



LOST HALL OF TYR

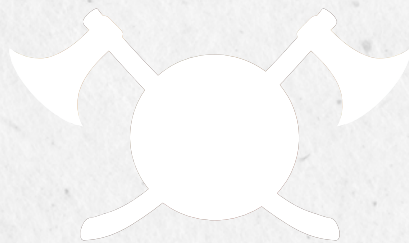
— TERROR HFXF —

2ND EDITION



BY DOUGLAS H. COLE





— ÆRHPHHT TAP —



LOST HALL OF TYR

TFRXR HFXF

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TORENGUR GLOSSARY

The glossary gives Torengur terms used in Lost Hall of Tyr, their pronunciation, and a brief description of the word or phrase's meaning.

Term	Pronunciation	Notes
<i>Alfar</i>	AHLF-ahr	A powerful fae, intermediate between the high faerie (Winterfae) and the lesser fae.
<i>Alþingi</i>	AHL-ting-yay	Town council meeting
<i>Ána Rottur</i>	AHL-nah Roh-tyr	River rat; those that ply the waters between Isfjall and the rest of Torengur seeking riches through commerce
<i>Braeðralag</i>	BREYE-dthra-lach	Brotherhood. The loose organization of Torengur who worship a common Aesir in a settlement
<i>Dánarhátíð</i>	DAHL-nar-hal-tidth	The Valor Festival, held in late fall/early winter
<i>Eðlafolk</i>	EYE-dth-la-folk	Lizard folk; servitors and warriors for the true dragons
<i>Einmannafjall</i>	AYN-mahn-nah-fyath	Lonely mountain
<i>Firkinbarn</i>	FYEER-kehn-barn	"Child firkin," a barrel of liquid with roughly seven gallons capacity
<i>Gangaeðla</i>	GONG-eyedth-lah	Lesser dragonkin; "leg-lizards." Kobolds.
<i>Gestur</i>	GUESS-tur	Guest, visitor, or tourist
<i>Guðrun</i>	GUDTH-ruun	God's secret lore; messages and commandments from the Torengur gods
<i>Hafura</i>	HAH-vur-ah	Tall Pine forest. Oddly enough, also "goat"
<i>Hrogn</i>	HROH-ken	Spawn; used for small demons and the manifestations or creations of certain undead
<i>Hulder</i>	HUHL-duhr	A beautiful faerie with subtle animal features, such as a cow's tail or furry legs, and often an opening on her back the consistency of bark.
<i>Huskarls</i>	HOOS-kahrlls	The pledged military retainers of a jarl. Not necessarily always warriors (they may be spellcasters)
<i>Idunite</i>	IH-doon-ite	The clerics of Idunn, Goddess of Renewal, are sometimes referred to as Idunite priests
<i>Isfjall</i>	EYEZ-fyath	Ice Mountain. A town in the northwest corner of Torengur
<i>Jarl</i>	YARL	The chiefs of Torengur; more broadly, a generic term for the noble class, or "folks in charge."
<i>Jökull</i>	YER-kull	Literally "glacier." Refers to those that stay in Isfjall year round.
<i>Karl</i>	KAHRL	The bulk of the Torengur people, neither chiefs (jarls) nor slaves (thralls). Indicates a free yeoman, landowner, or equivalent
<i>Krabbari</i>	KRA-ba-ree	A crab-like demon with giant pincer claws. It appears in this glossary for no particular reason. Really.
<i>Lögfræðingur</i>	LUGH-fra-dthing-uhr	The Law Bringer. A powerful enchanted sword.
<i>Logiheimli</i>	LOW-yi-haym-lee	Law Home. A fortified town, lying in ruins for over 500 years.

