



Phantasie III

THE NINEFOLD WOUND

A rulebook for the company that goes out from Greybell

This is a browser recreation of the Phantasie III style of party role-playing game: a company of six in ranks, a country walked on foot, town services, and dungeons entered for a specific object. The scenario is an original one.

Ostrahn was never killed. Nine champions came at him in the last year of the old kingdom and each of them struck once, and each wound was bound into a seal and carried away to be hidden. That was four hundred years ago. Seven of the nine bindings have since failed, which is why the fens are full of things that were buried, and why the order at Greybell will pay for six people willing to walk out and find the seals again.

This book holds the rules and every table the game uses. The tables in it are generated from the game's own data files, so nothing here can drift out of step with what the game actually does.

Players	1
Play length	About 4 to 8 hours for a campaign; a session picks up from a save

Company	Six adventurers, in three ranks of two
Country	64 by 64 leagues, generated fresh for every campaign
Sites	9 seal-sites and 6 towns
Save	One local save, written automatically
Rulebook	Version 1.0.0

CONTENTS

What is in this book

1. The short version
2. Taking a company out
3. The five measures, the eight peoples, the six callings
4. Wounds — the nine places
5. The road, the calendar, and what the ground costs
6. Battle: ranks, reach, and orders
7. Going down and staying down
8. Magic — sorcery and grace
9. Towns and what they sell
10. The nine seals and the order of the wounds
11. The altar, the offer, and the two endings
12. Tables

HOW A CAMPAIGN GOES

1. The short version

Enrol six adventurers at the guild hall in Greybell. Buy weapons, armour, rations and torches. Walk out into the march-lands and find the eight shallow seal-sites. Each one holds a seal with a guardian sitting on it, and a scattering of scrolls that are worth more than the gold.

Nine of the twenty-four scrolls record the order in which the nine wounds were struck. You need that order. When you carry all eight shallow seals the wardens will let you into the Barrow of the Ninth, where the last seal is, and where the altar is.

Lay all nine seals in the altar in the order the wounds were struck. Every wound reopens, and only then can Ostrahn be killed. Lay one out of turn and that wound shuts for good and the barrow takes the cost out of the company — but the sequence carries on from where it was, so a mistake is expensive and never fatal to the campaign.

There is a second ending. He will offer you a crown for the nine seals, and you may take it.

RECRUITING

2. Taking a company out

Six go out. The order will not send fewer. Each recruit is rolled: five measures, then a people and a calling. A calling has minimum measures and will refuse anybody short of the mark, so roll again rather than settle. The guild will also assemble a serviceable six for you if you would rather start playing.

Order matters at the point of enrolment, because slots one and two stand in the front rank and take the blows. Put your armour there. Slots five and six stand at the back where a sword reaches nothing at all, so put your bows and your casters there.

What the company carries out of Greybell

Rations feed the company one party-day each; a day is twenty-four steps of travel. Torches light one dungeon level each, and nobody goes below ground without one. Salves, draughts and tourniquets are the only medicine that works away from a temple. Buy more than you think you need: the walk back is always longer than the walk out.

CHARACTERS

3. The five measures, the eight peoples, the six callings

Every adventurer has five measures. A measure of 11 is average and contributes nothing; above and below that it shifts the numbers it governs.

Measure	What it governs
Strength	Damage with a hand weapon, and what can be carried
Dexterity	Hitting, initiative, the guard, and picking locks
Constitution	Hit points, and surviving being called back from the dead
Intellect	Sorcery: power, and how many spells are known
Will	Grace: power, resisting sorcery, and steadiness under wounds

The eight peoples

People	Frame	Measures	Hit points	Callings open to them
Human	ordinary	+1 Wil	0	Fighter, Ranger, Thief, Priest, Wizard, Monk
Dwarf	ordinary	+2 Str, -1 Dex, +3 Con, +1 Wil	+3	Fighter, Thief, Priest, Monk
Elf	ordinary	-1 Str, +3 Dex, -1 Con, +3 Int, +1 Wil	-2	Fighter, Ranger, Thief, Wizard
Halfling	small	-2 Str, +4 Dex, +1 Con, +1 Int	-2	Ranger, Thief, Priest, Monk
Gnome	small	-2 Str, +2 Dex, +4 Int, +1 Wil	-3	Thief, Priest, Wizard
Ogrekin	large	+5 Str, -2 Dex, +4 Con, -3 Int, -2 Wil	+8	Fighter, Monk
Saurian	ordinary	+2 Str, +1 Dex, +2 Con, -1 Int, -1 Wil	+4	Fighter, Ranger, Thief, Monk
Sylph	small	-3 Str, +4 Dex, -2 Con, +3 Int, +3 Wil	-4	Thief, Priest, Wizard

A small frame is harder to hit; a large frame is easier. Both are on the defending side of the roll, never the attacking side.

