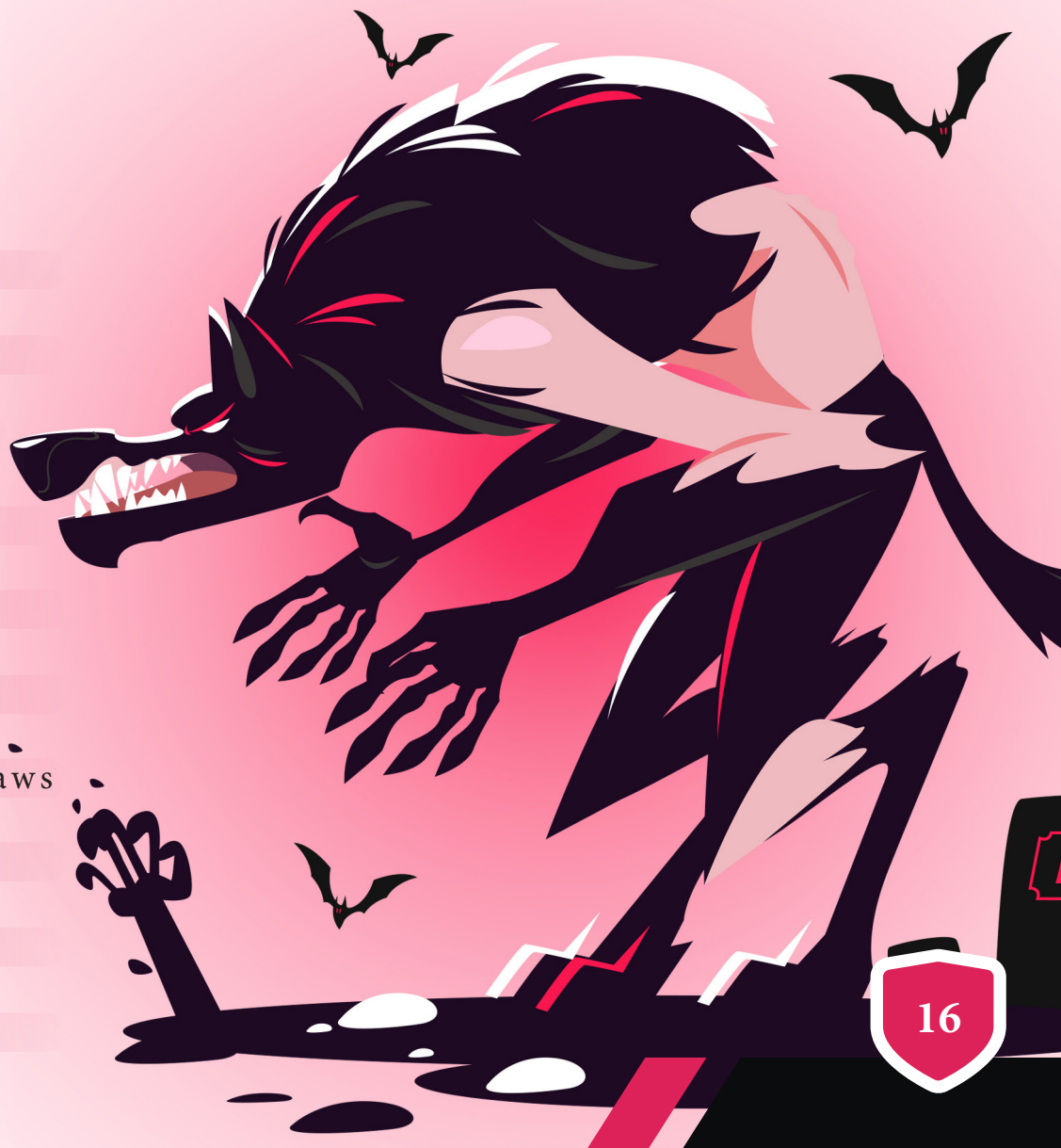


THE WOLVES OF WAR:

- [1] You find dead cattle beside the road. Their flesh has been torn to shreds, and the bloody, muddy scene shows the signs of many tracks. Some man, some wolf. Do you follow the tracks into the hills?
- [2] A dishevelled knight approaches you. He appears sickly and introduces himself as Sir Wylfen. He tells of the darkness, and of his turned brethren, and worries he will soon join them. He asks you to slay him, should he become like the wolf. Do you aid him in a fight against his cursed kin, and heed his final wishes?
- [3] Howls ring out across the flooded dells, and their distant raucous does not seem natural. All wolves are drawn to it, and these starving animals begin to cross your path, snarling and circling...
- [4] You come across a corpse, but before you have a chance to investigate, it starts to twitch. In moments the seemingly dead man is on his feet, and his body begins to transform. As the wolf struggles to break free of the man, you notice a silver stake embedded in its leg. Do you attempt to retrieve it before the werewolf is formed?