Term	Pronunciation	Notes
<i>Muspelheim</i>	MUHS-pell-haym	The realm of fire, home of demons
<i>Mylja Ormur</i>	MEEL-ya Orm-uhr	Crushing worm. A writhing, poisonous degenerate dragonspawn
<i>Seax</i>	SAY-acks	A term used for a long, single-edged knife or a short single-edged sword. The Torengur don't much distinguish.
<i>Sérstakt Konar Heimskur</i>	SEE-ehrr-staht CONE-ahr HAYM-skoor	"A special kind of stupid." In Isfjall, used nearly exclusively for those that wander alone in the wilds near the Frostharrow.
<i>Slátrun</i>	SLAU-troon	Slaughter. The annual meat harvest of domestic animals, held in October.
<i>Snjófugl</i>	SNYOH-vigk	"Snow-bird." A nickname given to those who live in Isfjall only during the summer, and "fly home" to warmer weather in winter. Only the rich can afford this.
<i>Svartalfheim</i>	SVAHRT-ahlf-haym	Dark elf home. The spirit realm of faerie pocket dimensions
<i>Thegn</i>	THAYNE	A particularly well-respected or wealthy karl. The word conveys a sense of personal power and influence and is a descriptor, rather than a title.
<i>Thurs</i>	THURZ	A large faerie, related to trolls
<i>Torengar</i>	TOH-ren-gahr	A "barbarian" kingdom of the north; built around "fantasy Vikings." <i>Torengur</i> is both the plural and possessive form.
<i>Úlfjarl</i>	UHLF-yarl	Wolf-lord. A Torengur term for dire wolves
<i>Vaettr</i>	VIE-tyrr	Literally "spirits." The undead corpse of a fallen, angry warrior refused entry into the afterlife and very bitter about the whole thing
<i>Vaettrhrogn</i>	VIE-tyrr-hroh-ken	Spirit-spawn. A type of zombie formed when a vaettr kills a foe
<i>Vaknatré</i>	VAHK-nah-tray	Awakened trees. Also here for no particular reason.
<i>Vatnvikur</i>	VAHT-ehn-vik-uhr	Water week. A barrel holding seven gallons of water, enough for one active person for one week.
<i>Veiddarlond</i>	VAY-tahr-lund	The Hunted Lands. A region in Torengar that is overrun with faerie
<i>Vesturham</i>	VEST-uhr-hahm	The mountain range that forms the western border of Torengar. The northern reaches of the Vesturham range are towering peaks, home to faerie, called The Frostharrow
<i>Viðskipti</i>	VIDTH-skip-tee	Bronze blades used to barter for one's life if caught by faerie alone. A taboo subject.
<i>Weregild</i>	VEHR-yeld	Payment to an injured party as redress for a crime or slight
<i>Wodenheim</i>	WOH-dinh-haym	A town on the east shore of Lake Odin
<i>Ýlir</i>	EEE-lihr	The name of the Allfather's Hunt, a festival and bonfire ending with the Winter Solstice



FOREWORD

by Matt Finch

Some longish time ago, I was talking with Doug Cole via Google Hangout. As the conversation went on, it started to dawn on me that he was sitting in the middle of what looked like a small armory of blades, axes, and shields—all of them made of wood. So after a while, of course, I had to ask about this clutter of weaponry piled up all around him. Now, anyone who knows Doug already knows that “enthusiastic” only vaguely succeeds in capturing the essence of Doug. Seconds later, I was looking through my computer screen at a sword-wielding, shield-bearing warrior in fighting stance, delivering an energetic lecture on the proper way to use a Viking-type shield. As the lecture evolved into methods of using the sword in concert with the shield, I started to realize why there’s no furniture anywhere near his computer. Or, at least, what happened to it if there once was. As I’ve said, “enthusiastic” doesn’t quite capture it.

Doug manages to infuse his writing with the same effervescent energy, making for a wild ride through his game world and the adventures to be found in it. Since I’m no expert on Vikings or Norse mythology I can’t speak to how much of

Doug’s exploration into the wyrd, wild world of Viking adventure is based on history and how much of it is just a sheer, fantastic Norseplosion of adventure. It doesn’t really matter, of course—this book is a mix of pure mystery and adrenaline for RPG gaming, and that’s what counts in the long run.

One is always tempted to write a long foreword to a good book, sprinkling spoilers here and there in an effort to tell the reader how to enjoy what they’re about to encounter in it. But I don’t think that’s the purpose of a foreword. A foreword is for setting the mood: giving the reader that last deep breath before the plunge into strange worlds and vivid imagery. I can assure you, even though the world of Norse adventuring might seem familiar on the surface, what lies beneath that surface is strange and mythic indeed. And so, consider that last, deep breath to have now been drawn—it’s time to turn the page and let yourself go a-Viking in the rich sea of ideas you’ll find beyond!

