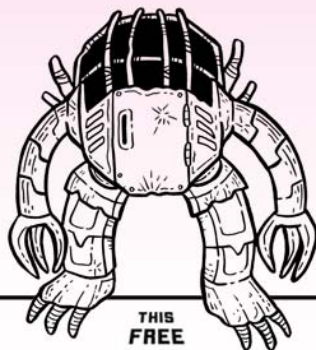


# MJÖLNIR

SWEDEN'S OLDEST RPG ZINE

# 10%



THIS  
FREE  
ENGLISH  
LANGUAGE  
EXCERPT FROM  
THE PRINTED LIMITED  
EDITION ISSUE 10 OF THE  
*MJÖLNIR* FANZINE CONTAINS:

**DUNGEON SHUFFLE -  
A COMPLETE SOLO GAME!**

Mjölfnir turns ten!

That's ten issues - not ten years.

To commemorate Mjölfnir's origins, for the special 10th issue a decision was made to leave the PDF rut, go total old school and publish a completely hand made fanzine, printed on paper, just like the first issue way back in 1980.

So a typewritten, Letraset-headed, locally printed and stapled print version, illustrated with hand printed art work, plus special inserts of original vintage 1970s fantasy art cards and a fold out A3 game scenario poster, was published in Swedish, in a numbered, 48 page limited edition of 40 copies, in December 2018. (Thumbnails of the print edition contents can be seen on page 15 of this PDF).

A corresponding full edition in English will not (as has been the case with issues 7, 8 and 9) be published this time. Issue 10 only exists as a Swedish fanzine printed on paper. However, two of the features from issue 10 will be available in English.

The poster scenario (a D&D 5 adventure in space) will be published independently by its author - look out for more info on [mjolnirfanzine.yolasite.com](http://mjolnirfanzine.yolasite.com) .

The other feature translated from Mjölfnir 10 is the solo game presented in this "Mjölfnir 10%" excerpt. From the zanily creative mind of Joakim Nilsson - the man behind 'Space Snoozer' and much of the artwork in recent Mjölfnirs - we give you the hilarious 'Dungeon Shuffle'. Enjoy!

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Download free PDFs of Mjölfnir 1-9 in Swedish and issues 7-9 in English from: [mjolnirfanzine.yolasite.com](http://mjolnirfanzine.yolasite.com)

# DUNGEON SHUFFLE™

Joakim Nilsson 7.ans Ölhall Göteborg 5 jan 2018

You enter the village Inn and go straight to the mandatory old man with a hood in the corner. - OK You old fart! Where is the nearest Dungeon? Peeking out of the hood, All beard and wrinkles he throws you a dirty old deck. -Suck on this! You soon to be stone dead whippersnapper!

This is a simple solo roleplaying game that only requires a damn good mixed deck of cards, paper and pen. Create a character and go down the underworld to find treasures and honor in battle. Or you'll face death. Only you decide what a successful game is. For my part, it's having fun! ONE LAST THING! In this game the Ace always counts as 1!

## BACKGROUND:

The undersigned wanted to create some sort of roleplaying game that you can play without any co-players in an easy manner. My old role-playing friends rarely have the time or energy to have a good old Dungeon Bash any more. Not uncommonly, this also applies to me. Solitaire was never my thing. But if it were in fantasy and D&D's spirit that would be something else! Thus I thought: Every bird must hatch its own eggs! And sat down with high spirits and a pint at 7:ans Ölhall in a cloudy Gothenburg in the year of our lord 2018 in order to make the world a bit better. But no man is an island! Thank you, Jani Gröndahl, for making this a game and not just bunch of freaky ideas! And thanks to the test player Mats Svärdsudd! It takes a while to learn, but then it's very fast to play!

## CREATE A CHARACTER:

Start by printing out the CHARACTER SHEET. Then enter your BASIC VALUES. Draw 3 cards to generate your CHARACTER: ( Add or subtract on your basic values.) The first card is your RACE, the second your CLASS, the last one is your COLOR. Or select what ever you want to play. Then you put out your DUNGEON (ie your playing field).

## BASIC VALUES:

F (fight): 6 (How good of a fighter you are physically or magically)M (Mana): 15 (How much of a thrashing you can take before you dying! (0 = death))H (Hurt): 2 (How much damage you can inflict without weapons.)