The six callings

Calling	Hit die	School	Weapon cap	Armour cap	Asks for
Fighter	d10	none	6	6	Strength 11, Constitution 9
Ranger	d8	Grace	5	4	Strength 9, Dexterity 11, Will 9
Thief	d6	none	4	3	Dexterity 12
Priest	d7	Grace	3	4	Will 12, Intellect 9
Wizard	d5	Sorcery	2	1	Intellect 13
Monk	d8	Grace	3	2	Dexterity 11, Will 11, Constitution 10

The caps are tiers. A calling may not buy a weapon or a piece of armour above its cap, whatever the shop is willing to sell.

Rising

Experience is shared out after every battle and the guild hall confers the level once it is earned. Twenty is the ceiling. Each calling needs a different amount of experience for the same level: a fighter rises fastest and a wizard slowest.

Level	Experience	Guild fee
2	110	20
4	660	60
6	1,650	100
8	3,080	140
10	4,950	180
12	7,260	220
14	10,010	260
16	13,200	300
18	16,830	340
20	20,900	380

Shown for a fighter at every second level. Multiply by the calling factor below for the others.

Calling	Experience factor
Fighter	110
Ranger	140
Thief	120
Priest	150
Wizard	162
Monk	146

THE HEART OF THE GAME

4. Wounds — the nine places

This is the rule the rest of the game is built around. A blow that takes roughly a fifth of an adventurer's hit points in one stroke leaves a wound, and a wound is written down in one of nine places on the body. It stays written down. Resting at an inn restores hit points and power and does nothing whatever to a wound.

Three things close a wound: a temple surgeon, who charges by the wound; a field salve, which eases one grade of the worst one; and the Bind grace, which is the only surgery available on the road. Nothing else.

Place	Struck	What it costs	Grade 1 / 2 / 3
Head	6.0%	Spells fumble	1 / 2 / 3
Face	7.0%	The bow strays	1 / 2 / 3
Neck	4.0%	Bleeds, every step	1 / 2 / 3
Chest	14.0%	Fewer hit points, permanently	1 / 2 / 3
Gut	12.0%	No running, and the guard drops	1 / 2 / 3
Sword arm	12.0%	The blade strays	1 / 2 / 3
Shield arm	11.0%	The guard drops	1 / 2 / 3
Right leg	17.0%	Slower, and later in the round	1 / 2 / 3
Left leg	17.0%	Slower, and later in the round	1 / 2 / 3

Grades are Grazed, Wounded, Maimed. A blow to a place already written up deepens it by one grade, to a maximum of three.

Out of the line

Add up the grades. At six or more an adventurer is broken: they cannot be given an order, they cannot strike, and they cannot work a grace. They are still alive and still walking, and they are still eating rations. A company that keeps marching with two broken members is a company that is about to lose somebody.

What turns a blow aside

A helm guards one named place. The great amulet guards every place. Nothing guards reliably — a guard makes that place less likely to take the mark, not immune.

TRAVEL

5. The road, the calendar, and what the ground costs

The company moves one tile at a time in any of eight directions. Rough ground costs more steps than a road. Twenty-four steps make a day, a day eats rations, and running out of rations puts people down. Legs that have been written up slow the whole company, because the company travels at the pace of its worst pair of knees.

Ground	Passable	Steps	Danger
Open water	skiff	1	3
Shallows	skiff	1	2
Grassland	yes	1	2
Forest	yes	2	4
Hills	yes	2	4
Mountain	no	4	5
Fen	yes	3	6
Road	yes	1	1
Town	yes	1	0
Dark way	yes	1	0

Danger is the weight on the encounter roll. Roads are quiet, fens are not. Open water needs a skiff, sold in one harbour only.