Matt Finch

December 21, 2018





PREFACE

I wrote **LOST HALL OF TYR** for GenCon 2017 to showcase the rules in **DUNGEON GRAPPLING** (released in 2016). **DUNGEON GRAPPLING** is an OGL product for several versions of the original fantasy RPG. It makes grappling as important, exciting, and enjoyable as it has appeared since the first stories told by humans, all the way up to pulp action and onto the silver screen. It is based on my prior work for **Steve Jackson Games**—**GURPS MARTIAL ARTS: TECHNICAL GRAPPLING**. While that book is conceptually solid, repeated noodling and play experience suggested ways to improve it. Time and in-game use with multiple systems permitted me to publish those improvements.

THE DUNGEON FANTASY RPG

I mentioned to Steve Jackson (yes, that one) that I thought the project I was working on—an adventure in the same setting as my **DRAGON HERESY** game—would work well for the **DUNGEON FANTASY RPG**. He seemed interested, and I filed that under “ask again later.”

When the **DUNGEON FANTASY RPG** hit the streets, the boxed set had great production values. What it needed was more adventures. I asked. They said yes.

They granted me a license to convert **LOST HALL OF TYR** into a **DUNGEON FANTASY RPG** product. We agreed April 1 was a delightfully horrible date to announce third-party support for a core RPG product: in this case, the **DUNGEON FANTASY RPG** boxed set. The responses were at times extremely colorful, but ultimately fans were pleased at the development.

The **HALL OF JUDGMENT** Kickstarter launched on June 19, and the response blew me away—thanks for that! It was pretty pleasing to **Steve Jackson Games** as well, and they granted me three additional licenses for products which will appear in 2019. More on that later.

HALL OF JUDGMENT enabled me to revisit some of the concepts of **LOST HALL OF TYR**. It would become more of a mini-setting than a convention one-shot. I loved **DUNGEON FANTASY: CAVERNTOWN**, and “Town” in this game got the same treatment. Response to the “Town” parts of **HALL OF JUDGMENT** were extremely favorable; many noted how suitable it would be as a home base or port of call, which of course was precisely the point.

The journey to the Hall was now a core adventure segment. This encouraged me to ask Glynn Seal if he'd do cartography (he said yes). Now there's an amazing map the players can consult to figure out how to get from A to B... plus four more!

More agency! Less Linear! That required reworking plot devices, plus three mini-dungeons. Enough content, including “man vs. nature” play, to allow for an arbitrary length campaign set in the region. The stage was set, and the main adventure got a rework for geography. The different magic system for **HALL OF JUDGMENT** than **DRAGON HERESY** provided new takes on old challenges.



OF LENGI LAS ÉKKI

(That's "too long, did not read" in Icelandic.)

The adventure is in several parts:

Town (Isfjall). Whether the players are locals or visitors, Isfjall has something for you. Having the party wander into town in the middle of a festival is a great introductory device to the region and the adventure. There's always something important going on culturally. That also allows the collection of rumors, and there's some key information that should fall into the player's hands in the table for **RUMORS: MISSION CRITICAL**.

Travel. The journey to the Hall is long, and reaches into the Frostharrow, the stronghold of the Winterfae. Random encounters by terrain type, and a wilderness survival section that is fast and simple to resolve, makes a hard trek through a wild land a visceral thing. You'll be glad for your berserker and I hope you have a character with good scouting skills. Plus a cleric with **Purify Food and Drink**.

Explore the Ruins. Easily bypassed...but if the players come to Logiheimli, there's great info to be had there as to why rediscovering and opening the Hall is important to Torengar itself. Maybe the whole world, because "that's always the story." (**THE MUMMY RETURNS, 2001**)

The Dómsþóllinn. More Icelandic. Dómsþóllinn is pretty much literally "seat, hall, or throne of judgment" in that language, and it's a magical place. Why would Tyr come down to the mortal realm to chat with even his favorite priests? The Hall of Tyr is actually in the realm of the gods itself: *Asgard*. And somehow, a demon got in. Tyr, with help

from Donnar (Thor) and Heimdallr sealed off this vital conduit to their people, and Torengar has suffered ever since. If the players can redress the balance, the reward will be...well, more well than you can imagine.

(Say it with me: "I don't know: I can imagine quite a lot!")