## CHARACTER CHART:

	RACE	CLASS	COLOR
	Elf F+3 M+3 H+2	Wizard F+2 M-1 H+3	Hearts=Red
	Human F+0 M+0 H+0	Fighter F+5 M+3 H+5	Diamonds=Red
	Half-Orc F+5 M+5 H+5	Bard F-1 M+5 H-1	Clubs=Black
	Dwarf F+4 M+4 H+4	Rouge F+1 M-1 H+4	Spades=Black

## WEAPONS:

L (Light) B (Big) (M) Magical. You can't have more than one weapon! If you find a better weapon, you can throw the old one away. Starting weapons are determined by RACE and CLASS. Get to know your RACE and CLASS and their habits and contradictions. (From now on

# DUNGEON SHUFFLE™

Player:

Date:

NAME:	Appearance:
RACE:	
CLASS:	
COLOR:	
FIGHT: 6	
MANA: 15	
HURT: 2	

WEAPON:

TOTAL HURT:

LEVEL:

FINDS:	Basic Adventurepack: Healing potion: M+7 BerserkShroom: F+7 (1 room) VitaminBoost:F+2 (1 room)
GOLD PIECES:	(Not during battle or after death!)

Monster: F: M: H:	Monster: F: M: H:	Monster: F: M: H:
Monster: F: M: H:	Monster: F: M: H:	Monster: F: M: H:
Monster: F: M: H:	Monster: F: M: H:	Monster: F: M: H:
Monster: F: M: H:	Monster: F: M: H:	Monster: F: M: H:
Monster: F: M: H:	Monster: F: M: H:	Monster: F: M: H:

you either favor your RACE or your CLASS by putting a star next to one of them.) Also think of this when you find new weapons and things. Projectile weapons have infinite arrows! Yay!

#### RACE AND WEAPONS:

Elfs: Thinks big weapons (B) are absurd, morbid and completely off. They start with bow H + 2  
Humans: Can do everything and have no scruples (No news there!). Starting with Sword H + 2  
Half-Orc: They only like heavy and macho weapons. Very big on metal! (B) begins with Mace H + 2  
+ 2. Dwarfs: Puke on sissy weapons and prefer big stuff (B) starting with Ax H + 2

#### CLASS AND WEAPONS:

Wizards: Are intelligent. And can not use big weapons. You start instead with a (M)Staff H + 2  
Fighters: Are Strong. And dare not use magic weapons. They begin with a Sword H + 2. Bards:  
Are Charming. Big bulky weapons ruin their image. Start with Lute + 3 Only bards can play!  
Rogues: street-smart, charmingly evil. Use light non-magic weapons. Start with Dagger H + 2

#### TOTAL HURT:

TH (Total Hurt) is the full hurt you do with your HURT plus the weapon you have right now. (You can only have one!) But it's not sure that you get to do the full damage. In an attack you can hurt yourself! Or make a double injury on to your opponent (All these things are resolved by the HURT CHART) GENDER: Everyone in this game has a special Fantasy gender. Which does not affect the game. Hir we go!

Example: ♠K ♣5 ♥4

Write down your stats as follows on the Character Sheet:

NAME: Drew Badur

RACE: Dwarf (Here the player has favored his RACE before his class)