WEREWOLF: DESCRIPTORS

1. Hunched
2. Drooling
3. Snarling
4. Red Eyed
5. Howling
6. Turning
7. Towering
8. Bloodied
9. Weeping
10. Growling
11. Pitch Black
12. Grey Mane
13. Badly Scarred
14. Retracting Claws
15. Moonlit Fur
16. Human Voice
17. Confused
18. Angered
19. Partially Man
20. Silver Injury





CURSE OF THE MARSH-LAND WITCH:

- [1] You see the silhouette of an old woman on a broom. It moves before the light of the moon, then disappears. After some time, you begin to hear cackling in the shadows around you. Do you investigate?
- [2] Hiding villagers that you encounter all speak of a dark curse upon the land. Some believe it be caused by the Outlier, a banished villager turned bandit, who lives beyond the marsh. Some say she serves an evil power, one with ancient ties to the lands and the valleys in the north.
- [3] Black cats begin to follow you, gaining in number. They screech and claw at you if you use any magic spells in their presence. Where do they come from?
- [4] Whenever you sleep in these lands, you see a vision of a large cauldron, the remains of an ancient scholar and his books boiling within. Where does this vision come from? Do you have the strength to rid yourself of it, and rid these lands of the curse and the dead?
- [5] At the time of a full moon a witch attacks the village square of Allard. From the skies she lets loose bolts of crimson flame upon any villagers caught in the open. Why does she hate them so?
- [6] If you watch the castle carefully, you will see a witch land atop the tallest tower on occasion. Why does she visit Castle Allard, and what scheme does she hatch?



THE SORROW OF THE RETURNED SON:

- [1] Grégoire Allard guards the gates of Castle Allard, and though he defends it from the dead also, he has chased off any villagers who have tried to enter. What did he see within to cause him to act this way? Do you dare test his might, or try reason with the weary knight?
- [2] Grégoire Allard has sent a band of armed villagers out to look for his missing sister. They have taken this new found power to heart, and harass the people of this land. Do you intervene directly, or tell Grégoire of their actions?
- [3] You witness, one night, a hunched knight sobbing in the rain. As he lifts his face you recognise that he is an Allard. He watches you, with a hefty sword upon his back. Do you approach and give aid, or do you avoid this sorrowful son of the realm? He seems angered by your presence.
- [4] Villagers flee from the square, crying out that their lords have lost their minds. Grégoire Allard then appears, giving chase, swinging his huge sword in wide arcs, seemingly at nothing but shadows. 'Leave my father be!' he yells, weeping.

