

# The Ronda

The tragedy has brought the life of **Dr. Rudolph V.R.** to a breaking point; to a place where not only the darkness and the bottom of the well are touched, but oneself is the shadow casted; and the exit, that distant point of light, seems impossible to touch.

The same tragedy has been the cause of his greatest work, his determination and iron will to put an end to evil wherever it appears, either facing the jaws and the claws or where just a slight glimpse germinates in the minds of the many. His privileged mind has given way to various tools to achieve his goal but none as effective as knowledge. Years of research have produced great studies on the various evils that plague the **Nucleous lands** and how to eradicate them, but, in the end, the evil that he sees is only the puppet of a puppeteer hidden behind the curtain. The root of evil plays its macabre show for its own delight and scourge of the defenseless.

The years go by and the hand that holds the stake loses strength. Who will then discharge the *hammer* strike? Whose *lantern* will drive away the shadows in the alley? What boots will walk the roads bringing hope to the needy?

*Dr. Rudolph* then decided to pass on his **knowledge**, placing it in the capable hands of people who have **seen the darkness** head on and have decided to raise their lamps. Those who investigate what others do not dare in fear of losing their sanity or losing their lives.

Ronda: f. Group of people or patrol intended to patrol the streets or to visit the outside stalls of a square.

**DR. RUDOLPH V.R.**  
SCHOLAR AND LEGENDARY MONSTER HUNTER.



Researchers, warriors, explorers or people of faith; all working for a common good but without enjoying the recognition of the hero because their work will have to be from the shadows. Sworn guards, incorruptible before evil, knowing the shadows that cloaks the roads and streets, the cities and villages always with the lantern that casts the strongest light; the one that enlightens the helpless.

If anyone ever gets to know them, they will know that they are **the Ronda**.

***We are hammer and flame, the light that reveals the puppet master...***

## What is the Ronda?

*The Ronda* is a secret society created by *Dr. Rudolph* that serves as a strike force against the Evil that afflicts the inhabitants of the **Nucleus Lands**. Anonymous vigilantes who walk roads, towns and cities attentive to events that put people's lives at risk, especially those who are defenseless, who are victims or who are caught between the machinations of criminals.

*Dr. Rudolph* sends these *vigilantes* in groups to different lands with the task of gathering information, which he exchanges with *each group*, about **dark manifestations** and how to put an end to them.



With the help of *the Ronda*, Dr. Rudolph has managed to create guides for several types of manifestations; such as *ghosts*, *werewolves*, *constructs*, or *vampires*. These guides are the ultimate weapons to fight the abominations, though *the Ronda* and himself continue to discover that evil constantly changes its forms.

The members of *the Ronda* are divided into "**Chapters**", which are groups or cells scattered throughout various parts of the *Nucleus*, living and acting as anonymously as possible.

There are some characteristics by which they can be distinguished (*since they don't all know each other, per Rudolph's recommendation*); being the **tattoo** one of the most intimate sign that the members of this society can carry. In addition, the clothing usually includes a **black leather cape, tricorn or wide-brimmed hat and a lantern**; these elements as a symbol of anonymity and the light they shed on the mystery.

Somewhere on the cape or hat there is a **triangle embroidered in white or silver thread**, which represents the Tricorn that is the summary of its values "**Honesty, Loyalty and Courage**".

## The Founders

Not just anyone can be part of *the Ronda*. Although any member may include others, in consultation with their *Chapter*, the prospect must meet certain requirements. To begin with, the members of the *Chapter* must trust him; he must show temperance to face the horrors he may encounter; and he must have specialized training in some area (*knowing how to get out of combat alive is very helpful, but not everything for this vigilantes*).

Although the main characteristic to fulfill is the one that can only be obtained through experience: **every member of the Ronda must have been touched by darkness, have faced it and have the temperance to face it again**. Events that can end the will of most people are the armor of these heroes who act from the shadows, where evil makes its nest. When a prospect is ready, a (*no formal*) meeting is usually called and the proper oath is recited.

### THE HAMMER

#### OATH OF THE RONDA

(Prospect)

*Be witness my brethren that the night took my life,  
now I don a new cape and light another lantern,  
I raise my hand and swear by its burning flame:*

*Never to tremble against any foe,  
be a flare in the reigning night,  
a cape for the unwary,  
a hammer to crush darkness,  
the radiance of Truth.  
with malice towards none,  
and charity for all,  
until the light abandons my eyes.*

(All Chapter members)

*We are the hammer and flame,  
the light that reveals the puppetmaster.*

# LA RONDA

*Game Mode in a  
Gothic Campaign Setting*

## **ELLENSAR MEMORIES**

### *WARRIOR WIZARD, ORIGINAL SIX.*

Time is a blurry concept to me. The memories are simply present, and besides the appearance of those with whom I lived those memories, there is no referent of the time in which everything happened.

We were still together, we were still alive.

A storm is approaching, the night and its persistent darkness have closed their jaws on us. Our battered cloaks still try to protect us, but time, time is the last enemy, and tonight, darkness is his ally.

The tide of lycanthropes had taken everything and almost everyone, incredibly the only safe place was that strange cemetery.