CLASS: Bard

COLOR: red

FIGHT:  $6+4-2=8$

MANA:  $15+4+5=24$

HURT:  $2+4-1=5$

WEAPON: ~~Heavy axe H+2~~ T Flail H:+5

TOTAL HURT:  ~~$8+2=10$~~   $8+5=13$

LEVEL: 0

FIND: 100gp 400gp The key of silence Healing potion M+3,

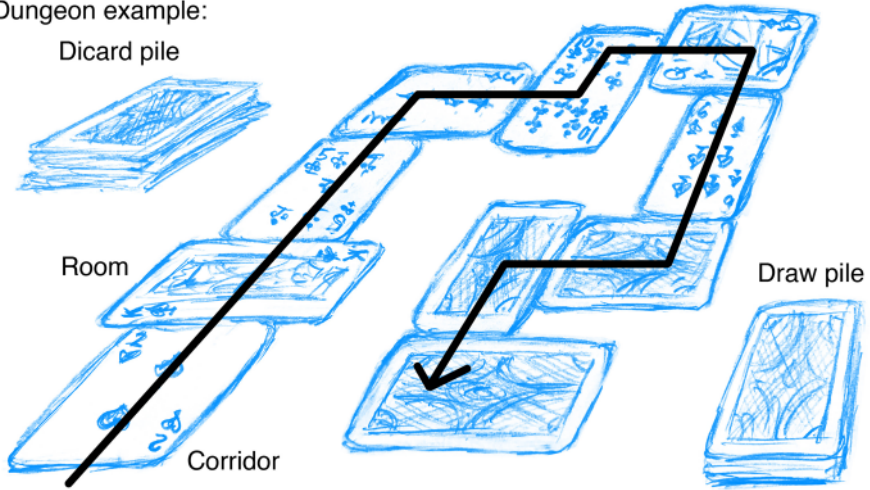
#### BASIC ADVENTURE PACK:

This is good stuff you can use and have bought before you went on this adventure. (Everyone does.) You always get a new pack before new DUNGEONS. Remember, you can not take healing potion or other healing during battle! Think strategically and try to heal before battles!

#### BUILD A DUNGEON:

Now you build your playing field of corridors and rooms i.e. a DUNGEON like this: Lay out 10 cards upside down, each connected on the short side to the long side, forming a collection of spaces in a winding row. Later you will turn one after the other. The first should lie vertically to you, and is therefore a corridor. The second lays horizontally and is therefore a room etc. In the DUNGEON you can find weapons, things, treasures, terrible monsters and devilish traps.

Dungeon example:



#### CORRIDOR:

Here you will find FINDS: i.e. things, weapons and more. Read what the cards contain and decide what you want to keep and leave. Remember, you only get one weapon!

#### DOORS:

If you are standing in a corridor of the same color as your COLOR, you can jump right in and hit first! But If it is not your COLOR, there is a locked door in your way which must be forced open. This is not so hard but a bit noisy and causes the monster to hear you and thus gets the initiative (It hits you first). (But with the help of some special finds, doors can be quietly forced open or unlocked.)

#### ROOM:

You either have initiative or not. If your COLOR and the corridor you are standing are the same you have initiative. Read what monster or trap it hides and look in the FIGHT CHART to draw either an attack for yourself or the monster. It doesn't matter if a room leads to a corridor has a door or not.

#### MONSTER:

A monster has given values e.g. Skeleton with a spear F: 5 M: 4 H: 4 When you hurt the monster, take away MANA just like when you get hurt yourself. If you kill the monster you can't take its weapons or stuff. If there are many monsters in a room, then they are polite and fight you one at a time.

#### TREASURES:

Pick all you want! You can carry as much as you want! Weapons: You can only have one! If you find a new weapon that you can use, you can switch and throw the old one away. Delete your old weapon and record the new one. And its + stats to your TOTAL HURT.

#### HEALING:

You can not use HEALING or other healing things during combat or after you died. Think strategically and try to heal before or after battles!

## BATTLE:

The attacker compares his FIGHT against the defender's FIGHT on the FIGHT CHART. Draw a card that should be the same or surpass the given number to get a HIT. Then you look at the DAMAGE CHART to see how much of the attackers TOTAL HURT you can subtract from the defender's MANA. If the defender survives it will attack and hit back. Until one of you is dead.

## TRAPS.

Instead of monsters you may stumble upon traps! These devilish things can kill you! Most of the time, you only have one chance to avoid them. By drawing the same or higher than the FIGHT CHART shows. Whatever happens the trap is the attacker!

And if you fail, you get all of its damage (H). If the trap also has Mana (M), it's like fighting with the monster but its damage is constant. But if it "dies" the trap is destroyed and can not hurt you any more.

Abbreviations key:

F: Fight (How good you are at fighting)

M: Mana (How much of a bashing you can withstand before they dying)

H: Hurt (How much damage you do without weapons)

TH :Total Hurt (How much damage you do plus the damage of your temporary weapon)

L: Light weapon

B: Big weapon

M: Magic weapon

R: Room C: Corridor GP: Gold Pieces

For the sake of simplicity: Jack (J) Queen (Q) King (K) as in English card games. And Aces always count as 1!

