



High Concept Statement

Spellsword is a two to four player boardgame that chronicles a party of Spellswords, a name for magic wielding adventurers, seeking fortune and glory in their search for the lost city of Acheron. Players need to equip themselves in the port city of Khemri Harbor before venturing deep into the desert of the southern wastes, managing their precious food and water resources. Once they've uncovered the lost city, the party must delve beneath the sands and confront the ancient evils within.

Each player assumes the role of one of the four characters and must cooperate to cross the desert and raid the lost city. Keira Winters, an enigmatic spellcaster, Palias Cassius, a former imperial soldier, Cleroque Junta, a dwarvish missionary of Tyr, and Tealeaf Silvermoon an exiled elvish ranger have all come together for various reasons to seek the fabled lost city.



Backstory

In ages past there stood a city of immeasurable wealth and magic deep in the great dunes of the southern wastes known as Acheron. When the priesthood of the city attempted to summon an aspect of their ancient god the sands rose up and swallowed the city whole. Legends of the vast wealth of the city still persist and parties of Spellswords commonly trek deep into the wastes in search of this lost city. The player characters

start their journey in the shadowed port city of Khemri Harbor, a theocratic city-state that dominates the fertile coastline of the southern continent. To the south is the vastness of the Southern Wastes, a famous desert that stretches farther than anyone has traveled. Once the player characters are equipped, they venture forth into that great desert to uncover the lost city of Acheron.

The Alderian Empire rules most of the known world in the north, and once had control of Khemri Harbor. Wars in the northern territories have led to a decline in the empire's power in recent years, causing the edges of the empire to fall away from its control. Though the Alderian Empire is primarily human, dwarves long ago integrated into its ranks when their former holds joined in an alliance. Most in the empire worship Tyr, a god of righteousness, justice, and vengeance though other deities are part of the imperial pantheon.

Spellsword is the title given to many great adventurers who wield steel and magic in their quest for fortune, fame, and glory. There are countless stories of these adventurers and their epic quests though few have the opportunity to meet a spellsword.

The Elvish kingdoms exist in a land known as the Far Vales far to the east of the empire. They kingdoms are ancient and have long become isolationist though they had previous been at war intermittently with the city of Acheron before its demise.



The massive desert known as the Southern Wastes is a barren and treacherous place, home to the fabled Lost City of Acheron.

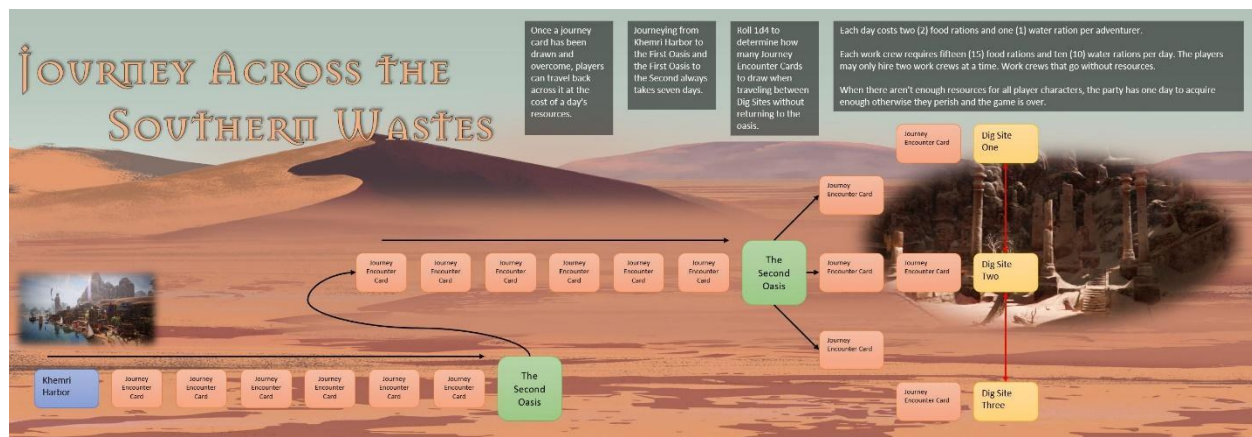
Countless people fleeing from society make their way through it for protection, as do those who prey upon the desperate.

Trade routes cross the desert in specific passages between oases lest they become lost amongst the dunes.

The primary goal of the game is to delve into the lost city and kill the Acheronian Lich to claim the vast treasures of the Acheron and return alive to tell the tale of success. This goal can be divided into three phases that the players progress through.

- While exploring the Lost City of Acheron, the party needs to find and defeat the three Archons to obtain their spirit keys. Once the spirit keys are in the party's possession, they can open the inner sanctum and confront the Acheronian Lich.

A tertiary goal of the player is to improve their character's skills and equipment throughout the journey. As the party recovers loot from their adventure, they need to decide how best to distribute it amongst themselves for maximum effect.



Character Stats Outline

There are five basic stats that each character in the game (player character and enemy NPCs) possess. They're *Armor Class* (AC), *Strength* (STR), *Intelligence* (INT), *Dexterity* (DEX), and *Constitution* (CON). In addition, each player character possesses three resource bars: The *Health Pool* (HP), *Mana Pool* (MP), and *Stamina Pool* (SP). Player characters must also track *Experience Points* (EXP) and *Character Level* (Lvl).

Players use a point-buy system at the start of player to allocate their basic stats as they see fit. Each character has a primary stat that will be the more useful stat to them in most circumstances. The exception to the point-buy is that Armor Class may not be improved using the points allocation. Armor Class is only improved by equipping various items.

Basic Character Stats

1. **Armor Class:** Represents the character's passive defense capabilities such as armor, blocking, and parrying. This number is subtracted from incoming damage.
2. **Strength:** Represents the character's physical strength and determines damage for all basic attacks.
3. **Intelligence:** Represents the character's intellect and capacity for magic. This stat determines their maximum mana pool and magical damage.
4. **Dexterity:** Represents the character's nimbleness and finesse. This stat determines their maximum stamina pool and damage with finesse (stamina) attacks.
5. **Constitution:** Represents the character's health and vitality. This stat determines their maximum health pool.

Resource Bars

A resource bar's total is determined by adding the character's base value and the total score of the relevant stat. For example, a character has a base HP value which is then increased by the characters total value of the CON stat.

1. **Health Pool:** This is a measure of the character's remaining capacity to stand and fight. When it reaches zero the character is incapacitated. A character regenerates $\frac{1}{2}$ their total constitution worth of health at the end of each encounter.
2. **Mana Pool:** This is a measure of the character's remaining capacity to cast magical spells. When it reaches zero the character is no longer able to use skills that require mana. A character regenerates $\frac{1}{4}$ (round down) their total intelligence worth of mana at the end of each encounter.
3. **Stamina Pool:** This is a measure of the character's remaining capacity to perform finesse attacks. When it reaches zero the character is no longer able to use skills that require stamina. A character regenerates $\frac{1}{4}$ (round down) their total dexterity worth of stamina at the end of each encounter.

Some characters have additional resource bars, such as Palias' Taunt Points, that are detailed below.

