

RGU Hack DnD Story

Main Character:

Players Name

Race: Tabaxi

Occupation: Guard

Weather and time of day: determined randomly at the start

Focus on the guard captain

Bandits/enemies start to attack the town

Animated armour?

Rider on horseback - Zdzislaw Beksinski Painting of woman riding horse with doll in hand

Suit of arms – slaps people

The town of Hjem was settled by refugees of a calamity which destroyed a city, whose name is now lost to time. All that remains of this once powerful city is a barren frozen wasteland. The surviving individuals were predominantly made up of farmers and peasant folk who were living outside the city at the moment of its destruction.

The survivors trekked across the frozen wastes until they came across a long-abandoned settlement, where, over the course of a many years, they began the long process of rebuilding the society they once had.

As the settlement grew over time, word spread of its existence and soon many displaced beings of various races and species began to call it home.

Due to the downfall of the previous city, the survivors became extremely superstitious in nature. Because of this they began to restrict the use of magic in all forms, believing that this was the cause of the destruction.

Over the years the human elders of the new township developed an increasingly prejudiced view of magic and those who practiced the craft. By locally condemning any magic use, other races in the village didn't have the numbers to stand up to the human elders and so either lived under a theocratic style rule or left.

The village elders allowed other displaced villages to seek refuge on the condition that magic is never to be used. Even those who used magic to heal and benefit the townspeople, were soon persecuted and sometimes excommunicated.

The remaining inhabitants slowly realised that the new climate conditions caused by the wasteland prevented crops from growing, froze the water springs and caused the deaths of numerous people.

Despite protests that something needed to be done to save the lives of the remaining people and prevent the village from dying, the village elders refused to listen insisting that a 'higher power' was testing them.

They continued to exile those who disagreed with them, questioned them openly or those who rejected their views.

After a time, the village was on the verge of collapse due to many people leaving to find a safer place to live freely and without prejudice.

When the village elders began to die one by one, a new municipal government was quickly formed from the remaining villagers.

Within the first year of new leadership taking over, the remaining few neighbouring settlements moved closer and worked together to build multiple underground furnaces to prevent the village freezing over every winter. As more people found refuge the village soon grew into a township. Magic is now not frowned upon as much, apart from cold magic.

The town was then renamed to Hjem as it reflected that it was a home to anyone.

Time jump to present day.

The (player) is the guard captain and has just finished their shift duty.

After a long shift the guard captain (player) (Str:13, Dex:19, Con:15, Int:10, Wis:12, Chr:8) is off duty and drinking in the local tavern, The Wandering Trader. The atmosphere is cosy with a fire roaring in the grate. There are torches on the wall giving the large space a warm glow with the occasional flicker.

(the player) is chatting with the bartender and owner of the tavern, Deiter Haartman, a male half-elf. (Str: 17, Dex:14, Con:16, Int:10, Wis:8, Chr:12).

Hear a commotion outside

Choice:

- Ignore and continue drinking
 - 1 Leads to bad ending (took too long)

- Go investigate
 - 2 Allows time to gather equipment from the rack by the door.
 - You have gained a Kama-Yari Polearm (weapon)

Outside

If option 1 is chosen

- Game over, congratulations you're on your third pint and the town is burning around you. Well done. Take the next day off.

If option 2 is chosen, can choose further options

Option 1

- Run
 - o Congratulations, you have abandoned your post and your mother is disappointed. You never could live up to her expectations.

Option 2

- Fight
 - o Hit, miss or crit
 - o Random number generator (1-10), for damage
- Congratulations, you have defeated the enemy, your mother would be proud.

Head to the guard watchtower to gather the guards.

The watchtower is in the centre of the town.

The watchtower is constructed from rough-hewn stone and a terracotta tile roof with a wooden archway leading to a courtyard for training and keeping horses.

Once in the tower, can see in the distance on a slight hilltop a skeletal horse with a figure on its back holding a doll. The figure has jet black hair ethereally floating so that their face is completely obscured. The figure points towards the town.

Will-o'-the-wisp(s) (Str: 1, Dex:28, Con:10, Int:13, Wis:14, Chr:11) starts to approach.

Option 1

- Run
 - o Congratulations, you have abandoned your post and your mother is disappointed. You never could live up to her expectations.

Option 2

- Fight
 - o Hit, miss or crit
 - o Random number generator (1-10), for damage
- Congratulations, you have defeated the enemy, your mother would be proud.

Victory over Will-o'-the-wisp(s).

(PLAYER) looks over to where the horseback figure was standing to watch it vanish into the mist.

The town is safe for another day.