THE SECOND EDITION

HALL OF JUDGMENT enabled me to revisit **LOST HALL OF TYR**, and turn it into something more than it was. With the publication and distribution of the **DRAGON HERESY INTRODUCTORY SET**, my 288-page strongly-tweaked RPG to bridge the gap between "just another 5E setting" and "the **DUNGEON FANTASY RPG**" in terms of a bit more grit and verisimilitude to a 5E-based game, I needed and wanted to support my new rules.

Where better to start than tweaking **HALL OF JUDGMENT** into something suitable for Level 1-5 starting play, in the true idiom of the **DRAGON HERESY** rules?

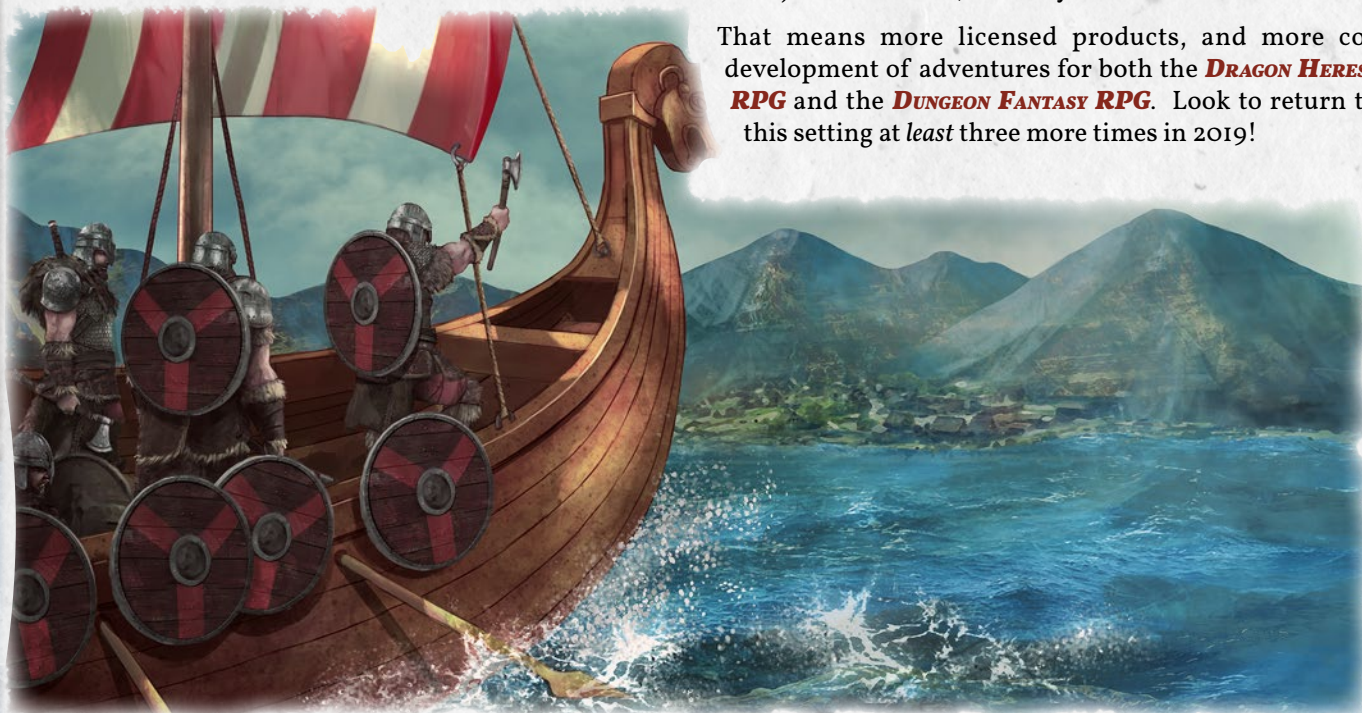
I resolved to quickly revise **LOST HALL OF TYR** into this new edition, and while print copies would have to be paid for, anyone who had previously purchased **LOST HALL OF TYR** would be receiving a free copy of the upgrade.

LOST HALL was fun for what it was, but this new edition simply has *more*. More adventuring locations. More agency. More monsters. Just *more*...and better. I hope you enjoy it.

