


Major environmental note
In the Kingdom of Rokron, the Sulfur is a forbidden magic. His practice is condemned to death. This reality makes every trace of sulphuric corruption more serious, more dangerous and politically explosive.

Game Master's File

Campaign of occult investigation and rural horror, presented as a guild manuscript: partially readable, dark without losing the clarity of clues and rules.

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**NPCs
useful
to the
GM**

Jasper Delith

Role
Sponsor
Utility at stake
Briefing, mission manager, back to the fief.
Possible phrase
"In a village, absence speaks louder than traces."
Directing
Sober, methodical, never sensationalistic.

Lium Ataa

Role
Blessing
Utility at stake
Recovery related to fear, death, spiritual influence or possession.
Possible phrase
"The Lumiere doesn't hunt all the shadows."
Directing
Rare presence, bright eyes, responsibility too high to leave.

Roshi

Role
Tracking
Utility at stake

Discretion, tracking, traces, heights and winds.

Possible phrase

"These traces did not run away. They were following someone."

Directing

Speak little; point the detail instead of explaining.

Drageno

Role

Life

Utility at stake

Read the malaise of the living, the animals and the sick land.

Possible phrase

"The earth is not hungry here. She's got a goof."

Directing

Organic, pictorial, useful without delivering the whole truth.

Mizuuk

Role

Water and dead

Utility at stake

Listen to the water, names, bodies and lies kept.

Possible phrase

"Water keeps what we give it."

Directing

No direct necromancy: communion passes through water.

Krikri

Role

Ritual relay

Utility at stake

Open a ritual passage, report dead voices lying.

Possible phrase

No air in the cellar.

Directing

Strange first, deeply serious in the end.

Mikkel

Role

Protection

Utility at stake

Hold a door, frame panic, stabilize the group.

Possible phrase

"Fear is not denied. It fits in."

Directing

Cold, disciplined, useful when chaos comes.

Caldran Vaumille

Role

Conveyor

Utility at stake

Road, horses, warning before Veyrune.

Possible phrase

"When a horse panics for no reason, it's just that reason was faster than you. "

Directing

Laugh, painful, obsessed with horses.

Sprys

Role

Unable merchant

Utility at stake

ritual objects, debts, oblique clues.

Possible phrase

"Polite people look at the mouth. The useful people are looking for the throat."

Directing

Know too much, never give the script.

CAMPAGNE HEAD

The Sulfur is a forbidden magic

In the realm of Rokron, the Sulfur is not a mere dangerous magic: it is forbidden magic. Its use, its teaching, the voluntary preservation of sulphur compounds or the conscious protection of a practitioner can lead to a death sentence. This ban makes the Veyrune case more serious than an abandoned village investigation. Traces of yellow-grey ash, bandages that do not dry, flesh mutations, moving bodies and the final Chimera are not only occult evidence. These are political, judicial and spiritual evidence.

If the characters understand that the Sulfur has circulated in the Couronne Verte, they must measure what this implies: the village has not only been haunted, it has been defiled by magic that the kingdom executes rather than judging as ordinary fault. This tension must accompany the whole campaign. Jasper does not send the second team to look for a scandal. However, if adventurers return with a sulphide bandage, yellow-grey ash or consistent testimony, their relationship may exceed the scope of a local mission.

Veyrune then becomes proof that a forbidden power crossed the roads, used the compassion of a village as a lock, and then left behind a seed of death. Tension Note: Evidence from Sulfur does not only transform the investigation into an occult case. It can cause arrests, political silence, fear of worship, military intervention or attempts to choke.

Jewels of Rokron Introductory Campaign

The Ghost Village is a rural investigation, travel and horror campaign for Runikron. The characters join the second team of the Jewels of Rokron, leave the vicinity of Illumny and are sent to Veyrune, an agricultural village of the Couronne Verte that no longer gives sign of life. The mission seems initially modest: to check a collective disappearance, to find possible survivors and to report back to Jasper. The village is neither looted nor besieged nor destroyed. It's empty.

The houses still stand, the tools are in place, some tables are still set up, but life has been removed like a tablecloth that is ripped under the dishes. At the heart of the investigation is a child found on the road to Gorgemer. The villagers called him Marn, but that name was not his: it was only a name placed on his silence to make him bearable. He wasn't talking. He seemed wounded, lost, traumatized. After his arrival, the animals began to disappear. Then the kids. Then the panic won the adults.