## FIGHT CHART:

The attacker is RED (vertical). The defender is BLUE (horizontal) Draw equal or higher and its a HIT. The same applies if you draw a King (K) (Everyone has a chance!)

## HURT CHART:

If someone succeeds on the FIGHT CHART then it's a HIT. Draw a card to see what the damage will be: half damage is always rounded down (i.e. Half 5 = 2.5 will be 2)

E: The attacker injures himself with half damage!

2 3 4 5 6: Half damage.

7 8 9 10 J Q: Full damage.

K: Double damage! YAY!

## DEATH:

If you die you will lose everything. But if you get through a Dungeon, you'll level up. (i.e. +1 on your FIGHT up to no more than # 20!) And heal all the damage you've received. And keep the weapon you have. As well as renewing your BASIC ADVENTURE PACK.

But you can only keep 2 FINDS in addition to your weapon! The money (GP) and things of value are yours to keep.

### FIGHT CHART:

The attacker is RED (vertical). The defender is BLUE (horizontal) Draw equal or higher and its a HIT. The same applies if if you draw a King (K) (Everyone has a chance!)

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
1	7	8	9	10	J	Q	K	K	K	K	K	K	K	K	K	K	K	K	K	K
2	6	7	8	9	10	J	Q	K	K	K	K	K	K	K	K	K	K	K	K	K
3	5	6	7	8	9	10	J	Q	K	K	K	K	K	K	K	K	K	K	K	K
4	4	5	6	7	8	9	10	J	Q	K	K	K	K	K	K	K	K	K	K	K
5	3	4	5	6	7	8	9	10	J	Q	K	K	K	K	K	K	K	K	K	K
6	2	3	4	5	6	7	8	9	10	J	Q	K	K	K	K	K	K	K	K	K
7	2	2	3	4	5	6	7	8	9	10	J	Q	K	K	K	K	K	K	K	K
8	2	2	2	3	4	5	6	7	8	9	10	J	Q	K	K	K	K	K	K	K
9	2	2	2	2	3	4	5	6	7	8	9	10	J	Q	K	K	K	K	K	K
10	2	2	2	2	2	3	4	5	6	7	8	9	10	J	Q	K	K	K	K	K
11	2	2	2	2	2	2	3	4	5	6	7	8	9	10	J	Q	K	K	K	K
12	2	2	2	2	2	2	2	3	4	5	6	7	8	9	10	J	Q	K	K	K
13	2	2	2	2	2	2	2	2	3	4	5	6	7	8	9	10	J	Q	K	K
14	2	2	2	2	2	2	2	2	2	3	4	5	6	7	8	9	10	J	Q	K
15	2	2	2	2	2	2	2	2	2	2	3	4	5	6	7	8	9	10	J	Q
16	2	2	2	2	2	2	2	2	2	2	2	3	4	5	6	7	8	9	10	J
17	2	2	2	2	2	2	2	2	2	2	2	2	3	4	5	6	7	8	9	10
18	2	2	2	2	2	2	2	2	2	2	2	2	2	3	4	5	6	7	8	9
19	2	2	2	2	2	2	2	2	2	2	2	2	2	2	3	4	5	6	7	8
20	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	3	4	5	6	7

### LEVELING:

You start at LEVEL 0. And go up one LEVEL per survived Dungeon i.e. +1 on your FIGHT up to no more than # 20! After that +1 of MANA no more than # 30!) After that, songs are written about you in total + 10 years per LEVEL. After that, stories will be told about you in total + 100 years per LEVEL. Then you will become a god in a total of +1000 years per LEVEL. Do you really want more levels? Go suck your ego, weirdo!