MORE WHERE THIS CAME FROM

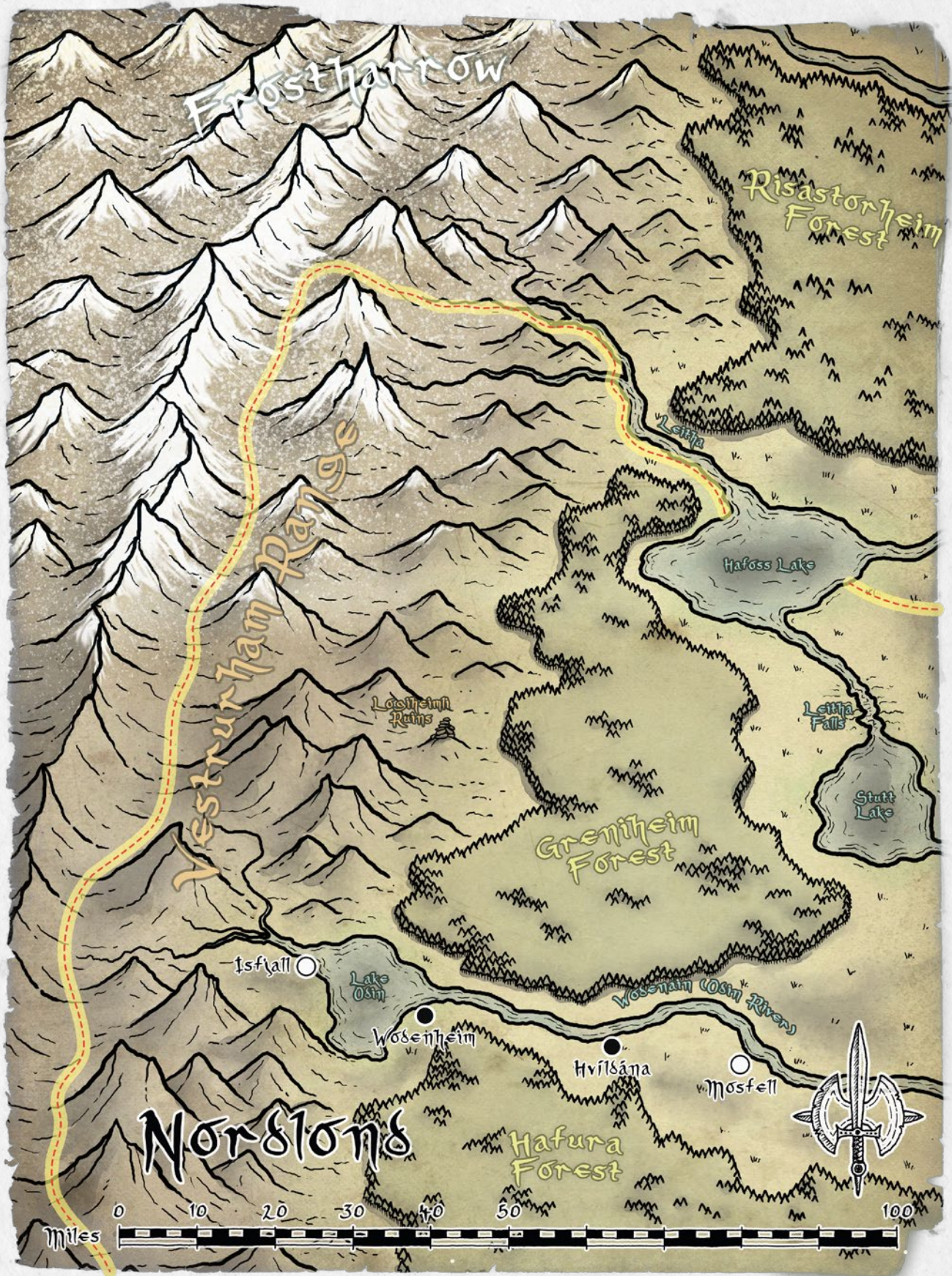
As one might imagine, this isn't my only idea, nor my only adventure set in Torengar. I pitched a few more projects to Steve Jackson Games, and they liked the ideas.

That means more licensed products, and more co-development of adventures for both the **DRAGON HERESY RPG** and the **DUNGEON FANTASY RPG**. Look to return to this setting at *least* three more times in 2019!