Experience Points and Level

Player characters earn a flat amount of experience per encounter completed. This includes encounters in the lost city and the journey encounters while traveling to Acheron. Combat encounters grant addition experience points based on the monsters listed on the card. In addition, some unique encounters grant additional experience points when certain outcomes are achieved.

When players achieve enough experience points to level up, they increase their character level by one and reset their experience points value. Characters are capped at level five where they unlock their super skill.

A few edge cases to consider:

- If the party chooses to escape a combat encounter in the lost city, they earn experience points only for the creatures they've successfully killed by that time. They forfeit the flat experience for the encounter card and the values for the remaining monsters.

Conditions

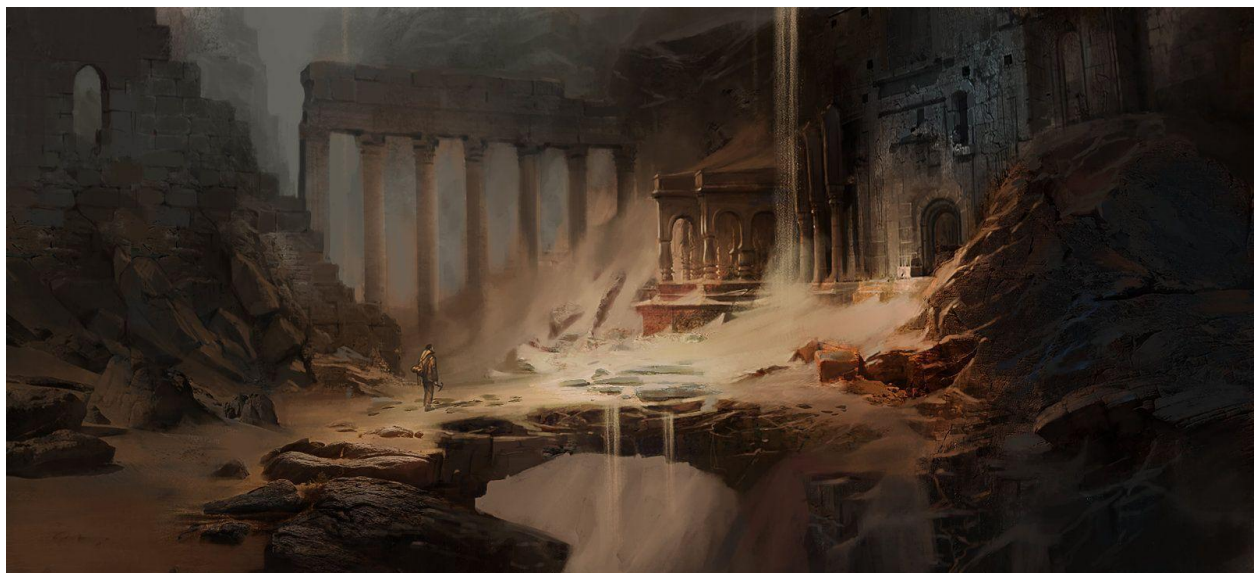
Disabled: A character suffering the disabled condition forfeits its next turn and cannot use reaction skills until its turn has passed.

Poisoned: A character suffering the poisoned condition takes 1d4 damage on each of its turns until the end of the encounter.

Disadvantaged: A character suffering the disadvantaged condition halves all their damage rolls.

Basic Player Character Skills Outline

- **Basic Weapon Attack:** Character's basic attack using their weapon. Does low damage but regenerates a small amount of either stamina or mana points.
- **Basic Special:** Character's basic special attack using their weapon or powers. Does marginal damage but has a special property.
- **Utility Skill:** An ability that does lower damage but applies a specific condition to the targeted opponent. Costs either stamina or mana.
- **Direct Damage/Heal Skill:** A single target, high damage/heal skill. Costs either stamina or mana.
- **Defensive/Reaction Skill:** A skill that increases defense or may be used as a reaction to being attacked. Costs stamina or mana.
- **Area of Effect Skill:** A skill that effects all opponents or allies on the field at once. Costs either stamina or mana.
- **Super Skill:** A character specific skill that may only be used once per adventuring day. This skill does not cost any resources.



Gameplay Overview

This section provides an overview of the different phases of play that the players will participate in during a game of Spellsword. The first section will be an overview of the process of completing a character card for your chosen character, then an overview of how combat works as well as how to establish turn order. The next section will discuss the party inventory and resource management before moving into outlining the various modes of play that occur as the game progresses.

Things Needed to Play

To properly play a game of Spellsword, you will need at least two players and no more than four. If you have less than four players someone will need to play multiple characters. You will need a play space roughly the size of a medium table to lay out the board and other items that will be used during the game. The group will need one of the following items:

- The Khemri Game Board
- The Desert Journey Game Board
- The Acheron Dungeon Game Board
- The Party Marker
- The Journey Encounter Card Deck
- The Item Card Decks
- The Combat Encounter Card Deck
- The Dungeon Encounter Card Deck

In addition to those, each player will also need one of the following:

- A player character card.
- A set of polyhedral dice (d4, d6, d8, d10, d12, d20)
- Scratch paper for tracking resources and items.

Rolling a New Character

The first step is to choose your attribute point allotment. Players should review their chosen character's skills and make spend their 15 attribute points wisely. Once the attributes are in place, you need to calculate your resource pools and regen rates. For now, you can fill in the "Armor Class" field with your character's base AC though you may increase this over the course of the game by equipping items. You should also fill in the "Level" field with a 1 and the "Experience" field with a 0. Both of this will change over the course of the game. The rest of the card (equipment and inventory) will be filled out as necessary during the course of the game.

A character's inventory slots are determined by their strength stat. For every point of STR, a character may unlock one inventory slot to a maximum of eight slots. Equipped items do not occupy inventory space, and usable items as well as junk loot may be stacked in one slot with other items of the same type.

Each player character begins with 200 gold total.

Combat

Combat occurs any time a combat type encounter card is drawn, whether during the journey or the dungeon delving phases. The first part of combat is determining the turn order for both the player characters and the enemies present. Each player should roll 1d4, with their result representing their place on the turn order. Players who roll the same number should roll another 1d4, with the higher rolling player going ahead on the turn order. The players must now roll 1d4 for each enemy present, placing them between the players as the roll indicates. For enemies that are flagged aggressive on their card, you place them ahead of the player while other monster types go behind the player.

After determining the turn order, each player and enemy takes their turn following that order. Once each player and enemy has taken their turn according to the order, the round is over and you start back at the beginning of the turn order. Conditions that end on a character's next turn last until the end of their turn on the next round. Effects that end at the end of the round last until the end of the round they were cast in.

When it's an enemy's turn, the players must roll 1d4 to determine who the enemy will attack then another 1d4 to determine what skill they attack with. Players must consider any conditions or special circumstances that alter this baseline. For example, Palias' Taunt Points will force a certain number of enemies to attack him.

When it's a character's turn, they choose a target and a skill to use. When attacked, a player may choose to use their reaction skill if they have one prior to rolling the enemy's damage.