## DUNGEON CHART:

♥ E R: (Trap) Flying pie with whipped cream F:7 H:1	C: L Bow H:+4	/ Nostalgic Relic v:50 gp
♥ 2 R: 4 Kobolds with scimitars F:3 M:4 H:3	C: L sword H:+4	/ Cup v:500 gp
♥ 3 R: Troll with club F:6 M:10 H:5	C: L Dagger H:+3	/ Ring v:2 gp
♥ 4 R: 4 Goblins with swords F:4 M:5 H:3	C: The key of silence (initiativ in 1 room)	/ Action man v: 25 gp
♥ 5 R: Deep one with trident F:6 M:8 H:3	C: Armor of almost godliness M:+5*	/ R2-D2 v:400 gp
♥ 6 R: (Trap) Arrows from walls F:8 H:6	C: Deck of cheating (redraw when you want ****)	/ Ruby v:42 gp
♥ 7 R: 3 Pig faced orcs with axes F:5 M:5 H:4	C: B Two-handed axe H:+5	/ Pentagram v:666 gp
♥ 8 R: Rustmonster F:5 M:7 H:3 weapon damage H-1/hit	C: M Book H:+4	/ Eternal TP v:2000 gp
♥ 9 R :Land jellyfish F:7 M:10 H:6	C: Healing potion M:+3**	/ Conan prop v:3000 gp
♥ 10 R: 3 Big bats with bites F:3 M:3 H:2	C: L Longbow H:+5	/ Cuban cigar v:1150 gp
♥ J R: Lizard man with sword F:6 M:7 H:5	C: Can of kicking M:+0	/ Autograph v: 120 gp
♥ Q R:Mother in law with pin roll F:12 M:10 H:8	C: M Ring H:+5	/ Small thing v:70 gp
♥ K R: Demogorgon! F:20 M:20 H:15	C: Rare Stone 1of3 F:+3 (if you have all)***	/ Turkish slippers v:3 gp
♦ E R: Your mirror image! F:# M:# H:#	C: M Stick of smacking H:+5	/ Hull Ticket v:10 gp
♦ 2 R: Roof tentakel F:4 M:7 H:2	C: Toilet break! F+2 next room YAY!	/ XXXXL T-shirt v:49 gp
♦ 3 R: 3 Skeletons with scythes F:5 M:4 H:3	C: L Mace H+3	/ Topaz v:76 gp
♦ 4 R: Orch with two swords F:5 M:6 H:6	C: M Hat H+3	/ Crystal ball v: 100 gp
♦ 5 R: (Trap) Logs against the head F:8 H:10	C: T Halberd H:+4	/ silver peg leg40gp
♦ 6 R: Fish slapping pith helmeted bastard F:3 M:4 H:1	C: Healing potion M+2**	/ thingamajig V:200 gp
♦ 7 R: Mind flayer that makes you dim F:13 M:12 H:13	C: Trade? All your M except 2 against 2 F	/ Monchichi v:15 gp
♦ 8 R: Baalzebul F:12 M:20 H:12	C: Free Karate lesson! F:+1**	/ kako zingo v:45 gp
♦ 9 R: 3 Little devils with fire forks F:4 M:4 H:3	C: M Lyre H:+3	/ Special fez v: 200 gp
♦ 10 R: Skelton with spear F:5 M:4 H:4	C: Food of eating M:+4**	/ Fire stove v:450 gp
♦ J R: (Trap) Boiling oil from the ceiling F:8 H:7	C: B Morning star H:+4	/ Travels v:5000 gp
♦ Q R: Cute kangaroo with boxing gloves F:6 M:7 H:2	C: Helmet of awesomeness M:+4	/ Rare wine v:1000 gp
♦ K R: Goblin in a damn bad mood F:4 M:5 H:6	C: Rare Stone 3of3 F:+3 (if you have all)***	/ Flowers v: 250 gp
♣ E R: Lich with horrible spells! F:11 M:10 H:10	C: M Harp of Nostalgia H:+3	/ Sapphire v:700 gp
