

- **Before the game: Character-design**

- (1) Choose 1 of the templates
- (2) Draw your character
- (3) Decide personality, age, voice, strengths and flaws, and add or change anything about the character, but do not overpower them!

Class:	Barbarian (You're strong and often shirtless)	Druid (You have a magic connection to nature)	Bard (You perform and flirt)
Race / Species:	Human	Dwarf, halfling, elf, gnome, etc...	Tiefling (horns and hoofs)
Hit Points	60	30	22
Armor Class	10	20	10
Strength	+6	+1	-6
Dexterity	+2	+1	0
Constitution	+4	+4	+1
Intelligence	-4	-4	+5
Wisdom	-2	+2	0
Charisma	0	+2	+6
Weapons:	Two clubs (+6 to hit → 3d6+5)	Quarterstaff / Stick (+4 to hit → 1d4+1)	Guitar with a knife attached (+2 to hit → 1d6+1)
Spells:	Rage: you do double and take half damage for one minute	Thorns (attack, 1d12 + 4 to hit) Tar (attack, 5d4, + 4 to hit) Bread (heal, 2d6)	Drowse (sleep, if <15) Adore (charm if <10) Delude (small illusion) Mock (if <15, 1d12 damage)
Equipment.	10 gold coins	Herbs and spices	Shiny belt: You can blind targets within 5 feet if they score <10.

1. Christmas in the home of the born!

It's christmas! Choose a 'lobby' for the players to test out their characters:

Tavern	Church
Describe the people, how many, what age, what kinds, the walls, the smells, the atmosphere, and anything going on, games, drinking, loud discussions, fights...	A priest finishes up the mass. Describe what goes on inside and outside after.

Here, as a DM you have two goals: (1) get all your players to test out their character, speak, and do something fun; and (2) to make them fall asleep by any means (secretly). Anytime they do something that is a little challenging, they must roll a D20.

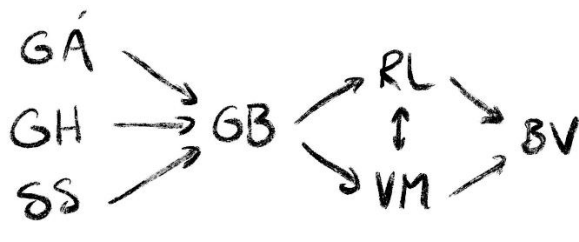
2. The Road to Hel

Roll a die or decide which spawnpoint they get:

- **Grimhill (GÁ):** a spooky snowy hilltop (damage, 1d4)
- **Ghoulhowl (GH):** middle of a waterfall (damage, 1d12)
- **Bowlbeach (SS):** calm little beach by the forest's edge

Again, describe everything around them, invent reasonable surroundings. Here, there's really only one thing that needs to happen: You describe and roleplay an angel descending from the skies and proclaiming themselves the Mother of Gold. If the players are nice, heal any damage and give them bread, shoes, clothing, and cow meat (and describe it)! Then say that they need to get to Brookswall, «for there will judgement stand» and point them in the right direction. If the Mother of Gold deems them bad, give them nothing and spookily tell them that at Brookswall, “there will judgement stand” and point towards it. If you want you can play her as their companion throughout the journey (as an NPC).

Here's a map of Hel.



- **Ghoulbridge (GB):** A golden bridge to the land of the dead with three guardians: (1) a biting hound (1d4); (2) a stinging wyrm (1d6); or (3) an ox with threatening horns (1d8). They can roll for dexterity or other logical abilities to get around without damage, or fight them (10, 15, and 20 HP). After that, they can either walk towards a flat heather prairie or a wetland.
- **Rodeland (RL):** a flay heath («lynghei») where they can meet a devil boiling other devils in a big cauldron with tar. He can point them onwards if they pay him, sacrifice something living, or do something else unethical. You decide whether they are worthy. Their choices are, the wetland from before, or a mountain peak enveloped in clouds.
- **Vosmire (VM):** A bottomless bog where the players need to roll dexterity to not fall in. Every turn they fail (e.g. <15) they take a small damage (1D6). You can draw out a small map and decide what is enough. Having crossed the bog, they can choose between the flat heather prairie (from before), or a mountain peak enveloped in clouds.

3. Brookswall (BV)

On the top of the mountain, after they arrive, the dark rider (suspiciously satan-like) comes from the northern side (if asked his name is Grut Greybeard), and from the south two glowing figures, one with wings. The winged one could present himself as Saint Soul Michael and the other as the Son of Gold (suspiciously Jesus-like). They will set up scales and a queue of people will show up and be judged.

- A greedy man (describe how you see that) steps forward, the scales tip and his hands start to bleed.
- Children, having cursed at their parents burn.
- Siblings fighting are turned into a worm and a toad.
- Married cousins turn into two snakes.

They players can do whatever, and you decide the end.

NPC	Greybeard	Michael	Son of Gold
HP	60	60	60
AC	10	10	10
Attack	Big sword + 4 to hit and 3d6 damage	Wings: +6 to hit and 2d6 damage	Guilt: roll 15+ wisdom or take 2d6 damage.