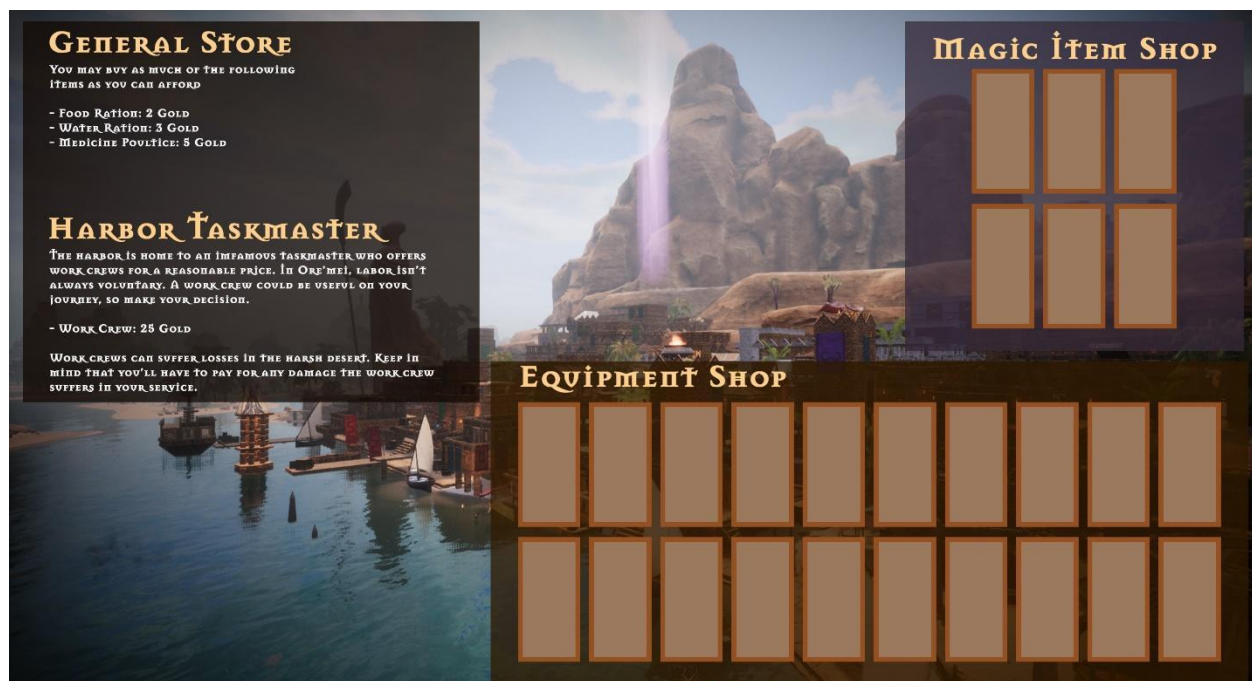
When applying damage, calculate the total damage then subtract the target's AC value from that damage. The new value is the damage the character suffers. If a target's AC voids the damage, the target is still affected by other elements of the skill such as any conditions that might be applied.

Combat ends when either all the enemies or all of the player characters are at 0 HP.

Anatomy of a Game of Spellsword

Khemri Harbor

After rolling the character stats, players need to set out the Khemri Harbor board and elect how to spend their starting gold allotment. Players need to shuffle the equipment card deck and set out twenty cards to represent the general shop inventory available at that time. They also need to shuffle the magic item card deck and set out six cards to represent the magic item shop inventory. Players may spend the listed gold price to acquire any of the items, taking the card and adding it to their inventory or equipment sections. Once a card is purchased, that item is out of stock and cannot be purchased by another player at this time. While in Khemri Harbor players may also purchase as much food, water, and medicine as they wish as well as contracting a work crew if desired.



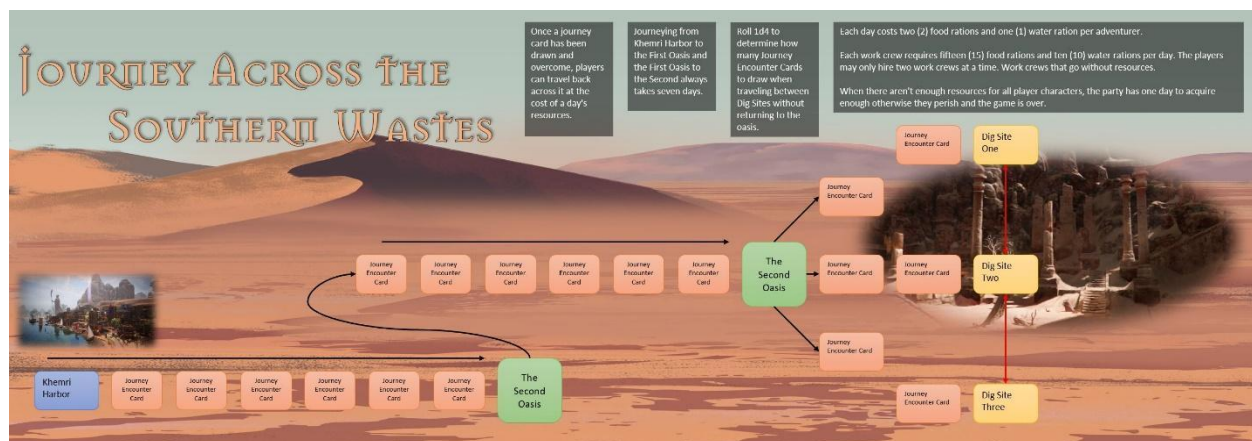
The Southern Wastes

Once the party is ready to depart Khemri Harbor, players should lay out the desert journey board. Shuffle the Journey Encounter Card deck and place a card face down in each of the marked slots on the board. Place the remaining deck to the side in case you need to draw further cards during play.

As the party progresses across the desert, turn the encounter card over and follow the instructions. Each slot the party moves across represents one day's time and requires two food and one ration to be spent per player character. If a work crew was contracted, they require 10 food and 5 water per day.

When in each oasis, players may choose to purchase rations or medicine as well as various equipment and goods. When visiting an item shop in the oasis shuffle the equipment card deck and draw six cards to represent the inventory available at that time. When visiting the magic item shop, shuffle the magic item card deck and draw three cards to represent the available inventory at that time. Players may only purchase 10 food and 5 water per day in the oasis.

When at the dig sites one player must roll a d4 to determine whether or not Acheron is discovered. If the result of the roll is greater than one the players must draw a Journey Encounter Card from the deck before moving to the next dig site. If the players fail to uncover the city at the first two visited sites, then the third automatically succeeds the check.



The Lost City of Acheron

Once players have found the site of the city, they must unearth the entrance to enter the ruins. If the party contracted a work crew, then the crew will have the excavation completed that day allowing the players to begin exploring. If no work crew is possessed, then the players must excavate themselves which takes two days. They must draw a Journey Encounter Card for each day.