Camping

A camp spends rations, passes time, and restores some hit points and power. It does not close wounds, and a bleeding sleeper wakes up worse than they lay down. Camping in a dungeon works, and is often the only way to get a company to the guardian in a fit state to fight it.

COMBAT

6. Battle: ranks, reach, and orders

Both sides stand in ranks. Your six occupy three ranks of two: slots one and two in front, three and four in the middle, five and six at the back. The enemy arrives in groups, each group at a rank of its own, and the rank a group stands in decides who can touch it.

Weapon	Reaches
A hand weapon	Only from the front rank, and only the enemy front rank
A polearm	From the front or the middle rank
A bow or a sling	From any rank, at any enemy rank
A spell	From any rank, at any enemy rank

Every round you give each adventurer one order and then resolve. Initiative is rolled per action, so a fast adventurer with a wounded leg is no longer fast.

Order	What happens
Strike	Attack a group you can reach
Cast	Work a spell you know and have the power for
Guard	Take the next blow on the shield; the guard improves for the round
Use something	A salve, a draught or a tourniquet out of the pack
Break off	Withdraw — but only if every able member breaks off in the same round
Hold	Do nothing and keep the rank

If giving six orders a round is more bookkeeping than you want, the sergeants will fill them in, or fight the whole battle out for you.

DEFEAT

7. Going down and staying down

At zero hit points an adventurer goes down. They are not dead. They take a wound for it, and they lie there. A blow struck at somebody already down kills them, which is why area magic is so much worse than it looks when half your company is on the floor.

A mending brings the downed back onto their feet at once. Winning the battle, or getting clear of it, brings them round at a single hit point. If nobody is left standing the company is beaten: what is left of it is carried to the nearest town, three days pass, and a fee comes out of the purse. That is not the end of the campaign. Bleeding does not tick while an adventurer is down, and the people who carry a beaten company home bandage what they find.

The dead can be called back at a temple. It costs a great deal of money and a point of constitution, permanently. Some companies decide it is cheaper to enrol somebody new, and that is a legitimate decision, if a cold one.

SPELLS

8. Magic — sorcery and grace

Sorcery is learned; grace is granted. Wizards and rangers work sorcery from intellect; priests and monks work grace from will. Spells arrive automatically as levels are gained, and a caster at twenty knows the whole of their school. A head wound makes the words come out crooked, and the chance of fumbling rises with the grade.

The spells marked for the road can be worked between battles. Those are the ones that keep a company alive: Bind, above all, which is the only field surgery there is.

Spell	School	Lv	Cost	On the road	What it does
Firebolt	Sorcery	1	2	no	A short bar of flame.
Slumber	Sorcery	1	3	no	The weak-willed fold where they stand.
Frost lance	Sorcery	2	4	no	A spike of black ice.
Shatter	Sorcery	2	4	no	Armour splits along its seams.
Bewilder	Sorcery	3	5	no	They lose the order of the ranks.
Chain fire	Sorcery	3	6	no	Fire that steps from throat to throat.
Ward	Sorcery	3	5	no	A held breath of protection over the ranks.
Blink	Sorcery	4	7	no	The party is elsewhere. Escape is certain.
Unbinding	Sorcery	4	6	no	Strips the wards from a summoned thing.
Storm call	Sorcery	5	10	no	White fire over the whole field.
Lantern	Grace	1	1	yes	A cold light that does not gutter.
Mend	Grace	1	2	yes	Knits torn flesh. Does not close a wound.
Staunch	Grace	1	2	yes	Stops bleeding at once.
Bless	Grace	2	4	no	Every arm strikes truer for a while.
Turn	Grace	2	4	no	The restless dead remember they are dead.
Bind	Grace	3	6	yes	Closes one wound, worst first. The only field surgery there is.
Aegis	Grace	3	5	no	Blows land, but they land shallow.
Smite	Grace	4	6	no	A judgement, heaviest on the unquiet.
Greater mend	Grace	4	7	yes	Every wounded rank breathes easier.
Restore	Grace	5	12	yes	Calls one of the fallen back. It costs them.