When the characters arrived, Marn left Veyrune for a long time. What they face is not the child, but what he left behind. The campaign maintains a clear progression: fief des Joyaux, Jasper briefing, preparations, caravan trip, Earth Elemental, night camp, injured bear, possible goblins, meeting with Sprys, arrival at Veyrune, day investigation, haunted night, cellar, ritual, Veyrune amalgam, Sulfur Chimera, return to the fief.

General atmosphere

The beginning must remain almost reasonable: a guild, a mission, a dossier, a road. The campaign must not scream the horror of the first stage. It must first install the trust, the method, the promise of a simple investigation. Only then, the details become dirty. A dog is missing. A rope is gnawing. A child draws the sea on a slate when no one has told him about it. A bruise feels panic more than blood. The well keeps voices. The farm is breathing. The village must never give players a clear answer too quickly.

The clues must first appear contradictory: the child of Gorgemer is victim, then witness, then bad omen, then suspect, then heart of the disaster. Until the last page of the journal is found, the DOJ must maintain uncertainty. Maybe the child was wrong. Maybe the villagers sacrificed it. Maybe the animals fled an invisible predator. Maybe the kids ran into the woods. Maybe the well is the cause. Maybe the cellar is the cause.

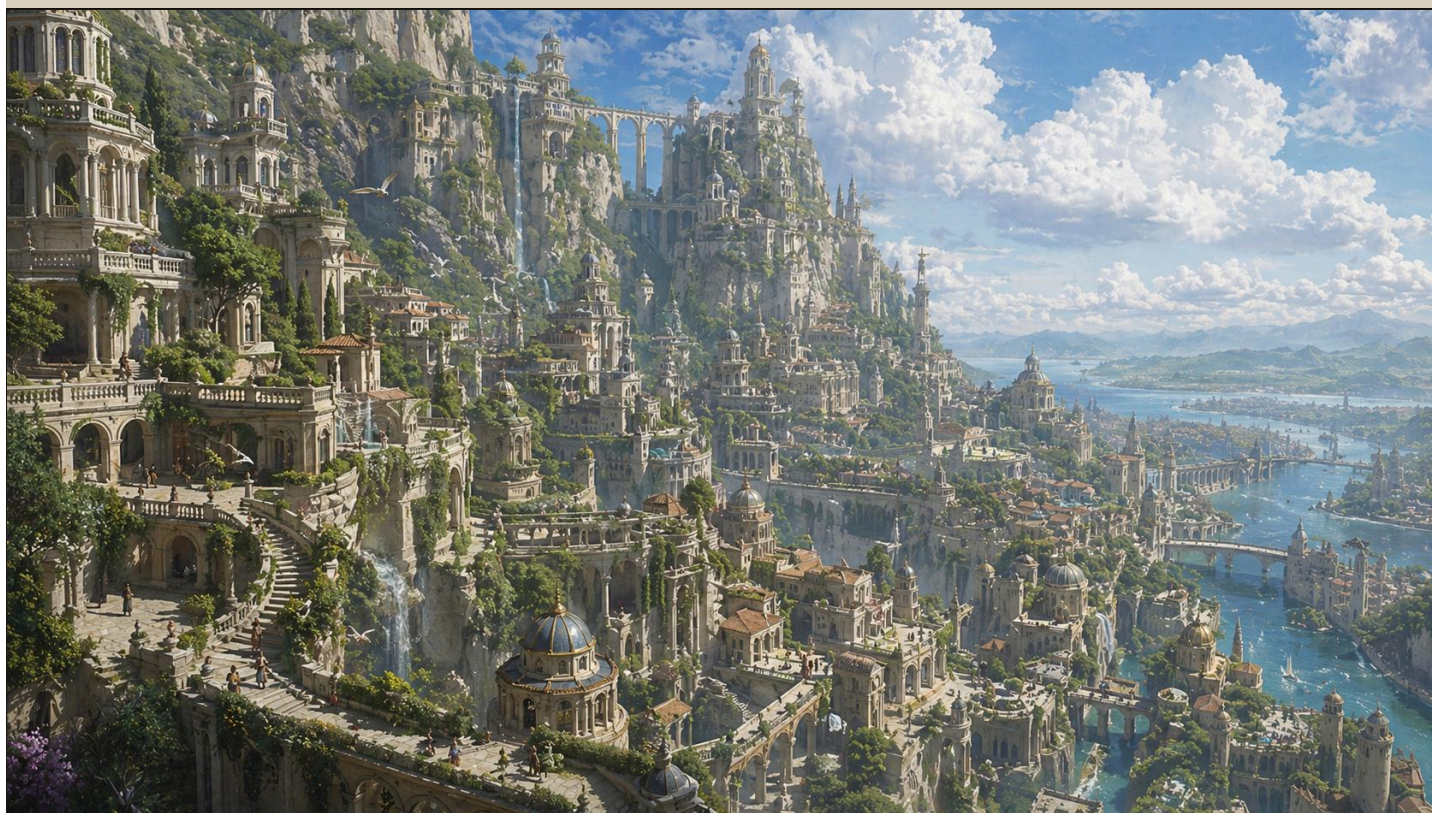
At Veyrune, each hypothesis must be plausible for a few minutes and then crack. From night on, the scenario changes rhythm. The investigation doesn't disappear, but it's under pressure. Players no longer search empty houses with a pale sun above them. They search while the dead imitate voices, while the wild fires strike at the windows, while the Remues scratch the doors and while the cellar calls. The GM must give the sensation of a rural closed house possess: the large farm is a refuge, then a prison, then a belly.