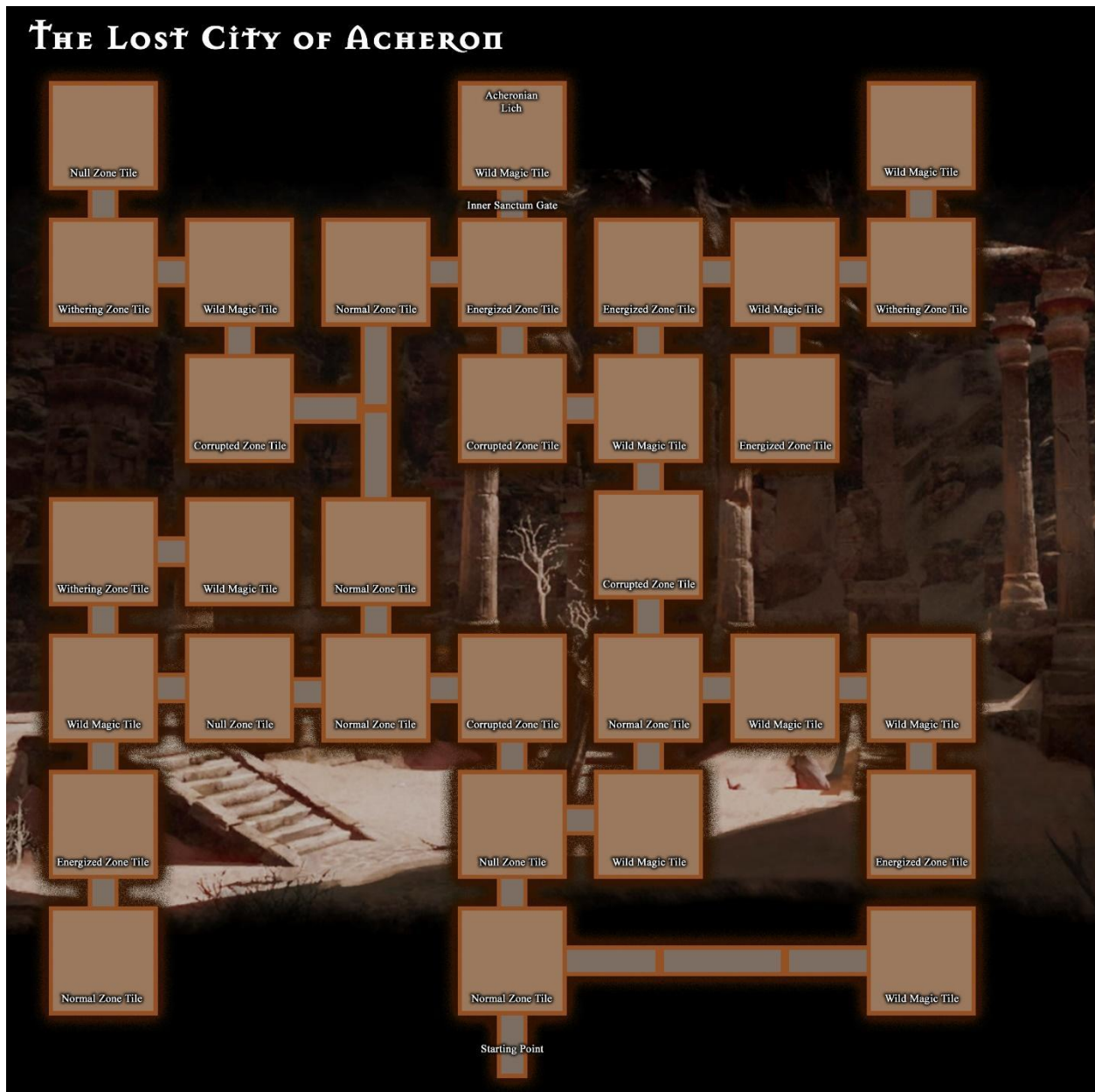
Once the entrance is excavated, players need to lay out the Acheron board. Players may explore six rooms per day and must draw a dungeon encounter card upon exploring a new room. The players must find the three keys to unlock the inner sanctum of the city to confront the Acheronian Lich. Each key is protected by a boss that must be defeated in order to take the key.

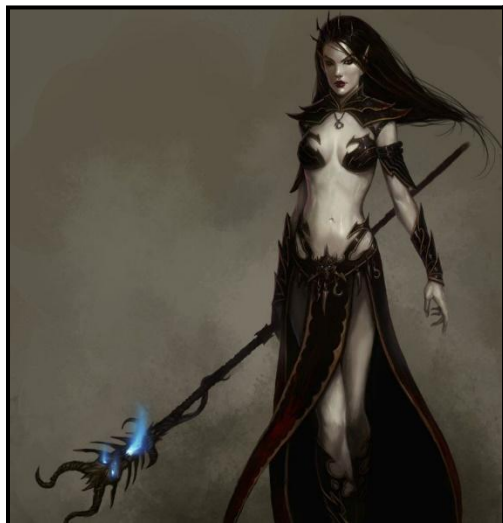
There are an equal number of dungeon encounter cards as there are rooms and hallways on the Acheron board. Players locate the bosses to battle for the three keys randomly as the relevant card will eventually be drawn from the deck as they explore the map.

During combat in the dungeon portion of the game, players may opt to “escape” if they believe all player characters may become incapacitated. When an escape is called, the adventuring day ends regardless of how many explorable rooms the party has remaining. If a character is incapacitated when the escape is called, they must be revived using a medicine poultice.

Players must continue to spend resources each day they remain at the ruins though they may return to the oasis to purchase more supplies when necessary.

Once the players have defeated the Acheronian Lich, they must safely return to Khemri Harbor with their loot to win the game.





Player Characters

Keira Winters

Primary Stat: Intelligence, Dexterity

Unique Resource: Corruption Points

Health Pool	Mana Pool	Stamina Pool
10 + CON	20 + INT	5 + DEX

Base AC: 1

Keira is a human who hails from the far north, beyond the borders of the Alderian Empire. She has a youthful appearance though appearances are never truly as they seem with those who dabble in magic. Keira's compatriots know little about her, save that she carries many strange tomes

with her at all times and worships deities unknown to the empire.

Keira's motivations for helping the party delve into the Lost City of Acheron are unclear at best, though she seems knowledgeable about the lost city and its history.

Keira is a damage and control-oriented warlock capable disabling opponents and doing moderate damage. She tends to be on the weaker side and should avoid taking damage whenever possible.

Character Skill Chart

Keira may spend corruption three points to either cast *Ethereal Step* once without mana or effect two targets with *Dominate Mind*.

Basic Attack – Scythe Slash (Generates Mana)

Keira swings her scythe at an opponent in a slashing motion. Does 1d4 + STR damage and recovers ¼ that as mana points.

Basic Special – Bloodletting Ritual (Trades Health or Stamina for Mana)

Keira takes her turn to perform a blood rite with her dagger, cutting open her palm to still her own blood. Trade up to 10 HP to recover ¾ (round down) that number as mana points or up to 20 SP to recover ¼ (round down) that number as mana points. Generates One Corruption Point

Utility Skill – Dominate Mind (Costs Mana)

Keira reaches out to a creature psychically and dominates its mind, filling it with a cacophony of sounds from creature not of this world. The target takes 1d4 damage and is disabled for one turn. Generates One Corruption Point.

Direct Damage Skill – Balefire Blast (Costs Mana)

Keira hurls a baleful blast of green and purple flame at an opponent. The target takes 1d8 + INT damage. Generates One Corruption Point.