♣ 2 R: Imp with ugly tricks F:2 M:2 H:10	C: Bag of nothing	/ nothing
♣ 3 R: (Trap) Pit with sharp sticks F:9 H:8	C: One-timeoccasins (initiative in 1 room)	/ Zircon v:100 gp
♣ 4 R: Drunk Kobold with strange pipe F:3 M:8 H:3	C: B Mace H:+3	/ Rubiy v:500 gp
♣ 5 R: Gygaxian with sharpened T20 F:10 M:7 H:4	C: M Beard H:+4	/ Amethyst v:800 gp
♣ 6 R: Minotaur with two sided axe (SNM!) F:8 M:12 H:7	C: L Spear H:+3	/ Emerald v:1200 gp
♣ 7 R: Evil Wizard with really ugly magic! F:7 M:6 H:9	C: Healing potion M:+5**	/ Lapis Lazuli v:1700 gp
♣ 8 R: Hairy thing with a bite F:3 M:1 H:5	C: Multi Ball! +1 on all your values in next room	/Therapy v:3000 gp
♣ 9 R: Gryll with home-made knife F:4 M:4 H:3	C: Draw! ♥ M:+2 ♦ F:+1 ♠ F:-2 ♣ M:-2**	/ The Car! v: 100000 gp
♣ 10 R: (Trap) Large rolling stone F:7 H:10	C: L axe H:+4	/ A good joke v:600 gp
♣ J R: Ogre with ponytail and mace F:7 M:10 H:6	C: Shield of many enemies M:+4*	/ Golden nose v:300 gp
♣ Q R: (Trap) Poisonous GAS! F:9 H:8	C: L double daggers H:+4	/ Ral Partha v:70 gp
♣ K R: Killer rabbit F:3 M:4 H:9	C: Booze of drunkenness F:-2 i 2 rum	/ My little pony v:45 gp
♣ E R: (Trap) Sharp Foot spikes F:5 H:6	C: B Two-handed sword H:+6	/ Barbie doll v:650 gp
♣ 2 R: Jabberwocky with whatever they have F:7 M:8 H:7	C: M Staff H:+6	/ gift card v:500 gp
♣ 3 R: Umber-hulk with bite and magic F:15 M:13 H:10	C: M Synth of sadness H:+6	/ balls of jade v: 120gp
♣ 4 R: (Trap)(Like monster) Shrinking room F:7 M:7 H:6	C: L Battle Whip H:+3	/ Smurf v:22 gp
♣ 5 R: English Pig-dog with small catapult F:6 M:6 H:5	C: Yay!! Monster suddenly dies in the next room	/ Wierd hat v:10000 gp
♣ 6 R: Red dragon with extra everything F:17 M:20 H:14	C: Bed of napping M:+7**	/ Collector card v:98 gp
♣ 7 R: Green slime with Hmm... slime! F:4 M:10 H:7	C: M Harp of charming H:+6	/ Spa time v:300 gp
♣ 8 R: Stone giant med stone club F:11 M:15 H:12	C: B Crossbow H:+4	/ back scratcher v:47 gp
♣ 9 R: Dragondemon with cult status F:13 M:8 H:7	C: B War flail H:+4	/ Joint v: 50 gp
♣ 10 R: (Trap) Garden rake F:10 H:4	C: Healing potion M:+7 **	/ silly hat v: 15 gp
♣ J R: Damn monkey with wrench F:2 M:2 H:2	C: M Scroll H:+3	/ Crown v:5000 gp
♣ Q R: Beholder with lots of horrors F:14 M:14 H:11	C: Invisibility drink! half the monster F in 1 room	/ Rare poodle v:800 gp)
♣ K R: Purple Worm with dirty tricks F:12 M:12 H:10	C: Rare Stone 2of3 F:+3 (if you have all)***	/ Big Jim v:14 gp