Illumny and the Fief of the Jewels

4. Illumny and the Fief of the Jewels



ILLUMNY LIVING AND BRIGHT, CONTRASTS WITH VEYRUNE

Illumny as contrast

Illumny is the capital of the Rokron, known as the Jewel of Rokron. It is immense, modern, beautiful, full of greenery, crossed by the Vein of Rokron, irrigated by many canals, dotted with tunnels and narrow passages. Its neighborhoods are specialized: main housing district, easy and guild area, poor neighborhood, traders, covered area, magic, military, rich, Grand Garden, nobles, Cult of Light and royal district. For this campaign, Illumny should not be explored exhaustively. She must be felt. The GM must present it as a living place, full of circulation, water, voices, social ranks, power and light. The more the departure from Illumny is alive, the more violent the silence of Veyrunne will be.

READ-ALOUD TEXT

Illumny did not disappear at once. Even when the road gets away, the capital remains behind you like a mass of stone, water and light. The Vein of Rokron shines between the heights, the canals shine between the neighborhoods, and the voices of the city continue to follow you for a moment: merchants, wheels, bells, children's screams, orders of guards, rumours of guilds. Then the road folds. The noise's falling. In front of you, the Jewels of Rokron fief awaits in a harsher clarity.

The fief

The fief of the Jewels of Rokron is not a palace. It's not an ordinary barracks either. It is a place of departure, of return, of training and memory. The floor tiles of the court have impacts. The armory smells like oil, leather and metal dust. Not all trophies are exposed: some are stored in closed rooms, because there are victories that are not easily discussed. The characters must feel that they arrive in a guild that already has a story. They are welcomed, but not yet celebrated. Their place exists. Their value remains to be proved.

Day 3 - Elementary.

The road is blocked by the elementary. If the scene is peacefully resolved, Caldran will respect PJ more. If it is resolved by violence, it will become quieter. The horses will be nervous longer. Discreet sign after the stage: a puddle at the edge of the road has a dirty taste. Caldran refuses to let the horses drink there.

Day 4 - Last stop

The injured bear appears at night. Goblins can intervene. This scene must make clear that the road remains alive: dangerous, yes, but understandable. A bear is scared. Goblins want to fly. Horses want to avoid a smell. All this still has a logic.

Day 5 - Walking

Caldran leaves again. PJs walk in the woods and meet Sprys at dusk. The path seems more narrow after the meeting, as if the stall of the Marchand Fou had marked a threshold. From there, the noises of animals become scarce.

Day 6 - Veyrune

The village appears before the evening. The GM must make it feel that the group has walked long enough to want a stop. This desire for rest will make the large farm more tempting, therefore more dangerous.

9. The road to the northwest



THE ROAD TO THE NORTHWEST — THE EARTH ELEMENTAL

COMBAT PROFILE

Major Earth Elemental

DANGERHigh

The Major Earth Elemental sleeps in the middle of the road like a mound of stone covered in moss, thin roots, and tiny wild flowers. At first glance, it looks like a natural formation. Only a few details betray its true nature: stones aligned too carefully, a slow breath in the soil, two lights buried under the rock.

TYPE Elemental	AFFINITY Earth	ROLE Living obstacle / natural guardian
BEHAVIOR Neutral at first	SIZE Very large, 10 to 20 meters depending on the elemental's age	SUGGESTED LOCATION Rural path, meadow, old stone passage, forgotten road

It does not seek combat. It blocks the way because it has been there for a long time, and because the passage has no importance to it. The road can wait. So can the living.