Reaction Skill – Ethereal Step (Costs Stamina)

When attacked, Keira turns her physical form to mist as the attack passes through. Nullifies incoming damage unless the skill notes otherwise.

Area of Effect Skill – Hungering Darkness (Costs Mana)

Keira rips open a tear in the fabric of this realm, bringing forth a writhing mass of darkness that surrounds all opponents. Applies disadvantage condition to all opponents for one turn, does 1d4 + INT damage. Generates Two Corruption Points.

Super Skill – Reach Through the Gate

Keira calls forth an aspect of her dark god, Yog-Sothoth by conjuring a black gate which the entity reaches through. All opponents take 1d10 + INT damage and are disabled for one turn.



Palias Cassius

Primary Stats: Constitution, Dexterity

Unique Resource: Taunt Points

Health Pool	Mana Pool	Stamina Pool
25 + CON	5 + INT	15 + DEX

Base AC: 2

A human who once served in the Alderian Empire's imperial legions. A man in his mid-forties, Palias is a seasoned combat leader and veteran of several wars. Instead of retiring to a villa in the heartlands of the empire, Palias set out on adventure as a spellsword. Intending to try to find further fame in his journeys, Palias has set his adventuring sights on discovering the fabled Lost City of Acheron.

Palias is a bulwark on the battlefield capable of absorbing blows and keeping the enemy away from his allies.

Character Skill Chart

If Palias has any Taunt Points when an enemy has their turn, they must attack him at the cost of one taunt point.

Basic Attack – Tempered Strike (Generates HP)

Palias makes a strike with his shortsword for 1d4 + STR damage. Generates ¼ of that value as HP. Does not generate Taunt Points.

Basic Special – Shield Bash (Stamina for Taunt Point)

Palias strikes an opponent with his shield doing 1d4 + STR damage. One Taunt Point is generated per 10 stamina spent; minimum 10 stamina must be spent.

Utility Skill – Grapple Opponent (Costs Stamina)

Palias grapples an opponent forcing them into a melee with him alone. The grappled creature may only attack Palias on its next turn. Generates one Taunt Point.

Direct Damage Ability – Piercing Strike (Costs Stamina)

Palias jabs an opponent in their weak spot with his shortsword doing 1d6 + DEX damage. Does not generate Taunt Points.

Defensive Skill – Emperor's Shield (Costs One Taunt Point)

Palias moves himself between one of his allies and the opponents forcing them to attack him instead of that ally. Does not generate Taunt Points.

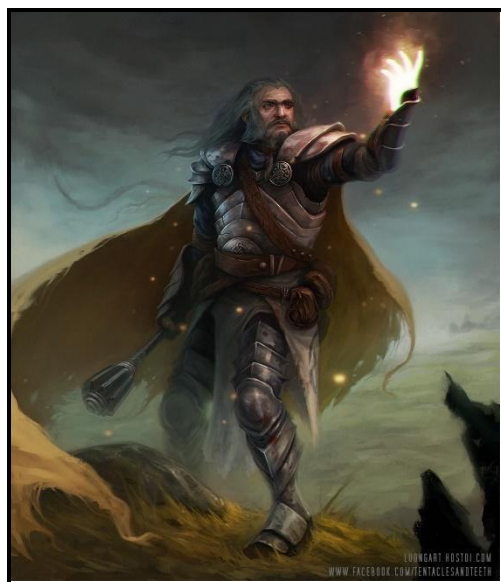
Area of Effect Skill – Taunting Call (Costs Stamina)

Palias lets forth a bellowing taunt to the opponents forcing them to attack him on their next turn.

Generate two taunt points.

Super Skill: Plant the Standard

Palias conjures an imperial standard which he plants firmly into the ground. All opponents must attack Palias for the next two turns and he takes half damage from all sources. He does not lose Taunt Points during the two turns this skill is active.



Cleroque Junta

Primary Stats: Dexterity, Intelligence

Unique Resource: Faith Points

Health Pool	Mana Pool	Stamina Pool
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15 + CON	15 + INT	15 + DEX
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Base AC: 1

A Dwarven Priest of Tyr who hails from the dwarven kingdoms of the northern mountains that have joined the Alderian Empire. Cleroque has traveled the southern lands for years administering to the faithful of Tyr and aiding the empire when they maintained control over the region. A vision from his god instructed him to aid the party in cleansing lost city of its corruption. The vision sent him to find Palias, who he follows as the party's leader.

Cleroque is a penitent and devoted follower of Tyr and the broader imperial pantheon. His devotion and study have granted him potent healing magics and a zealous temperament.

Charact Skill Chart

Cleroque may spend Faith Points to increase the healing done by his magics.

Basic Attack – Cudgel Strike

Cleroque strikes an opponent with his cudgel dealing 1d4 + STR damage. Recover ¼ (round down) of that value as either mana or stamina points.

Basic Special – Righteous Flame

Cleroque burns with the righteous flame of Tyr. Spend Faith Points to recover five stamina and five mana per point. The recovered points may be given to allies or claimed by Cleroque.

Utility Skill – Tyr's Blessed Shield (Costs Mana)

Cleroque utters a prayer for Tyr's holy protection conjuring a divine shield around a chosen ally. Increase a chosen ally's AC by one until your next turn. Generates one Faith Point.

Direct Healing Skill – Revitalize the Flock (Costs Mana)

Cleroque's hands burn white hot as he sears the pain away from a single ally. A chosen ally recovers 1d8 + INT health points. Generates two Faith Points.

Defensive Skill – Golden Armor (Costs Stamina)

Cleroque whispers a prayer in Tyr's name causing a golden cuirass to form around someone. Grant an ally or yourself +1 AC and immunity to all conditions until your next turn. Generates two Faith Points.

Area of Effect Skill – Sacred Circle (Costs Mana and Stamina)

Cleroque clasps his hands together in a thunderous clap! Searing white energy bursts from his body surrounding all allies. Heal all allies for 1d6 + INT health points.

Super Skill – Resurrection

Summon an angel of Tyr to revive a fallen companion. Return one incapacitated ally to full health, stamina, and mana points.



Tealeaf Silvermoon

Primary Stat: Dexterity, Strength

Unique Resource: Fury Points

Health Pool	Mana Pool	Stamina Pool
10 + CON	5 + INT	20 + DEX

Base AC: 1

An elven ranger from the Far Vales to the east. A seasoned ranger of the forests, Tealeaf failed in a great task appointed by her kingdom's ruler and was banished from elven lands under punishment of death. Hoping to win an end to her exile, Tealeaf has joined a group of spellswords attempting to raid the lost city of Acheron. The former inhabitants were ancient enemies of the elvish people, and Tealeaf hopes success in this endeavor will be looked upon with kind eyes.

Tealeaf is a skilled marksman capable of inflicting massive damage against single targets.

Character Skill Chart

Tealeaf earns Fury Points for damaging her marked target and can use the points to enhance her damage dealt.

Basic Attack – Bow Shot

Tealeaf lets an arrow fly at her target causing 1d4 + STR damage. Recover ¼ (round down) that value as stamina points.