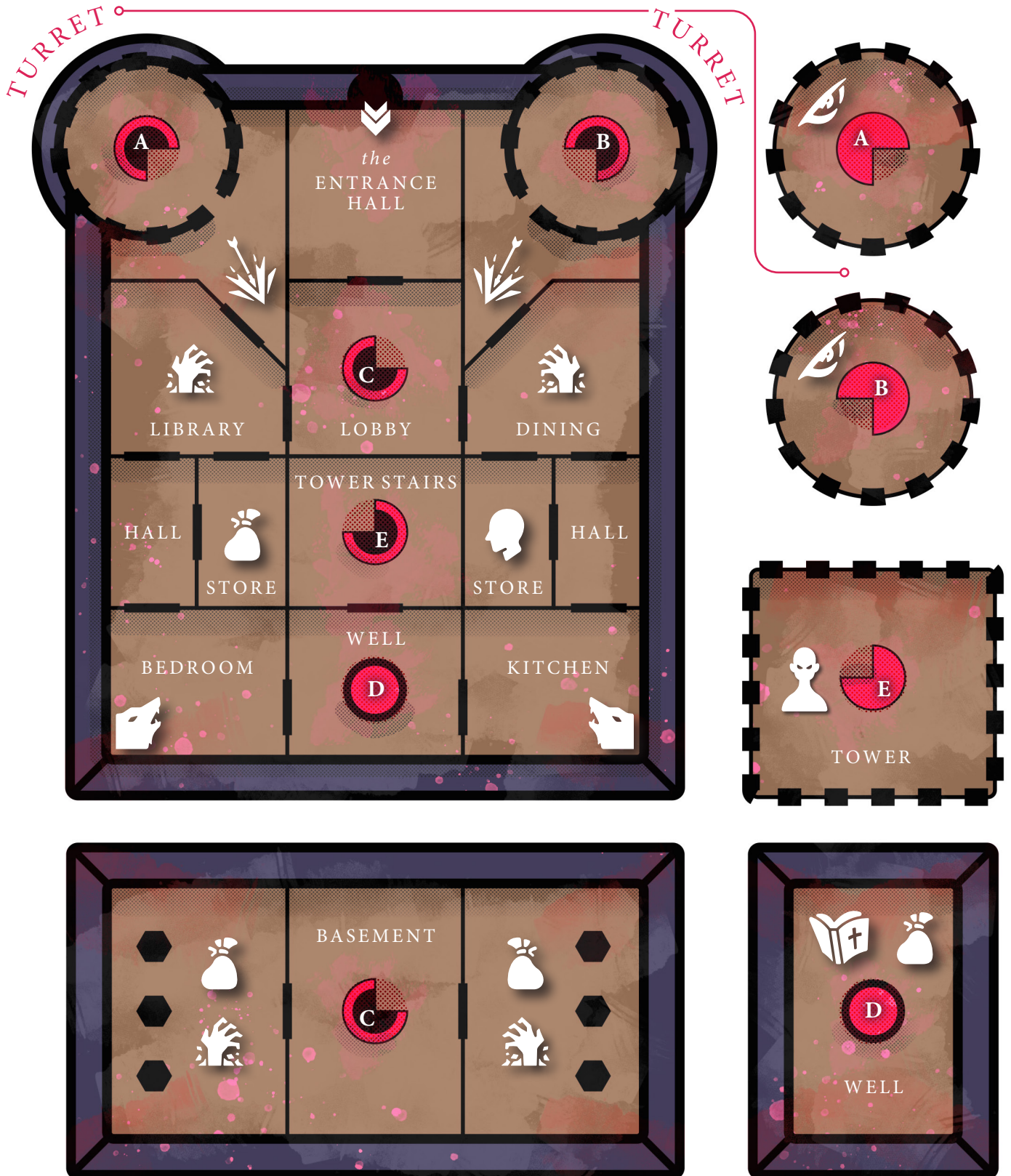


THE TEETH OF THE SEIGNEUR:

- [1] All in the lands of Allard know of the Seigneur's isolation. He hides within his keep, and some you meet on the road say he must be sick, while others think he still grieves for his long lost wife. They say she disappeared one summer solstice, after the festivities had ended. Rumours of death and a foreign lover were abound. Do you investigate this talk, and try to determine what ails the lord of the lands?
- [2] You meet a farmer and a rabble at his back. Farmer Malcolm, the leader of this band, has taken up arms to defend his homeland. He wishes to execute the lord of these lands, Seigneur Allard, as he claims he has proof that the Seigneur is the cause of all their woe. Do join them?
- [3] You see, nearby, a priest. He wanders in the muck, whispering for villagers to come out from their hiding places. He says he can help them. He says 'Do not be afraid, my flock. It is Father Graham of the Dawn.' He spots you, and shuffles over. 'Seigneur Allard is loose, he will come for us!' Do you follow him, and aid him in his plight, or do you distrust this shadowy man of the cloth?
- [4] You are approached by an elderly woman. She says her name is Béatrice, and begs you to aid her and the people of the lands of Allard. 'His teeth,' she cries. 'His teeth have,' she shivers as her speech pauses. 'Grown!' You ask who, and she names the Seigneur, her master.

- DUNGEON -

CASTLE ALLARD





Castle Allard's innards creak with age, the wooden floorboards sighing into the night. Dust particles dance on the rays of the moon, let in through the cracks of boarded-up windows. Something stirs within. You can sense it. The eyes of figures in family portraits watch as you pass, and the groans of the dead echo throughout. How do you reach the tower, in order to face the final foe? Teeth bared, **Seigneur Allard** awaits...



[1] D4 Zombies [2] D4 Skeletons [3] D6 Undead Dogs [4] Skeleton Warlord



[1] Arrow Trap [2] Spike Pit [3] Poison Cloud [4] Swinging Axe



[1] Werewolf [2] Undead Wolf [3] Hound of War [4] Crazy Deserter



[1] Thick Mist [2] Old Corpse [3] Flying Witch [4] Undead Bat Swarm



[1] Pale Child [2] Hurt Guard [3] Fresh Corpse [4] Hiding Servant



[1] D10 Gold [2] Rusty Sword [3] Cure Curse Vial [4] Ornate Skull



[1] Holy Tome [2] Death Tome [3] Cursed Tome [4] Unholy Grimoire

JAN/24

THE REALM FABLES
COLLECTION.

WAYWARD WORLDS

ISSUE ONE

- BLACK RAIN -



Take on the role of a Night Hunter! Returning from war, you find the lands of Allard to be in disarray. A plague and the Undead blight has reached the shores of your homeland. Explore a map filled with desolate farmland, rainswept marshes, and a darkening village, all watched over by the red, vampiric eyes of Seigneur Allard.

Draw your silver sword, don your waxed cloak,
and brace for the tide of the coming dead...



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