THE TRADE ROAD

9. Towns and what they sell

Six towns, and they are not interchangeable. Only some keep a guild hall, which means only some can train or enrol. Only some keep a mystic. Stock runs to a tier, and the better gear is in the towns that are harder to reach — which is the reason the trade road exists.

Town	Services	Stock tier	A bed
Greybell	guild, inn, shop, temple, mystic, tavern	3	8
Harrowmoor	guild, inn, shop, temple, tavern	4	12
Saltmere	inn, shop, temple, mystic, tavern	5	16
Cairnfold	guild, inn, shop, temple, tavern	5	18
Thornlea	inn, shop, temple, mystic, tavern	6	22
Lastbell	guild, inn, shop, temple, mystic, tavern	6	30

The temple

A surgeon closes wounds and charges by the wound and the grade. This will be the largest line in your accounts, and trying to economise on it is the most common way a campaign quietly fails.

The mystic

The mystics keep their own copy of the record of the nine wounds. They will read out the next line you are missing. The price starts high and rises with every line you already know, so buying the whole order is possible and ruinous. Most companies buy one or two lines and find the rest.

THE OBJECT OF THE GAME

10. The nine seals and the order of the wounds

Nine seals, nine wounds, nine champions. Eight of the seals sit in the shallow sites with a guardian on each. The ninth is in the Barrow of the Ninth, and the wardens will not open the barrow to a company carrying fewer than eight.

Struck	Seal	Wound it holds shut	Champion who struck it
1	Seal of the Opened Throat	Neck	Ryse Halloran
2	Seal of the Broken Guard	Shield arm	Ard the Lesser
3	Seal of the Stilled Hand	Sword arm	Marrow Vane
4	Seal of the Shortened Breath	Chest	Ostara Fell
5	Seal of the Emptied Body	Gut	Hessen Rook
6	Seal of the Halted Step	Right leg	Coll of Thornlea
7	Seal of the Second Step	Left leg	Ilse Draven
8	Seal of the Shuttered Eye	Face	Bram Ashgrove
9	Seal of the Quiet Mind	Head	the Ninth, unnamed

This is the order the altar demands. In play you do not begin with this table: you assemble it from the scrolls, or buy it a line at a time from a mystic.

The sites

Site	Levels	Depth	Guardian	Lv	Seal it holds
The Cinder Pit	1	1	Barrow skeleton	3	Seal of the Opened Throat
The Drowned Hall	1	2	Ghoul	5	Seal of the Broken Guard
Gallowsdeep	1	3	Barrow wight	7	Seal of the Stilled Hand
The Thorn Vault	1	4	Wound-cultist	6	Seal of the Shortened Breath
The Salt Crypt	1	5	Salt drake	8	Seal of the Emptied Body
The Lampwright's Warren	1	6	Iron shade	9	Seal of the Halted Step
The Fen Barrow	1	7	Fen lord	10	Seal of the Second Step
The Black Cairn	1	8	Bone king	13	Seal of the Shuttered Eye
The Barrow of the Ninth	3	10	Keeper of the Ninth	15	Seal of the Quiet Mind

Depth is a rough order of difficulty. Take them roughly in that order; a company that walks into the wrong barrow at level four does not walk back out.

THE END

11. The altar, the offer, and the two endings

Nine hollows in the stone. Lay the seals in the order the wounds were struck. Each one that goes in correctly reopens its wound. When the ninth goes in, something stands up in the dark and it can be killed.

Lay one out of turn and that wound shuts permanently. The seal is spent, the barrow takes its price out of the company in blood, and the sequence continues from where it stood. You can be wrong up to eight times and still finish; you simply will not have much of a company left to finish with.

The offer

He will offer a crown for the nine seals, and the offer is real. Take it and the campaign ends there, differently. It is worth fewer points and it is a perfectly good ending.

Ending	How it is reached
The Wounds Re-opened	All nine seals laid in the correct order, and the last battle won
The Ninefold Crown	All nine seals handed over at the altar
The Company Ends Here	Every member of the company dead, with nobody to carry back

Saving

The game writes a save automatically whenever the company reaches somewhere safe: a town, a stair, the end of a battle. There is one save, kept in this browser. A save taken during a battle restores to standing ground rather than mid-round, so no campaign can be resumed into a half-resolved fight. Clearing the browser's storage for this page destroys the save; nothing else does.

