

Isengrim Manor

Once Upon a Time...

There was a castle in the woods, ruled by a Great Beast, and its name was Isengrim Manor. But the Beast was murdered by the Crimson Huntress and his heir ran off with her, leaving Isengrim Manor for the thieves...

You are those thieves. Fleeing from the Lady of Glass and Thorns and her legions, the Fellowship has arrived at Isengrim Manor, finding it abandoned by the Great Beast who promised them sanctuary and assistance. With only twelve days until the Lady's armies reach the Manor, the Fellowship will need to delve into it in order to gather allies and relics that might offer a chance of victory against a queen who shattered destiny itself.



LAYOUT BY NIGHTWORM



DELVES

An Isengrim Manor campaign consists of twelve days, each day focused on a Delve into one of the Manor's ten regions.

The First Delve: The first Delve represents the Fellowship arriving at the Manor on the first day of the campaign. It is always spent exploring the Courtyard.

The Core Delves: The core Delves represent the ten days between the Fellowship arriving at Isengrim Manor and the Lady of Glass and Thorns catching up with them. The Fellowship chooses which regions to explore in each Delve.

The Twelfth Delve: The Twelfth Delve represents the Fellowship's final confrontation with the Lady of Glass and Thorns after her legions arrive at the Manor on the twelfth day of the campaign. It is always spent exploring the Wartorn Courtyard.

Call to Adventure: Before each Delve, the Fellowship must choose a region to explore, then select adventurers to send on the Delve. When selecting adventurers, consider using one of the following options to inject some unpredictability into the game.

Binary Shuffle: Shuffle the Fellowship Deck, then go around the table, each player drawing two cards and choosing one of them for the Delve. If the number of players is more than half the number of adventurers in the Fellowship, shuffle unused adventurers back into the deck between each player.

Phase Decks: Divide the Fellowship up by Phase, then shuffle each smaller deck. Each player chooses a Phase, then draws a card from that deck and plays as that adventurer for the upcoming Delve.

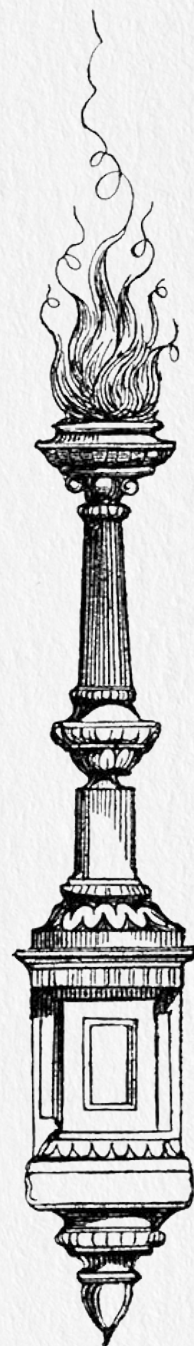
Into The Manor: Once adventurers are selected for the day, the Delve may begin. The GM reveals the Map for the region being explored, and play begins at Phase 1 in the region's designated Entry point.

Resolve: The Fellowship begins each Delve with five Resolve.

Underclock: The Underclock begins each Delve with ten Hours.

Retreat: The Fellowship may choose to end the Delve at any time. If they are at one of the region's Exits, they automatically succeed. If they are not, each surviving adventurer must roll to Retreat.

Return To Camp: At the end of each Delve, each surviving adventurer may take two Downtime Actions.





PHASES

Instead of using clockwise turns like traditional Index Card RPG, Isengrim Manor divides Rounds into five smaller Phases.

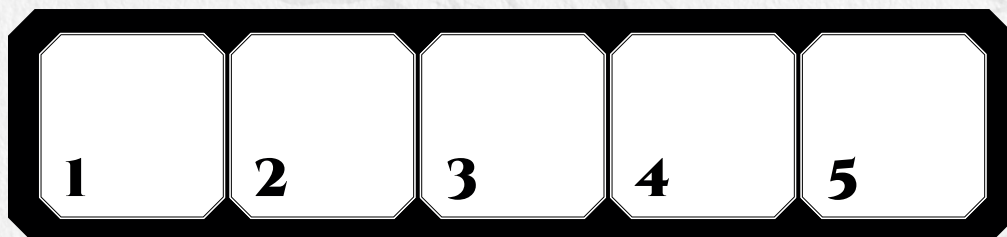
Adventurer Phases: Each adventurer acts in a specific Phase. The Adventuring Mice act in two Phases each round.