\* Consumed after the same damage as its Mana (Note and subtract)

\*\* Up to your character's full Mana value. Healing can only be done in corridors and while you are alive.

\*\*\* Last for good but does only add up to Fight 20 at the highest.

\*\*\*\* But not your Dungeon cards!

MJÖLNIR 10 PRINT EDITION CONTENTS THUMBNAILS



NY FANTASY BOK!

[www.dexlegendarium.se](http://www.dexlegendarium.se)



AD&D  
1ST  
EDITION



# LÄS HYDRA!



Svenskt fanzine om  
OSR & KSR

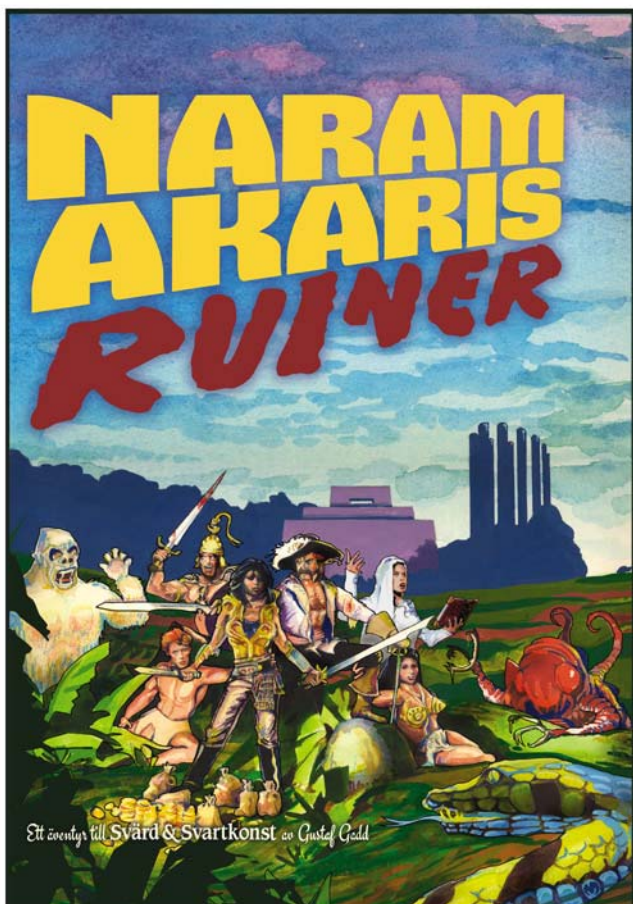


# UT MOT SKÄREN

Världens första  
postapokalyptiska monolit-OSR.  
Finns att köpa nu!



Ockult Örtmästare games, 2018  
[occultherbmaster.blogspot.com](http://occultherbmaster.blogspot.com)



*I fotspåren av den försvunna Erzlinger-expeditionen beger sig äventyrarna på en resa genom sveltiga djungler till den fördömda ruinstaden Naram Akari.*

*Vilket fruktansvärt öde drabbade den tidigare expeditionen?*

*Vilka hemligheter döljs i de gåtfulla ruinerna?*

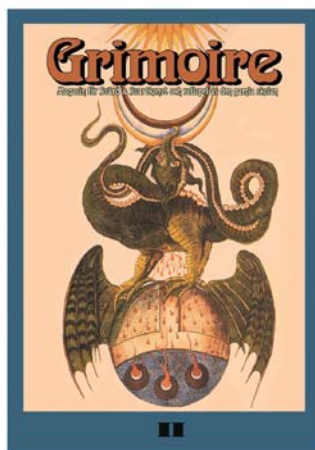
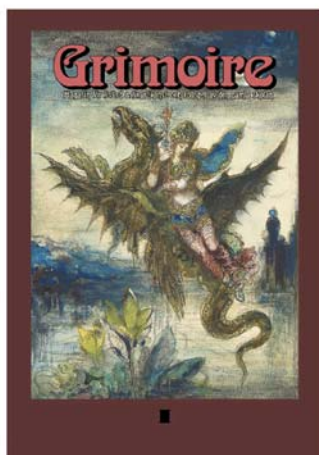
*Vem är egentligen kung Eiroveta?*

Naram Akaris Ruiner av Gustaf Gadd, är en äventyrsmodul till **Svärd & Svartkonst**. Här finner ni uråldriga ruiner, dödliga fällor, kluriga pussel, farliga varelser, mystisk magi och offantliga skatter.

Finns att köpa i vår webbshop nu!

**svartkonst.nu**

# Grimoire



**Grimoire** är ett magasin för Svärd & Svartkonst och andra rollspel av den gamla skolan. I varje nummer finner du nytt spelmaterial och minst ett äventyr.

Nr 1 (74 s.)

**6 nya folkslag:** Amazon, Amfibie, Apfolk, Fefolk, Nekrofag, Vilde.

**6 nya klasser:** Barbar, Jägare, Djurrådare, Druid, Förfämpe, Svärdsmagiker.

**42 nya varelser:** Från Apa, bevingad till Ögonbest.

**Äventyret Spegel, spegel:** Spelarna får utforska en verkligt annorlunda plats - om de är uppfinningsrika nog att finna rätt väg.

Nr 2 (58 s.)

**13 Nya artefakter:** Från Almessers Avslöjande Lykta till Yasherins Hjärta.

**21 Nya humanoider:** Från Alver till Ödlefolk.

**Den ihåliga jorden:** En ny kampanjmiljö under bergens rötter.

**Äventyret Termitfolkets citadell:** Skalbeklädda kroppar har flutit ned längs floden från bergen. Vad har hänt i Insektoiddrottningens rike?

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