Basic Special – Mark Target

Tealeaf can mark a single opponent as her target. When attacking the marked target, Tealeaf does an additional 1d4 damage and generates one Fury Point.

Utility Skill – Full Draw (Costs Stamina)

Tealeaf draws her bow as much as it will bear, sending a powerful shot downrange. The target suffers the disadvantage condition. Generates one Fury Point.

Direct Damage Skill – Aimed Shot (Costs Stamina)

Tealeaf aims at a weak point in the opponent's defenses doing $1d8 + \text{DEX}$ damage. Generates one Fury Point.

Reaction Skill – Counterstrike (Costs Stamina)

When attacked, Tealeaf can counterstrike with a quick shot arrow doing $1d4 + \text{DEX}$ damage. Does not generate a Fury Point.

Area of Effect Skill – Volley Shot (Costs Mana)

Tealeaf quickly fires a volley of arrows at the opponents. All enemies take $1d4 + \text{DEX}$ damage. Generates one Fury Point.

Super Skill – Ranged Execution

Tealeaf fires a magical arrow at the target's heart dealing $3d10$ damage. Generates two Fury Points.



Generic Enemies

The generic enemies are split into two categories depending on where they are found in the game world. Overland enemies are found in the Southern Wastes and make up the opponents the players may encounter on their journey to the Lost City. Acheronian enemies are those found within the depths of the lost city itself.

Overland Enemies

Dire Wolf – A large desert wolf that stalks the crags and rocky patches of the desert in packs searching for food. These creatures are incredibly savage as every meal is a fight in the harsh desert. Most seasoned desert travelers know to give the dire wolves a wide berth if possible.

Armor Class: 1

Strength: Dire Wolves have average strength and their bite attack damage is derived from the stat.

Intelligence: Dire Wolves have little more intelligence than other beasts.

Dexterity: Dire Wolves have a high dexterity to facilitate a strong special attack.

Constitution: Dire Wolves have average constitution with reasonable hit points.

Skills

Bite – The Dire Wolf bites the opponent doing 1d4 + STR damage.

Frightful Howl – The Dire Wolf howls towards the sky. Allied Dire Wolves gain +1 AC for until this creature's next turn.

Charge – The Dire Wolf charges the opponent doing 1d4 + DEX damage and applying the disadvantaged condition.

Cleave – The Dire Wolf rakes its claws across the target doing 1d6 + STR damage. The target takes an additional 1d4 damage on their next turn.

Bleached Skeleton – These enchanted bones have languished in the scorching desert sun for ages untold, turning the remains bleached white. Strange magics drive these shambling creatures and legends say the Acheronian Lich is their master.

Armor Class: 1

Strength: Bleached Skeletons have high strength deriving most of their attacks from the stat.

Intelligence: These creatures lack intelligence and compulsion is all that drives them.

Dexterity: Bleached Skeletons have little dexterity.

Constitution: Bleached Skeletons have average constitution. Their old bones are brittle and weak but the magic driving them allows them to survive some wounds.

Skills

Scimitar Slash – The Bleached Skeleton slashes the target with its scimitar doing 1d4 + STR damage.

Scimitar Throw – The Bleached Skeleton hurls its scimitar at the target dealing 1d4 + DEX damage.

Reanimate – The magic compelling the Bleached Skeleton summons bones from beneath the sands healing the skeleton for 1d4 + CON health points.

Bone Burst – The Bleached Skeleton bursts in a magical blast, sending bone fragments everywhere. All player characters take 1d6 + STR damage and the Bleached Skeleton loses half its remaining health.

Desiccated Zombie – This zombie's flesh has dried to a brittle husk in the heat of the desert, rendering it almost like sand. These creatures are often drawn towards sources of water, lumbering with a staggered gait towards their target.

Desert Thug – The desert calls many desperate souls to its expanse, some come seeking to prey upon the unfortunates while others slowly turn into what hunted them before. Desert Thugs are some of the worst humanoids the region has to offer. Murderers the lot of them, negotiation is no longer something they understand.

Armor Class: 2

Strength: Desert Thugs possess higher strength than most.

Intelligence: Desert Thugs possess average intelligence, like most humanoids.

Dexterity: Desert Thugs possess high dexterity to compliment many of their attacks.

Constitution: Life in the desert is hard and these humanoids have adapted well.

Skills

Sword Strike – The thug strikes with their sword dealing 1d4 + STR damage.

Grapple – The thug grapples their target doing 1d4 + DEX damage, forcing the target to attack the desert thug on their next turn.

Sand Blast – The thug conjures a blast of sand at their target dealing 1d6 + INT damage.

Furious Attack – The thug charges into the party flailing their sword in a flurry of slashes. All player characters take 1d4 + DEX damage.

Giant Scorpion – A massive version of the mundane scorpion, grown large from the strange magics of the desert. Giant Scorpions attack with claw and poisoned barb, often strike first with claws before their tail lands the killing blow.

Acheronian Enemies

Sand Wraith – An incorporeal creature surrounded by swirling sand that stalks the halls of the lost city. The origin of the sand wraiths is unknown though they occasionally emerge from the lost city. These foul creatures sap the vitality from their victims, slowly desiccating their bodies.

Armor Class: 2

Strength: The Sand Wraith has little physical strength.

Intelligence: The Sand Wraith has high intelligence and high capacity for magic.

Dexterity: The Sand Wraith is not very dexterous as it has no physical form.

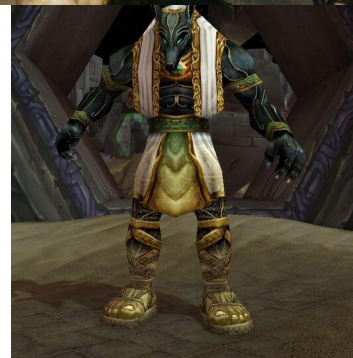
Constitution: The Sand Wraith has an unnaturally high constitution due to its potent magics.

Lesser Mummy – A member of Acheron's nobility in life, these poor souls believed paradise awaited them in the afterlife. Instead, they're now undead slaves bent to the will of the Acheronian Lich. The Lesser Mummy is an undead creature wrapped in linen bandages that is capable of casting minor spells and attacking with its claws.

Priest of Acheron – One of the priests that served the Acheronian Lich in life made into an undead abomination. These beings retain their free will though their immortal state is tied to the lich ensuring absolute loyalty. Priests of Acheron are often found roaming the halls of the lost city leading lesser creatures.

Cynop Guard – A lumbering obsidian construct with the head of a great jackal and the body of a man. These singularly minded beasts stalk the halls of the Lost City, dressed in traditional Acheronian robes, killing anything that trespasses in the Acheronian Lich's domain. Cynop Guards were once the bodyguards of the temples of Ishtar, now they are little more than mindless servants of the Acheronian Lich.

Giant Cobra – A massive serpent that coils itself into tight spaces to hide, bursting forth when the opportunity to surprise prey arises. Giant Cobras prefer to bite their prey and inject a potent poison that kills quickly. However, when confronted by someone who is able to resist the poison or bite the cobra often attempts to wrap itself around the prey and squeeze the life from its body.



