

ALFHEIM KILNFOLK

FANTASY PREGENS BY KANE DRISCOL

A classic team of heroes, traversing the realm in search of treasure, glory, and challenges to hone their skills. Quickly dive into the world of Alheim or a world of your own design. These adventurers are ready to face any challenge and explore the darkest of dungeons!



*Index Card RPG is ©Runehammer Games
Character Art by Hankerin Ferinale, ICRPG CORE 2e*

You will need a copy of Index Card RPG, or the Index Card RPG Free Quickstart Rules to understand some of the terms used in this adventure.

INDEX CARD RPG

NAME **COLLI**

WORLD **ALFHEIM**

LIFE FORM **DWARF**

TYPE **WARRIOR**

STORY **COLLI TRAVELS WITH HIS BEST FRIEND, SPUD, IN SEARCH OF TREASURE TO REFILL THE TREASURE HOARD HE LOST.**

STR  **+4**

BASE	+3
LIFE FORM	+1
LOOT	

BASIC 

BASE	
LIFE FORM	
LOOT	

DEX  **+1**

BASE	+1
LIFE FORM	
LOOT	

WEAPONS & TOOLS  **+2**

BASE	+2
LIFE FORM	
LOOT	

CON  **+2**

BASE	+1
LIFE FORM	+1
LOOT	

GUNS 

BASE	
LIFE FORM	
LOOT	

INT 

BASE	
LIFE FORM	
LOOT	

ENERGY & MAGIC 

BASE	
LIFE FORM	
LOOT	

WIS 

BASE	
LIFE FORM	
LOOT	

ULTIMATE  **+2**

BASE	+2
LIFE FORM	
LOOT	

CHA  **+1**

BASE	+1
LIFE FORM	
LOOT	



♥ = 10 HP

DEFENSE
10 + DEF = ENEMY TO-HIT ROLL

HERO COIN

DYING
10G RNDG 'TIL DEAD

CON + LOOT
19



LOOT

EQUIPPED CARRIED
MAX 10 MAX 10

ABILITIES

① **DEFENDER: ALLIES WITHIN CLOSE RANGE OF YOU, MAY USE YOUR DEFENSE STAT**

- ② _____
- ③ _____
- ④ _____
- ⑤ _____

POWERS

- ① _____
- ② _____
- ③ _____

AUGMENTS

- _____
- _____
- _____
- _____

MASTERY





MASTERY


INDEX CARD RPG


NAME **ELANDORR** WORLD **ALFHEIM** LIFE FORM **ELF** TYPE **SHADOW**


STORY **A FUGITIVE OF THE ELVEN INVASION, ELANDORR SEEKS A WAY TO FREE HIS CAPTURED FATHER.**


STR  **+1**
 BASE _____
 LIFE FORM _____
 LOOT _____

DEX  **+4**
 BASE **+3**
 LIFE FORM **+1**
 LOOT _____

CON  **+2**
 BASE _____
 LIFE FORM _____
 LOOT _____

INT  _____
 BASE _____
 LIFE FORM _____
 LOOT _____

WIS  _____
 BASE _____
 LIFE FORM _____
 LOOT _____

CHA  **+1**
 BASE **+1**
 LIFE FORM _____
 LOOT _____

BASIC  **+2**
 BASE _____
 LIFE FORM _____
 LOOT _____

WEAPONS & TOOLS  **+2**
 BASE _____
 LIFE FORM _____
 LOOT _____

GUNS  _____
 BASE _____
 LIFE FORM _____
 LOOT _____

ENERGY & MAGIC  _____
 BASE _____
 LIFE FORM _____
 LOOT _____

ULTIMATE  _____
 BASE _____
 LIFE FORM _____
 LOOT _____





 = 10 HP

DEFENSE
10 + DEF = ENEMY
TO-HIT ROLL

CON + LOOT
14

HERO COIN




DYING
10G RND5
'TIL DEAD



LOOT	EQUIPPED	CARRIED	ABILITIES
	MAX 10	MAX 10	
SPIDER CLAWS: YOU CAN MOVE AS NORMAL ON ANY SURFACE, INCLUDING CEILINGS	<input type="checkbox"/>	<input type="checkbox"/>	1 THIEF: STEALTH ROLLS ARE ALWAYS EASY
MIXED ARMOR: +2 DEF	<input type="checkbox"/>	<input type="checkbox"/>	2 _____
SWORD AND SCABBARD	<input type="checkbox"/>	<input type="checkbox"/>	3 _____
BOW AND QUIVER	<input type="checkbox"/>	<input type="checkbox"/>	4 _____
KNIFE BELT: CARRY UP TO 8 DAGGERS	<input type="checkbox"/>	<input type="checkbox"/>	5 _____
_____	<input type="checkbox"/>	<input type="checkbox"/>	
_____	<input type="checkbox"/>	<input type="checkbox"/>	
_____	<input type="checkbox"/>	<input type="checkbox"/>	
_____	<input type="checkbox"/>	<input type="checkbox"/>	
_____	<input type="checkbox"/>	<input type="checkbox"/>	
_____	<input type="checkbox"/>	<input type="checkbox"/>	
_____	<input type="checkbox"/>	<input type="checkbox"/>	
_____	<input type="checkbox"/>	<input type="checkbox"/>	
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_____	<input type="checkbox"/>	<input type="checkbox"/>	
_____	<input type="checkbox"/>	<input type="checkbox"/>	
_____	<input type="checkbox"/>	<input type="checkbox"/>	
_____	<input type="checkbox"/>	<input type="checkbox"/>	