Sharing A Phase: When multiple adventurers act in the same Phase, they choose the order in which they act. They may change this order at any time.

Using Your Phase: When it is your Phase to act, you may take a full turn as outlined in Index Card RPG.

Enemies in Phases: Foes can act in multiple Phases each round or take multiple turns in a single Phase. Enemies always act after any adventurers that share their Phase.

End of Round: Strike the Underclock at the end of each Round.



THE UNDERCLOCK

Used to raise the stakes and apply time pressure to the Fellowship, the Underclock acts a unifying mechanic across the Manor, allowing each region to use a common language while retaining their own quirks and tensions.

Hours: The Underclock is counted in Hours.

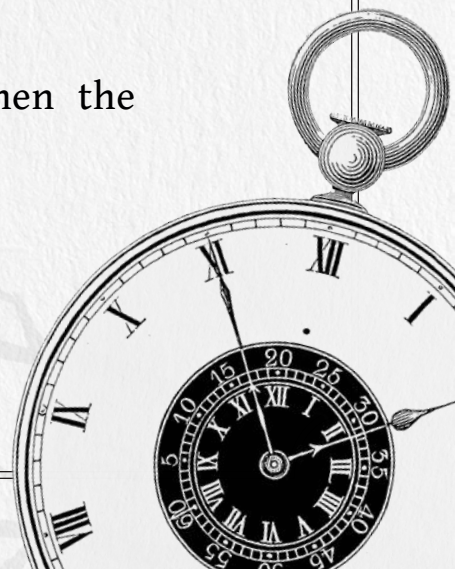
Strike the Underclock: Whenever you Strike the Underclock, it loses an Hour.

Rewind the Underclock: Whenever you Rewind the Underclock, it gains an Hour.

Embark at Morning: The Underclock begins each Delve with ten Hours.

Time Marches On: Strike the Underclock at the end of each Round.

The Silent Toll: The Silent Toll happens when the Underclock runs out of Hours.





RESOLVE

A powerful resource for the players, Resolve is used to turn the tide against the Fellowship's enemies. Resolve can and should be used to bend the normal rules of the Manor.

The Resolve Pool: The Fellowship begins each Delve with five Resolve.

Salvaging Attempts: When a player fails an Attempt, they may spend Resolve to add a D10 to the total, potentially changing the Attempt into a success.

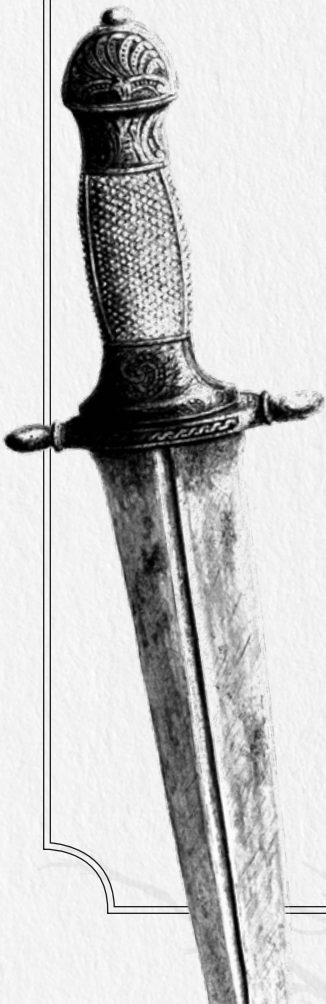
Improving Effort: Players may spend Resolve to add a D10 to an Effort role to increase its effect.

Ignoring Damage: Players may spend Resolve when they are attacked to reduce the damage by 1D10.

Taking Extra Actions: Players may spend Resolve to take an extra action on their turn.

Moving Phases: Players may spend Resolve as a Round begins to act on a different Phase that Round.

Surviving Retreats: When you Retreat, you may spend Resolve to minimize the damage taken.



DEATH

The most important part of any story is the end. Here's how they end in Isengrim Manor.

One Last Action: When adventurers reach 0 HP in Isengrim Manor, they do not fall unconscious or roll a Dying Timer.