## The Flame

Every **prospect** who gives himself to the cause of *the Ronda* is obliged to swear *the Hammer* and to respect the **Tricorn** and the **Flame Ribbons**, a set of values and guidelines that govern his life from this moment

Values called **The Tricorn:**  
*Honesty, loyalty and courage*

**The Flame** guidelines:

- *You will not judge, without having investigated and revealed the truth.*

- *You will have compassion for all living beings and you will protect the defenseless.*

- *You will never renounce the Truth and faith in the Order.*

- *You will defend with your life the secrets of the Ronda that were revealed to you.*

- *Discretion among the people and subtlety with the crowd: You will never risk the innocent by revealing the enemy.*

- *Your shield will be the Truth against the dark forces, you will not accept more armor than that.*

- *You will be a person of action, you will not blame anyone for your faults, but you will seek repair in your brothers and humbly admit your mistake.*

- *You will never engage in combat unless your own life or that of the innocent is at risk.*

- *Your hand will seek no revenge. If evil in the form of temptation traps you, remember not to return until you have overcome that evil, victorious, return to your brothers and the Truth.*

## What is the Ronda in game terms?

*The Ronda* is a **fantasy R.P.G. game mode** for **Gothic campaign settings** in which the characters are members of this secret society founded by *Dr. Rudolph V.R.* whose mission is to investigate, discover and eradicate evil in any of its facets.

The characters have a dark and mysterious background the reason why have been recruited by *Dr. Rudolph* after receiving help from him. They are committed and sworn to follow the cause of the Doctor with the motto that the inhabitants of the **Mistlands** can hope for a better life.

Players must take up the cause and play adventures where *investigation, exploration, combat and heroism* are mixed with *mystery and gothic horror*. A *Ronda* campaign can be as short or as long as the risk of the adventure determines. The members of the *Ronda* can be of any class and race existing in the player's manual, modified by the characteristics of the *Gothic campaign setting* and must be native to the world, this means they cannot come from other worlds or planes dragged by the mist, as most adventures for this setting tend to suggest.

The game mode should be difficult, but not impossible or frustrating, when it comes to combat the death of a character is never ruled out. However, it should not be based entirely on battles but rather on interaction with the game world: *investigation, discovery and interpretation of the character and the NPCs.*



Special emphasis should be placed on the **horror**, as described in the campaign setting, enhancing it with hints of **madness, despair, and even gore**. The Ronda, though brave, can be overwhelmed by the dangers they face night after night and their victories are often **pyrrhic**.

Another characteristic that gives flavor to this game mode is that the players do not create their character, but rather they randomly choose (*or is assigned*) a **previously created character** to challenge the player to interpret and bring it to life from a defined point and not from scratch. Players don't have the ability to put in a **backstory** that would make the DM sidetrack campaign objectives, giving way to more fluid gameplay and emphasizing *the Ronda* mission as a group and not as individuals.



## Game Info:

There are several things necessary to play a Ronda campaign, especially because the system in which this **game mode** is originally played is 2nd edition. However it is not limited to that system, with some points to consider it can be played in any edition.

Here are some useful annotations for playing the campaign in other editions.

### 2nd edition

*Campaign Setting:* the original "Reign of Terror" box ("Black Box", 1990) is the edition originally used by the founders; however, the revised edition "Dominios de Terror" (or "Red Box", 1994) can be used without problem. With a bit of work, it could even be adapted to playing The Masque of the Red Death. This edition turns out to be the most versatile to establish the campaign setting.

It is highly recommended that you use the rules for saves against **Terror, Horror, and Madness** that appear in "Dominios de Terror."

*Characters:* As mentioned before, players do not create their characters. **The DM** offers or designates pre-generated characters from the **Ronda's character pack**.

### 3rd / 3.5 edition

*Campaign Setting:* **Sword & Sorcery** Core Rulebook. Other books from this publisher are also eligible as material; in fact they can serve to enrich the campaign in other editions. In the same way, the books of the 2nd edition can have the same function of complementing the campaign.

*Characters:* likewise, players do not create their characters but choose from among the pre-generated characters from the **Ronda's character pack**.

There was no Campaign Setting as such in **5th edition**; however, the necessary story and setting information is found in the books of other editions. We are revisiting the latest publications to see what can be used in this game mode.

To facilitate adaptation, a series of modified guidelines and rules are included here for use in the **5th edition**. The campaign must follow these general rules:



**ORIGIN**

## 5th edition

**Terror (Fear):** The base DCs are 12, 15, 17, 20, 25, 30. Effects of Terror: The effects of failing a terror roll can be: Minor: -2 to attack rolls, Saves, Skills, and AC for 10 minutes. Major: Frightened for 1 minute, then the minor effects for 1 hour. It is recommended to amplify the effects of terror with the information from "**Dominios de Terror**".

**Horror (Horror):** The save against horror is with Charisma. The base DC is 12. Effects of Horror: It is highly recommended to follow the effects of "**Dominios de Terror**". For a simpler version, a failed Horror save generates a short-term insanity effect (*DMs Guide p. 259*) and Debuff on a specific stat appropriate to the situation (Attack, saves, etc).

**Madness:** An insanity save is made with Intelligence. It is an attempt to convince himself to rationalize the impossibility of what has been seen. Effects of Madness: "**Dominios de Terror**" has excellent information on this. For a simpler version, you can use the madness effects listed in the *DMs Guide (p. 259 - 260)*; use each type of affliction according to the magnitude of the event that generates sanity loss. Each time a save is failed, a state of madness accumulates, going from "short-term" to "long-term" to "indefinite."

**Power Checks:** The percentages of Power Checks remain unchanged with respect to "**Dominios de Terror**". The changes produced by Power Checks are explained later.

This game info has been abbreviated for this publication, on our **website** you will find extended information for some editions of **fantasy R.P.G.** as well as **character packs, one-page dungeons and small adventures** to get into **the Ronda** and create a new Chapter.

Last but not least, *the Ronda* is a **community**. Through the game the members of a chapter live experiences that they share with other players somewhere else; *from gaming tables in the same city to other states, or who knows, other countries*. Outside the game world the members of *the Ronda*, as players, are part of a gaming commonalty sharing experiences, meeting other members and even forging profound friendships.

**Welcome and enjoy this game mode.**



scan me

## AL SIX

