

OVERVIEW

What is Runecairn?

Runecairn is a Norse fantasy tabletop roleplaying game intended for two players, the **Warden** (the facilitator or game master) and the **Adventurer**.

For **solo play** or two or more Adventurers, please see the **Runecairn: Advanced Rules** book.

Design Philosophy

Neutrality. The Warden's role is to portray the rules, situations, NPCs, and narrative clearly, while acting as a neutral arbiter.

Classless. An Adventurer's role or skills are not limited by a single class. Instead, the equipment they carry and their experiences defines their specialty.

Death. An Adventurer may be powerful, but they are also vulnerable to harm in its many forms. Death is always around the corner, but it is never random or without warning.

Fiction first. Dice do not always reflect an obstacle's difficulty or its outcome. Instead, success and failure are arbitrated by the Warden in dialogue with the player, based on in-world elements.

Growth. An Adventurer is changed through in-world advancement, gaining new skills and abilities by surviving hazards and overcoming obstacles.

Player choice. A player should always understand the reasons behind the choices they've made, and information about potential risks should be provided freely and frequently.

Principles. The Warden and Adventurer each have guidelines that help foster a specific play experience defined by critical thinking, exploration, and an emergent narrative.

Adventures

What type of adventures can a player character expect?

- **Defend** a village against roving invaders
- **Hunt** a monstrous creature stealing children
- **Reclaim** a family cairn overwhelmed by the dead
- **Retrieve** a powerful relic lost in the mountains
- **Confront** a raging jotunn blocking supplies reaching an isolated settlement
- **Broker** peace between two warring clans
- **Protect** a caravan journey travelling through dangerous territory
- **Infiltrate** a secretive cult worshipping forgotten gods
- **Explore** newly discovered lands in search of a mythical beast