If it is attacked, insulted, mined, burned, or forced to move, it awakens. The ground then trembles like a beast opening its eyes.

STATISTICS

PV 100	PM 20	PHYSICAL ATTACK 1D12
WEAKNESS Air x2	RESISTANCE Plasma x0.5	

RESISTANCES AND WEAKNESSES

Weakness to Air Air damage dealt to the Major Earth Elemental is doubled. Air slips into cracks, lifts dust, separates stone plates, and throws its mass off balance.	Resistance to Plasma Plasma damage dealt to the Major Earth Elemental is halved. Its rocky body absorbs plasma charges poorly. The energy disperses through the mineral mass instead of cutting through cleanly.
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BASIC ATTACK
Rocky Strike
The elemental brings down a stone arm, crushes the ground, or sweeps nearby enemies with its weight.

Type: Physical Target: 1 target in contact Damage: 1D12 PV

Possible critical: the target is thrown or knocked prone, depending on the situation.
Possible critical failure: the elemental strikes the ground too heavily and loses its next movement.

Spells

2 PM - EARTH - OFFENSIVE
Pluvia Roccarum
The elemental lifts several blocks of stone and hurls them down in a brutal rain.

Range: Medium Target: 1 target or small area depending on the scene Effect: hurls large rocks at the target

Critical: Stun. **Roll of 1:** Bleeding.
Use when characters stay at range or try to attack it without approaching.

2 PM - EARTH - OFFENSIVE / CONTROL
Iactus Luti
The elemental turns the earth beneath an enemy’s feet into living clay. The ground sticks, swallows boots, and pulls downward.

Range: Short to medium Target: 1 target Effect: light damage + immobilization for 1 to 2 rounds

Use against mobile characters, shooters, or anyone trying to bypass the elemental.

2 PM - EARTH - DEFENSIVE
Carapax Roccae
The stone of the elemental’s body compacts. Cracks close, moss sinks into the rock, and its mass becomes almost impossible to cut into.

Duration: 3 incoming attacks Immunity: Bleeding and Stun Bonus: physical critical hits received become normal successes

End of effect: the elemental makes a physical counterattack against a target in contact, if possible.
Cast as soon as the elemental takes heavy damage or when a character tries to break it in melee.

Combat Behavior

The Major Earth Elemental is not intelligent in the human sense. It reacts through a logic of territory, pressure, and imbalance.

Start of combat

On the first round, it does not necessarily try to kill. It first attempts to push intruders back.

- slowly rise up;
- strike the ground;
- block the passage;
- use Iactus Luti on a character too close;
- use Pluvia Roccarum if the group attacks from range.

Middle of combat

Once it has taken enough damage, it becomes more active.

- cast Carapax Roccae;
- crush immobilized targets;
- prioritize characters using Air;
- ignore verbal provocations;
- react violently to attacks that fracture its body.

End of combat

At 25 PV or less, the elemental does not flee. It slows down. Its stones come apart. Its flowers fall. Its eyes dim.

- attempt one final Rocky Strike;
- root itself into the ground;
- fall asleep again if no longer attacked;
- collapse into a stone barricade.

Hardness and rhythm

The journey lasts four to six days according to the rhythm of the GM. The Rokron is large, the Couronne Verte is fertile but mature, and Veyrune is far enough from Illumny to make the road a real transition. The campaign must make this change felt: from the capital full of water and voices to narrower roads, quieter woods, more spaced farms.

Caldran Vaumille

Caldran Vaumille is an old conveyor under contract with Jewels of Rokron. He transports the members of the guild when the road permits. It is robust, inside, a little penible, and absolutely obsessed by horses. He speaks of them as others speak of gods, kings or military strategies. His dream is to confirm rumours from Gorgemer and from the west to Galea, where we would talk about a gigantic horse. Caldran is convinced that if this creature exists, it must be treated as a wise, not as a mount.

Replies:

"A horse never lies. He can refuse, bite, break your foot, but he doesn't lie. It's already more than most men." "At Galea, they talk about a horse high like a house. I say a horse like this isn't riding it.

We're asking him for advice."

"When a horse panics for no reason, it's just that reason was faster than you." This last sentence is important. It announces the animals of Veyrune.

The earth element

An elemental earth blocks the road. It is large, massive, almost confused with the path. He doesn't seem aggressive. It is simply there, as if the road had never been allowed to pass.