REFERENCE

12. Tables

Weapons

Weapon	Tier	Cost	Damage	Hands	Reaches
Dagger	1	12	1d4	1	front only
Quarterstaff	2	20	1d6	2	front or middle
Short sword	2	45	1d6	1	front only
Mace	3	60	1d7	1	front only
Hand axe	3	55	1d8	1	front only
Sling	1	15	1d4	1	any rank
Short bow	3	70	1d6	2	any rank
Long bow	4	190	1d8	2	any rank
Spear	3	65	1d7	2	front or middle
Long sword	4	220	1d9	1	front only
Halberd	5	320	2d6	2	front or middle
War hammer	5	340	2d5	1	front only
Great sword	6	620	2d8	2	front only
Grey Bell blade *	6	0	2d9	1	front only
Spear of the Ninth *	6	0	2d8	2	front or middle

* Not for sale. Found below ground, once each, in a campaign that goes looking.

Armour, shields and helms

Armour	Tier	Cost	Guard
Travelling clothes	0	0	+0
Warded robe	1	40	+1
Leather	2	90	+3
Studded leather	3	170	+4
Ring mail	4	300	+6
Chain mail	5	520	+8
Plate harness	6	950	+11

Shield	Tier	Cost	Guard
No shield	0	0	+0
Buckler	2	55	+1
Kite shield	4	180	+2
Tower shield	5	400	+3

A two-handed weapon and a shield cannot be carried together.

Helm	Tier	Cost	Guard	Place it protects
Bare head	0	0	+0	none
Padded cap	1	45	+1	Head
Half helm	3	130	+1	Head
Great helm	5	380	+2	Face

Trinkets

Trinket	Cost	Protects	What it does
Nothing	0	none	
Iron gorget	210	Neck	Keeps a blade off the throat.
Bronze greaves	260	Right leg	Shin plates, well strapped.
Warded bracer	300	Sword arm	The sword arm keeps its speed.
Plackart	340	Chest	A second skin over the ribs.
Ring of steady will	400	none	Wards bite less deeply.
Amulet of the Ninth *	0	every place	Nine small scars worked in silver. Blunts every wound.

Stores

Item	Cost	What it is for
Rations	6	One party day in the field.
Torch	4	Lights one dungeon level.
Field salve	60	Closes one wound of grade 1.
Red draught	45	Restores 2d8 hit points.
Tourniquet	30	Stops bleeding on one adventurer.
Picks	35	A thief opens locks more surely.
Skiff	900	Crosses open water. One per party.

What lives out there

Creature	Lv	Hit points	Guard	Attack	Damage	Rank	Tactic	Kind
Ratkin	1	1d6 + 2	1	1	1d4	1	melee	beast
Road bandit	2	2d6 + 2	3	2	1d6	1	melee	humanoid
Marsh slinger	2	2d6	2	2	1d5	3	missile	humanoid
Winter wolf	3	3d6 + 2	3	3	1d7	1	beast	beast
Barrow skeleton	3	3d6	4	3	1d6	1	melee	undead
Gnoll pikeman	4	4d6 + 3	5	4	1d8	2	melee	humanoid
Bog hag	4	4d6	3	3	1d6	3	caster	sorcerous
Ghoul	5	5d6 + 2	5	5	1d8	1	melee	undead
Ogre brute	6	6d8 + 6	5	6	2d6	1	brute	humanoid
Outlaw archer	5	5d6	4	5	1d8	4	missile	humanoid
Barrow wight	7	7d7 + 4	7	7	2d6	1	melee	undead
Salt drake	8	8d8 + 8	8	8	2d8	1	brute	beast
Wound-cultist	6	6d6	5	6	1d8	3	caster	sorcerous
Iron shade	9	9d7 + 4	9	9	2d7	2	melee	undead, sorcerous
Fen lord	10	10d8 + 10	9	10	3d6	1	brute	beast
Seal-guardian	11	11d9 + 12	11	11	3d6	1	melee	guardian
Night mare	12	12d8 + 8	11	12	3d7	1	beast	sorcerous, beast
Bone king	13	13d9 + 10	12	13	3d8	2	caster	undead, sorcerous
Keeper of the Ninth	15	15d10 + 20	13	15	4d6	1	brute	guardian
Ostrahn Unmade	20	28d10 + 110	16	19	4d8	1	boss	sorcerous, guardian

Rank is the rank a group of them takes the field in. A creature at rank three is out of reach of anything but a bow or a spell.