Boss Enemies

There are a total of four bosses within the Lost City of Acheron that the party must confront and defeat to obtain victory. The final boss is the Acheronian Lich who resides within the inner sanctum which is only accessible after defeating the other three bosses (The Archons) to obtain their spirit keys.



The Acheronian Lich

What remains of this creature's flesh has long rotted away while its soul resides within a phylactery gem inlaid into its constructed body. This creature is pure hatred and evil bound to a construct with any shred of its former human long lost. The Acheronian Lich once served the dark god Ishtar, the patron deity of Acheron. However, as its lust for power and immortality grew the Acheronian Lich betrayed Ishtar by summoning an aspect of the deity to consume in the ritual to become a Lich. The vengeful Ishtar condemned the whole city and all of its hapless residents to destruction as the sands of the desert rose to consume the city. What remains in the lost city of Acheron are little more than slaves to the ancient Acheronian Lich.

Baleful eldritch green energies coalesce around this creature at all times, cackling in unnatural arcs. It bears a staff fashioned in the shape of Ishtar's dark sign.

Character Skill Chart

Eldritch Arc – The Acheronian Lich sends a bolt of eldritch energy from its staff towards an opponent. (Direct Damage)

Scarab Swarm – The Acheronian Lich pulls a swarm of scarabs from beneath the sands which swarms an opponent. (Disadvantage Target)

Necrotic Pulse – The Acheronian Lich slams its staff into the floor sending a pulse of necrotic energy outwards in all directions. (Disable AoE)

Vampiric Leech – Red flashes burst from the Acheronian Lich's hand pulling portions of the target's life force back to it. (Direct Damage/Self Heal)

Withering Touch – The Acheronian Lich grasps the target, withering the point of contact. (Minor Damage, Damage Total Constitution)

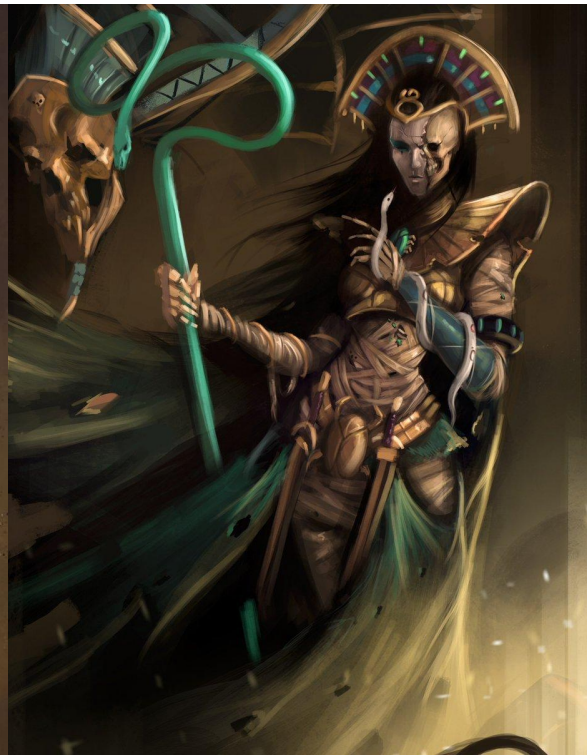
Ancient Word: Pain – The Acheronian Lich bellows forth an ancient phrase that wracks all present with intense pain. (Damage AoE)



Yav'Pai (Archon)

The entity that stood at the right side of the Acheronian Lich in life, Yav'Pai was once a most devoted priest of Ishtar before the fall of the city. Bound to the Acheronian Lich's soul, Yav'Pai is little more than an extension of that creature's vile will.

Yav'Pai was a being of incredible magical power in life and has only grown in capability in undeath. Yav'Pai utilizes mostly single target damage skills with no supporting monsters.



Annunaki (Archon)

Annunaki is a battlefield control boss that uses illusion and memorization to disable and kill the players. She has several supporting monsters in her battle.



Lagash (Archon)

Lagash was a commander of the military forces of Acheron and supporter of the Acheronian Lich. Lagash is an expert in martial tactics and uses minimal magic which has been supplied by the Acheronian Lich.

Lagash has a high amount of health points and reasonable Armor Class making him a tough opponent despite his poultry amount of damage.

The Lagash encounter features four unique enemies called *Obsidian Pylons*. The pylons heal Lagash to full health on each of their turns. In addition, he gains AC and damage for each pylon that is still functional.

Players need to destroy the pylons before attempting to destroy Lagash.

Non-Player Characters

Most NPCs the players encounter who aren't enemies are shopkeepers at the various locations.

Shopkeepers



Polina Tashkova – Khemri Harbor – Magician Items Merchant
Polina is a tall woman with long dark hair and a yellow turban. She is wearing a yellow robe with a blue sash and is sitting on a wooden chest. She is holding a string of beads in her right hand.



Polina Tashkova – Khemri Harbor – Magician Items Merchant
Polina is a tall woman with long dark hair and a yellow turban. She is wearing a yellow robe with a blue sash and is sitting on a wooden chest. She is holding a string of beads in her right hand.



Polina Tashkova – Khemri Harbor – Magician Items Merchant
Polina is a tall woman with long dark hair and a yellow turban. She is wearing a yellow robe with a blue sash and is sitting on a wooden chest. She is holding a string of beads in her right hand.

Ummon the Meat Merchant – Khemri Harbor – Food Ration Merchant

A butcher in the slums district of the city, Ummon the



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Informative NPCs

The Speaker – Khemri Harbor

Speaker – Khemri Harbor – General Speaker
Speaker – Khemri Harbor – General Speaker
Speaker – Khemri Harbor – General Speaker

The Speaker is a public figure of the Cult of Ishtar that rules Khemri Harbor and its surroundings. Flanked on either side by armor clad soldiers, the Speaker administers the cult's daily proclamations in the city's agora. The Speaker can offer information about Ishtar as well as relay some of the legend of the Lost City of Acheron and Ishtar's role in its destruction.



Ariadne & Kalidas – Ilbedab Oasis

A traveling couple from Alderia, the capital of the Alderian Empire, these two are trekking the empire's periphery with an entourage of servants and guards. They are both curious about local fauna and can offer information about many of the different enemies the players will face.



Iman the Cursed – Waning Crescent Oasis

Iman the Cursed is a withered human who has grown unnaturally frail from an encounter with a Sand Wraith. He claims to have found the Lost City in his travels and was cursed for it. He can offer the players information about the three Archons, the spirit keys, and the Acheronian Lich itself. Iman is also unusually knowledgeable about the potential enemies one might face within the Lost City.

Items, Equipment, Resources, and Treasure

This contains a list of the various equipment, magical items, and treasure items that can be acquired throughout Spellsword. Beyond those, the basic resources are also described here.

Basic Equipment

Cloth Armor – Robes, tunics, and other cloth outfits can be fitted to offer limited protection for the wearer without hindering their ability to work magics.

+ 1 AC

+ 10 Mana Points

Leather/Hide/Fur Armor – Offers reasonable protection with minimal restrictions on movement and the wearer's ability to cast magic.