Last Breath: If an adventurer ever ends their turn with 0 HP, they die.



Without a way to make new characters, character death might permanently remove important roles from the Fellowship. Here are some potential ways to handle character death in the Manor.

During A Delve: When an adventurer dies in a Delve, their player may choose to play another adventurer for the rest of the Delve.

All Things End: When an adventurer dies, permanently remove them from the Fellowship roster. This method means the Fellowship can run out of members, at which point the campaign ends.

Archetypes: When an adventurer dies, simply reset their character sheet as a new incarnation of that archetype arrives at the Manor.

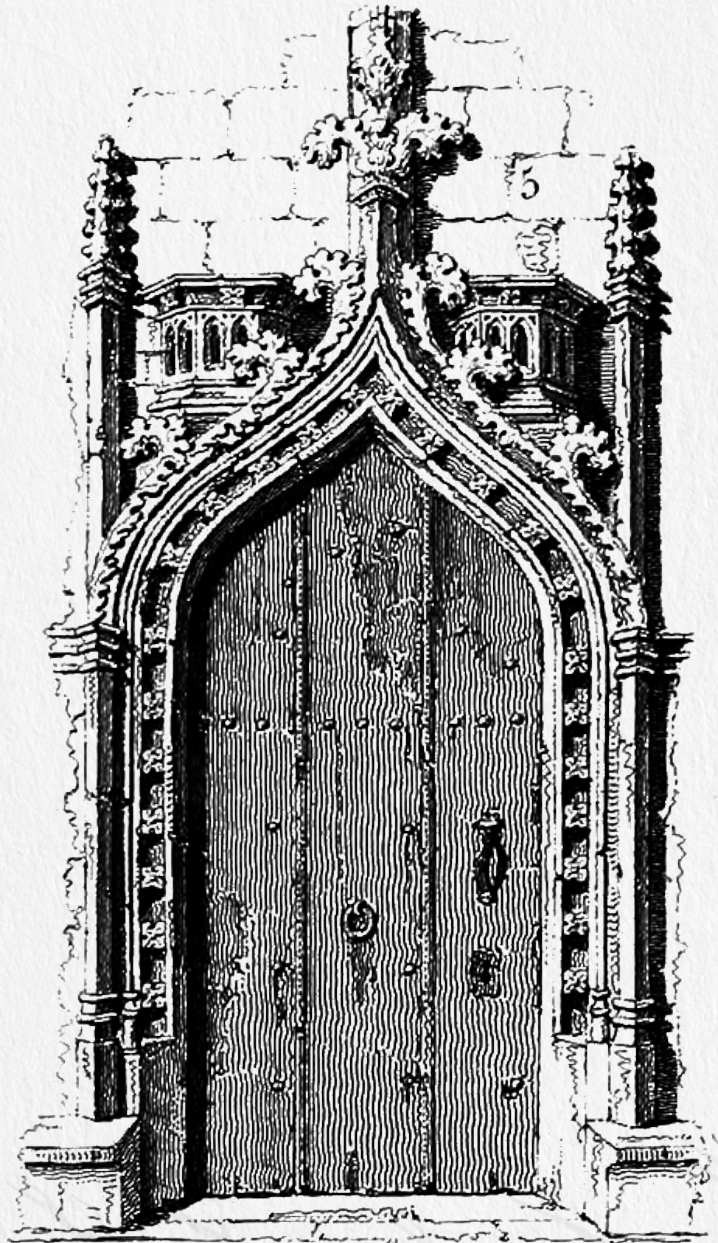


RETREAT

The Fellowship may choose to end the Delve at any time. If they are at one of the region's Exits, they automatically succeed. If they are not, each surviving adventurer must roll to Retreat.

Roll to Retreat: When you Retreat, roll a D6. Your character takes damage equal to the total.

Resolve in Retreat: When you Retreat, you may spend Resolve to minimize the damage taken.



DOWNTIME

With each Delve representing a day of exploration, the Fellowship has a good chunk of downtime between ventures into the Manor.

Downtime Actions: Each adventurer gets two Downtime Actions at the end of each Delve they participated in.

Rest: Spend a Downtime Action to recover 3 HP.

Train: Spend a Downtime Action to gain 1 Mastery.

Signature Actions: Each character has a Signature Downtime Action unique to them.