MASTERY



MASTERY

INDEX CARD RPG

NAME **HONMIR**

WORLD **ALFHEIM**

LIFE FORM **HILL FOLK**

TYPE **PRIEST**

STORY **HONMIR SERVES A LIFE DEBT TO YENA AND STUDIES UNDER HER AS A STUDENT.**

STR  **+2**

BASE **+2**

LIFE FORM _____

LOOT _____

BASIC  **+3**

BASE **+1**

LIFE FORM _____

LOOT _____

DEX 

BASE _____

LIFE FORM _____

LOOT _____

WEAPONS & TOOLS 

BASE _____

LIFE FORM _____

LOOT _____

CON  **+2**

BASE **+2**

LIFE FORM _____

LOOT _____

GUNS 

BASE _____

LIFE FORM _____

LOOT _____

INT 

BASE _____

LIFE FORM _____

LOOT _____

WIS  **+2**

BASE **+2**

LIFE FORM _____

LOOT _____

ENERGY & MAGIC  **+2**

BASE **+2**

LIFE FORM _____

LOOT _____

CHA 

BASE _____

LIFE FORM _____

LOOT _____

ULTIMATE  **+1**

BASE **+1**

LIFE FORM _____

LOOT _____



  = 10 HP

DEFENSE
10 + DEF = ENEMY TO-HIT ROLL

CON + LOOT

13

HERO COIN



DYING
10G RND5 'TIL DEAD



LOOT

EQUIPPED CARRIED
MAX 10 MAX 10

ABILITIES

GREEN STAFF: GAIN 3 WIS SPELLS. IF LOST, IT COMICALLY TURNS UP IN 1D4 ROUNDS	<input type="checkbox"/>	<input type="checkbox"/>
HEALING TOUCH (WIS)	<input type="checkbox"/>	<input type="checkbox"/>
QUICKNESS (WIS)	<input type="checkbox"/>	<input type="checkbox"/>
VINE WHIP (WIS)	<input type="checkbox"/>	<input type="checkbox"/>
HEALER'S CASE: HEAL 1 HP WITH INT OR WIS	<input type="checkbox"/>	<input type="checkbox"/>
QUARTER STAFF AND WRAPS	<input type="checkbox"/>	<input type="checkbox"/>
FISHERMAN'S SATCHEL	<input type="checkbox"/>	<input type="checkbox"/>
TRAVELER'S GARB: +1 DEF, +2 INVENTORY	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>

- 1 HEALER: ANY HEALING MAGIC CAST DOES ULTIMATE**
-
- 2** _____
-
- 3** _____
-
- 4** _____
-
- 5** _____
-

POWERS

- 1** _____
-
- 2** _____
-
- 3** _____
-

AUGMENTS

-
-
-
-

MASTERY

MASTERY

INDEX CARD RPG

NAME **YENA**

WORLD **ALFHEIM**

LIFE FORM **HUMAN**

TYPE **MAGE**

STORY **YENA'S MENTOR ADVISED HER TO TRAVERSE THE DANGERS OF THE WORLD TO HONE HER POWERS.**

STR		BASE	
		LIFE FORM	
		LOOT	
DEX		BASE	
		LIFE FORM	
		LOOT	
CON		BASE	
		LIFE FORM	
		LOOT	
INT		BASE	+4
		LIFE FORM	+1
		LOOT	
WIS		BASE	+1
		LIFE FORM	
		LOOT	
CHA		BASE	+1
		LIFE FORM	+1
		LOOT	

BASIC		BASE	+1
		LIFE FORM	
		LOOT	
WEAPONS & TOOLS		BASE	
		LIFE FORM	
		LOOT	
GUNS		BASE	
		LIFE FORM	
		LOOT	
ENERGY & MAGIC		BASE	+3
		LIFE FORM	
		LOOT	
ULTIMATE		BASE	
		LIFE FORM	
		LOOT	



♥ = 10 HP

DEFENSE 10 + DEF = ENEMY TO-HIT ROLL	HERO COIN	DYING 10G RND5 'TIL DEAD
CON + LOOT 11		

LOOT EQUIPPED CARRIED ABILITIES

	MAX 10	MAX 10	
ASTRAL GRIMOIRE: GAIN 3 INT SPELLS. THE BOOK IS DRAWN TO YOU.	<input type="checkbox"/>	<input type="checkbox"/>	① WILD POWER: ANY TIME YOU ROLL A MAX DIE, ROLL AGAIN
LEVITATION (INT)	<input type="checkbox"/>	<input type="checkbox"/>	② _____
ARCANE MISSILE (INT)	<input type="checkbox"/>	<input type="checkbox"/>	③ _____
CRYSTAL SANCTUARY (INT)	<input type="checkbox"/>	<input type="checkbox"/>	④ _____
TRAVELER'S GARB: +1 DEF, +2 INVENTORY	<input type="checkbox"/>	<input type="checkbox"/>	⑤ _____
KNIFE BELT: HOLD UP TO 8 DAGGERS AND KNIVES	<input type="checkbox"/>	<input type="checkbox"/>	⑥ _____
MAPS: ROLL INT TO CHECK FOR A USEFUL MAP ONCE PER LOCATION	<input type="checkbox"/>	<input type="checkbox"/>	
HEALER'S CASE: HEAL 1 HP WITH INT OR WIS	<input type="checkbox"/>	<input type="checkbox"/>	
	<input type="checkbox"/>	<input type="checkbox"/>	
	<input type="checkbox"/>	<input type="checkbox"/>	
	<input type="checkbox"/>	<input type="checkbox"/>	
	<input type="checkbox"/>	<input type="checkbox"/>	
	<input type="checkbox"/>	<input type="checkbox"/>	
	<input type="checkbox"/>	<input type="checkbox"/>	

POWERS AUGMENTS

① _____
② _____
③ _____

MASTERY

MASTERY