ALFHEIM KILHEIM

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 Alfheim 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.

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.









BASE LIFE FORM









LIFE FORM LOOT





BASE





BASE LIFE FORM











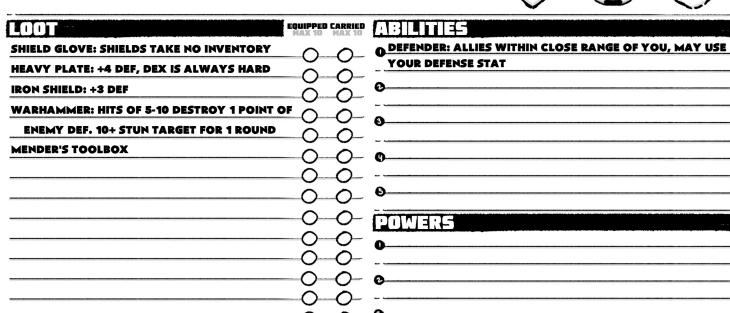












NAME ELANDORR

WORLD ALFHEIM

LIFE FORM **ELF**

TYPE SHADOW

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









LIFE FORM LOOT









LIFE FORM LOOT









BASE LIFE FORM







LIFE FORM

BASE



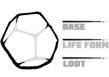


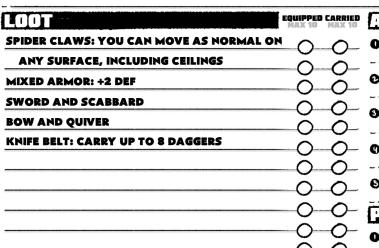












ABILITIES THIEF: STEALTH R	OLLS ARE ALWAYS EASY	
0		
9		
0		
0		
POWER5		
0		
9		
AUGMENTS		

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.



BASIC



+2



BASE LIFE FORM LOOT

WEAPONS & TOOLS



BASE LIFE FORM LOOT



BASE LIFE FORM LOOT





BASE LIFE FORM





BASE LIFE FORM





+2 BASE LIFE FORM







ULTIMATE





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LOOT	EQUIPPED CARRIED MAX 10 MAX 10	ABILITIES .
GREEN STAFF: GAIN 3 WIS SPELLS. IF LOST, IT		HEALER: ANY HEALING MAGIC CAST DOES ULTIMATE
COMICALLY TURNS UP IN 1D4 ROUNDS		-
HEALING TOUCH (WIS)		0
QUICKNESS (WIS)		-
VINE WHIP (WIS)		3
HEALER'S CASE: HEAL 1 HP WITH INT OR WIS		
QUARTER STAFF AND WRAPS		
FISHERMAN'S SATCHEL		9
TRAVELER'S GARB: +1 DEF, +2 INVENTORY		
		POWER5
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NAME SPUD

WORLD ALFHEIM

LIFE FORM GERBLIN

TYPE HUNTER

STORY TRAINED AS A TRACKER, SPUD FOLLOWS HIS NOSE TO TREASURE, GLORY, AND... REVENGE!









LIFE FORM





BASE





















TRAVELER'S GARB: +1 DEF +2 INVENTORY







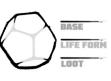




ADVENTURER'S PACK CLIMBING GEAR







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CRYSTAL SCOPE: ATTACH TO 1 RANGED WEAPON NEVER ROLL HARD TO HIT WITH THAT WEAPON

GERBLIN RIFLE (CROSSBOW): CRIT ON 19 OR 20

EQUIPPED CARRIED

DEAD EYE: USE ONE TURN TO AIM. YOUR NEXT SUCCESSFUL HIT DEALS MAX DAMAGE.

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.



BASE LIFE FORM

BASIC



LIFE FORM LOOT





WEAPONS & TOOLS



BASE LIFE FORM LOOT









BASE LIFE FORM







LIFE FORM







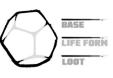


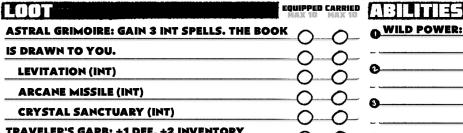


MASTERY









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CRYSTAL SANCTUARY (INT)	\tilde{c}	\tilde{c}
RAVELER'S GARB: +1 DEF, +2 INVENTORY	\tilde{c}	$\tilde{\circ}$
NIFE BELT: HOLD UP TO 8 DAGGERS AND KNIVES	\tilde{C}	
MAPS: ROLL INT TO CHECK FOR A USEFUL MAP	\tilde{c}	\tilde{c}
ONCE PER LOCATION	$\tilde{\mathcal{C}}$	\sim

RAVELER'S GARB: +1 DEF, +2 INVENTORY	\tilde{c}	\sim
NIFE BELT: HOLD UP TO 8 DAGGERS AND KNIVES	\tilde{c}	\sim
APS: ROLL INT TO CHECK FOR A USEFUL MAP	\tilde{c}	\sim
ONCE PER LOCATION	\sim	0
EALER'S CASE: HEAL 1 HP WITH INT OR WIS	\sim	\sim
	$\tilde{\mathcal{C}}$	\sim
	\sim	
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O WII	LD POWER: AN	Y TIME YO	U ROLL A MA	X DIE, ROLL A	<u>IGAIN</u>
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0-					
6					
	WERS				
0-					

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3	
AUGMENT5	

MASTERY