What appears where

Table	Drawn from
plain	Ratkin, Road bandit, Winter wolf, Gnoll pikeman, Outlaw archer
road	Road bandit, Ratkin, Outlaw archer
forest	Winter wolf, Road bandit, Gnoll pikeman, Ogre brute, Night mare
hill	Gnoll pikeman, Ogre brute, Barrow skeleton, Outlaw archer, Salt drake
swamp	Bog hag, Marsh slinger, Ghoul, Fen lord, Ratkin
mountain	Winter wolf, Road bandit, Ogre brute, Salt drake, Iron shade
ocean	Salt drake, Ghoul
shallow	Marsh slinger, Ratkin
dungeon	Barrow skeleton, Ghoul, Wound-cultist, Barrow wight, Iron shade, Bone king, Seal-guardian, Ratkin, Gnoll pikeman

Encounters are drawn against the company's strength, so an early company meets the shallow end of each table.

The scrolls

Twenty-four numbered scrolls are scattered through the sites, one copy of each in a campaign. Nine of them record the order of the wounds; the rest are history, hints, and the parts of the story nobody in Cairn Vael says out loud.

No.	Kind	What it records
1	the order	FIRST. The throat, opened by Ryse Halloran, so that he could not answer. Lay this seal down before any other.
2	lore	Ostrahn was never killed. Killing was tried. What worked was wounding, nine times, by nine hands, and binding each wou...
3	the order	SECOND. The shield arm, broken by Ard the Lesser, so that he could not refuse. Second of the nine.
4	hint	A wound will not close by sleeping on it. Find a surgeon, or find a priest who knows the Bind.
5	the order	THIRD. The sword arm, stilled by Merrow Vane, so that he could not answer in kind.
6	lore	The Grey Bell rang for each champion as they went out. It rang eight times. The ninth was rung by nobody and everybody...
7	the order	FOURTH. Between the ribs, by Ostara Fell, so that he could not sing the binding open.
8	hint	The rear rank cannot reach with a blade. Give the back two a bow or a spell or an idle afternoon.
9	the order	FIFTH. The body, emptied by Hessen Rook, so that he could not run.
10	lore	Seven of the nine bindings have already failed. Every year the land is quieter and the barrow is warmer.
11	the order	SIXTH. The right knee, taken by Coll of Thornlea, so that he could not follow.
12	hint	A helm turns a blow that would have been a head wound. Cheap at the price, and the price is not cheap.
13	the order	SEVENTH. The left knee, taken by Ilse Draven, so that he could not stand.
14	lore	The guardians at the seal-sites are not servants of Ostrahn. They are the champions, still at their posts, and they do...
15	the order	EIGHTH. The eye, shuttered by Bram Ashgrove, so that he could not find us again.
16	hint	Slumber does not touch the unquiet dead. Turn them instead, or put them down.
17	the order	NINTH AND LAST. The mind, quieted by the ninth, whose name was struck from the roll at their own request.
18	lore	The altar in the barrow takes the seals in the order the wounds were struck. Out of order, the wound closes instead, a...
19	hint	Wounds stack. Three deep and an adventurer is done fighting until somebody with clean hands gets to them.
20	lore	The ninth champion went down alive and did not come up. The Keeper below wears their harness.
21	hint	Bind closes one wound and takes the worst first. It is worth more than any amount of Mend.
22	lore	He will offer. He always offers. The offer is real, which is the difficulty with it.
23	hint	Nothing in the barrow can be outrun on a lame leg. Go down whole or do not go down.
24	lore	When the ninth wound opens he will be a man of two hundred and ninety years, standing in a hole in the ground, and he ...

Copyright © 2026 Tronsoft Games. This is an independent browser recreation of the Phantasie III style of game, with an original scenario: the setting of Cairn Vael, the story of Ostrahn and the nine bindings, and all the

creatures, items, spells and text here were written for it. Not associated with or endorsed by the original publisher. See LICENSE.txt and docs/credits.txt in the package.