+ 1 AC

+ 10 Stamina Points

- 1 damage on Magic attacks

Metal Armor – Offers solid protection at the cost of movement and magical ability. (Requires STR 10)

+ 2 AC

- 1 Damage on Magic Attacks

Plate Armor – Offers the best protection possible at the cost magical ability and movement. (Requires STR 12)

+ 3 AC

- 10 Stamina Points

- 4 Damage on Magic Attacks

Steel Weapon – This weapon is forged with steel of excellent quality.

+ 1 Damage for Basic Attacks

Steel Off-Hand Item – This item is forged with steel of superior quality.

+1 Damage all attacks.

Magical Equipment

Pendant of Abazar (Necklace) – This pendant houses a glittering gem of topaz color that fills its wearer with a sense of strength.

+ 1 STR

Recover an additional point of resource when using the basic attack.

Desert Walker's Talisman (Talisman) – This talisman takes the form of a jeweled water skin that always seems to have one day's worth of water within.

While equipped, this character does not need the daily water ration.

Signet Ring of Tyr (Ring) – This ring bears the holy symbol of the god Tyr.

Any effect that restores HP restores an additional two points while this ring is worn.

Orb of Yog'Sothoth (Talisman) – A strange orb adorned with unknown symbols across its surface.

+ 5 Mana Regen.

Elvish Moon Choker (Necklace) – A large inlaid crystal that glows under the light of the moon.

+ 5 Stamina Regen.

Obsidian Weapon – A weapon forged of tempered obsidian brimming with magical energies.

+ 2 to all damage causing attacks.

Ishtar's Icon (Talisman) – A small idol fashioned in the icon of Ishtar. The idol has several bladed edges that are razor sharp.

Trade 5 HP for either 5 MP or SP. (Once per turn)

Ring of Misty Step – This silver ring with a small inlaid ruby retains a misty aura around it at all times.

While equipped the wearer can cast the following skill

Reaction Skill – Misty Stride (20 MP)

When an opponent attacks, you turn to mist dodging the attack and nullify any damage. Conditions are still applied.

Useable Items

Health Panacea – This glass vial is filled with a thick red liquid that gives the faintest glow. (Cost: 20 gold)

Restore 2d4 health points on use.

Stamina Tincture – This oddly shaped vial contains a bubbling green liquid. (Cost 25 gold)

Restore 2d6 stamina points on use.

Mana Potion – This glass vial contains a sparkling blueish liquid that glows in an iridescent hue.

Restore 2d6 mana points on use.

Panacea of Strength – This glass vial contains a sparkling yellow liquid.

+ 1 STR until your next turn on use.

Panacea of Intellect – This glass vial contains a sparkling blue liquid.

+ 1 INT until your next turn on use.

Panacea of Adroitness – This glass vial contains a sparkling green liquid.

+ 1 DEX until your next turn on use.

Panacea of Vitality – This glass vial contains a sparkling red liquid.

+ 1 CON until your next turn on use.

Stygian Venom Tincture – A glass vial of a potent toxic concoction used by many assassins.

+ 5 Damage on next Stamina skill.

Junk Loot

Tattered Clothes – These clothe garments once belonged to someone who seems to have met a grisly end.
(Worth: 5 gold)

Dire Wolf Tooth – These large canines are prized amongst desert travelers for their sharpness and size.
(Worth: 15 gold)

Rusty Scimitar – This blade has long since seen its day for combat. Still worth something though.
(Worth: 10 Gold)

Obsidian Shard – This shard of obsidian was taken from a fallen Cynop Guard. Magical energies yet linger...
(Worth: 30 Gold)

Acheronian Linens – These ancient fabrics are still in excellent condition despite the ages. While their craftsmanship was excellent, their style is “dated.”

(Worth: 25 Gold)

Linens – Fabrics always fetch a decent price no matter where they come from.

(Worth: 10 Gold)

Serpent Skin – The coils of a great serpent are priced in the southern wastes.

(Worth: 20 Gold)

Bones – Not worthless, but barely of value. Inhabitants of the desert aren’t choosy in the bones they use to fashion tools.

(Worth: 3 gold)

Ectoplasm – Left behind by various specters and otherworldly haunts, ectoplasm has a variety of alchemical uses.

(Worth: 20 Gold)

Torn Linens – The stench of what occupied this fabric previous still lingers...

(Worth: 5 Gold)

Resource Items

Food Ration – This item contains one ration’s worth of food. (Cost: 2 Gold)

Water Ration – This item contains one ration’s worth of water. (Cost: 3 gold)

Medicine Poultice – This item contains enough medicine to stabilize one humanoid to recovery. (Cost: 5 Gold)

Gold Coin – Gold makes the world go round, and nearly all of these coins may be used as currency along the edge of the empire.

Appendix A – Deities

A quick list of the relevant deities in the world, including those referenced throughout the backstory of this adventure. Most of the deities fall into the pantheon of traditional deities of the Ori'Mei region where Khemri Harbor resides and the imperial pantheon of the empire. A few periphery deities also exist that some of the player characters worship or follow.

Imperial Pantheon

Most citizens of the Alderian Empire worship each of these deities at a local temple or shrine in the settlement. Larger urban centers might have specialized temples for each deity though most settlements have a single temple dedicated to all of the gods. A citizen of the empire might choose a patron deity to honor more frequently based upon their profession or desires though they would not shirk devotion to the others lest they bring misfortune upon themselves.

While sacrifices are common enough in the rituals for the gods, they exclusively call for animal or material sacrifices. Imperial citizens frown on the blood rites of other religions and have outlawed human sacrifice in their lands.

Deity Name	Alignment	Title	Domains	Symbols
Tyr	LG	The Righteous God	Warfare, Light, Justice	A cudgel backed by balanced scales
Eir	LN	Matron of the Dead	Death, Grave	Black Disc encircled with a purple border
Oghma	NG	The Elder Sage	Knowledge, Magic	A blank scroll
Vestigga	LG	The Dutiful Daughter	Hearth, Life, Motherhood	A sheaf of grain
Mannus	LG	The Enduring Steel	Forge, Craftsmanship	A silver flame emerging from an anvil

Ori'Mei Traditional Pantheon

The traditional pantheon fell largely out of favor when the empire had control of Ori'Mei though pockets of the devoted and temples still exist. With the waning strength of the empire, the traditional pantheon and its numerous cults are gaining power once again. While most citizens pay lip service to all of the gods when necessary, it's common to choose a patron deity that is worshipped nearly exclusively. Temples are never shared between gods in the Ori'Mei pantheon and changing power dynamics occasionally see the cult of one god attack the cult of another.

Most of the deities of the traditional pantheon expect numerous sacrifices of animals, materials, and even humans. Criminals in the cities of Ori'Mei are as likely to end up chained to an altar as they are a slave.

Deity name	Alignment	Title	Domains	Symbols
Ishtar	CN	Mistress of the Cycle	Life, Death	An eight-pointed star backed by a dull red circle
Dumuzid	CN	The Ferryman	Grave, Death	A black splash with three white dots
Enki	N	Lord of Change	Magic, Knowledge, War	A red strike
Hastur	N	Clad in Yellow	Trickery, Knowledge, Craftsmanship	Yellow book with a white mask resting upon it

Nihiline	N	The Virulent Storm	Desert, Storms, Light	A dull green ankh on a red splash
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