READ-ALoud TEXT

The trailer slows down before stopping. Horses refuse to move forward. In front of you, the road disappeared under a mass of soil, rock and roots. At the beginning, you think of a fall. Then the mass breathes. A stone torso stands out, thick arms, a head without a clean face. The elementary doesn't attack you. He's not even looking at you. He's here. For him, your emergency doesn't exist. Possible solutions: communion with the Earth, mineral offering, detour, patience, singing, sign of respect. If the characters attack, the elementary responds and minor elements arise. This fight is not the punishment of the GM. This is a lesson: in Runikron, the world responds to gestures.

Wounded Bear

The last night with the caravan, the PJ hears a grunt in the woods. They find a wounded bear. His wounds are irregular. Some look like scratches, others have marks made by small hands. The bear is terrified by the direction of Veyrune. With Drageno or Life Affinite, the bear can be soothed. If it is nourished and cared for, it can follow the characters at a distance and intervene once later to alert or protect. He does not become a domestic companion.

If players miss their approaches or make too much noise, a small group of opportunistic goblins may appear. Gobelins are not bound to the evil of Veyrune. They are still a normal danger, noisy, greedy, alive. This contrast is important.



ROAD GOBLINS — A LIVING DANGER BEFORE VEYRUNE’S HORROR

COMBAT PROFILE

Road Goblin

ENCOUNTERRoad

A small roadside opportunist. It attacks to steal, distract, or cover a retreat: it is a living, readable, noisy danger before Veyrune’s horror.

TYPE Opportunistic humanoid	AFFINITY Earth	ROLE Skirmish / ambush
WEAKNESS Air x2	RESISTANCE Plasma x0.5	PM 0

STATISTICS

PV 6	PM 0	AFFINITY Earth
WEAKNESS Air x2	RESISTANCE Plasma x0.5	PHYSICAL ATTACK 1D4 + 1

BASE ATTACK

Blade, club, or dirty point

The goblin strikes fast in melee, then tries to reposition behind a tree, a wagon, or an ally.

Type: Physical	Target: 1 target in contact	Damage: 1D4 + 1 PV
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Separation with Caldran

In the morning, the caravan cannot move forward. Caldran refuses to take his horses further. He's not a lach. He listens to them.

READ-ALoud TEXT

Caldran checks harnesses longer than necessary. Horses reborn, scratched the ground, shot at renes. The old conveyor ends up coming back to you. "The road continues, but not for me. Not with them." He lays a hand on the neck of a nervous mare. "When a horse refuses a road, I don't argue. Men are wrong to prove they're right. Horses survive." He's looking northwest. "Pay attention to houses too quiet. A house must always make a noise. When a house doesn't make any noise, it listens."



RUNIKRON — THE GHOST VILLAGE

Sprys, the Mad Merchant

10. Sprys, the Mad Merchant

Sprys appears after separation with the caravan, at dusk, in the woods. He shouldn't be here. That's exactly what makes him right.

READ-ALoud TEXT

The path divides, then tightens, then seems to hesitate. That's where you see the stall. Not a shop, not a caravan, but an assembly of crates, fabrics, flasks, bits of metal, parchments, things hanged with strings and boxes that sometimes tremble for no reason. A man smiles too widely. His eyes don't smile. "Ah," he said. "You're early. Or late. It's often the same thing when the dead begin to learn your names." Sprys should not explain the scenario. It must give players the impression that they know something, but that knowledge is a currency of which they do not know the price.

Possible phrases:

"If the house talks to you, don't be polite. It's often healthier." No, no. The well is the mouth. The polite look at the mouth. The useful people are looking for the throat." "A lost child is not always lost. Sometimes the road sent her. Sometimes it's worse: he knew where he was going. "

Objects of Sprys

The last rain bowl: small black bowl, cold to the touch. It collects water charged with memory. If Mizuuk is not present, this object can allow the final ritual. Price possible: a memory linked to the rain. The Cord that remembers: pale rope that becomes wet when it comes down to a place where someone died drowned or was called by water. At the Veyrune well, it comes out soaked in black water even without touching the bottom. The flameless candle: candle burning with a pale glow. It reveals spectral traces for a few seconds, but attracts the dead.

The moving Rune Parchment: Parchment whose signs change when nobody looks directly at it. It can reinforce a ritual, but imposes a symbolic vision or debt. The Clochette de mal chemin : when you sound it has an intersection, it does not indicate the right path. It indicates the one the character would prefer to avoid.



SPRYS, THE MAD MERCHANT — RUNIC PARCHMENTS, VARIABLE PRICES



RUNIKRON — THE GHOST VILLAGE

Arrival at Veyrune