LOST HALL OF TYR





ISFJALL

Nestled at the base of the Vesturham mountain range, deep in the midst of the northern realm of Torengar, is a prosperous but isolated settlement called Isfjall. Its population oscillates between classification as a “town” and a “city” depending on the season. During the summer, the population swells as folks surge into the area, harvesting the natural resources of the surrounding lands. In the winter, these “snowbirds” flee, as the winters are harsh and cruel even for the hardy Torengur. The permanent residents like to say “Many are cold; few are frozen.” The snowbirds disagree.

Regardless, it is a prosperous seat of commerce, sitting on a river that is navigable for nearly its entire length. It is also dangerously close to the Frostharrow, stronghold of the Winterfae.

THE MOUNTAIN OF ICE

Isfjall isn't *quite* the most geographically isolated prosperous town in Torengar—the city of Hvammr, some hundreds of miles to the south, carries that honor. It does hold the dubious honor of being the most extreme in terms of geography and climate. Isfjall residents are obsessively—and loudly—proud of this fact.

HISTORY

The town, like most in Torengar, was created when the Torengur fled south from a greater threat: the ancient empire of dragons and other creatures in Tanalor that had enslaved the humanoid populations. When that empire fell, the now-freed population moved south out of the conflict zone. Situated at the tip of a lake nearly fifteen miles wide (and thousands of feet deep; the lake's origin is not fully natural) that teems with fish, Isfjall and Wodenheim (across the lake) vied for supremacy in a not-entirely-friendly rivalry.

That rivalry was eventually settled the way most are in Torengar: by violence ending in marriage. The Torengur are funny that way.

As the raiding died down, the victorious jarl in Isfjall had the time, money, and responsibility to invest in the town. The jarl constructed a dwarf-hewn long-keep, permanent stone docks, and a wooden-walled, multiply-ringed town grew around it.

GEOGRAPHY AND RESOURCES

While it gets extremely cold in the winter, driving many of the residents (the wimpy ones, assert the hard-core) to seek residence elsewhere, the natural resources of the area make for a prosperous town. The broad plain to the south of Isfjall is quite fertile, and Lake Odin provides ample protein (some of the fish are large enough to swallow a small boat, let alone a fisherman).



LOST HALL OF TYR

The lake is fed by the runoff from a spur of the Vesturham mountain range, which looms over Isfjall to the North, and a singular isolated ice-capped peak—*Einmannafjall*—to the west.

The hills to the north contain ample deposits of a type of granite much sought-after in the south, called goldstone, and the broad, deep Wodenain River allows transport of the goods produced by Isfjall to several large cities, flowing all the way to Raven's Bay on the Reiður Sea.

In short, Isfjall produces ample food even during a restricted growing season; and crop yields are boosted by the inherent magic of Lake Odin. Isfjall has access to luxury stone goods, and ample wood from the Hafura forest to the south by way of Wodenheim. The prosperity of the town and its substantial defensive fortifications help it thrive. As a result, Viðir Nautsson, the hajarl (high chief) of Isfjall is a profoundly wealthy individual (see [HIGH AND MIGHTY](#)).

MAGIC

The use of magic of all sorts is important to Isfjall and Torengar in general. It's a cold place with short growing seasons, so druids (*trevinur*) and clerics, plus the odd hedge wizard, work tirelessly to boost crop production, decrease growing times, and keep the area prosperous.

LAKE ODIN

Partially due to natural geography, and partially due to supernatural tampering long ago, Lake Odin provides a stabilizing and nourishing influence over the area. Spells that are designed to upset the local climate, such as hostile weather spells, are resisted by the lake's magic field as if it had a saving throw bonus of +12, and are made with advantage. This field extends from Wodenheim to the foot of *Einmannafjall*, for the largest width of the lake itself.

Beneficial food, plant, and water spells are treated as if they were cast at one spell slot higher than normal, or are cast with advantage, at the caster's discretion.

THE TORENGUR

Though in many ways the Torengur customs seem coarse, it's a culture that works well for a people in a harsh climate sitting on the border of the stronghold of treacherous and deadly faerie to the northwest and hostile dragonkin to the northeast. Plus the odd fiend, undead, or monstrosity.

In Isfjall, there are—broadly speaking—four types of people.

GLACIERS (JÖKULL)

Those that live permanently in Isfjall year-round are referred to as *jökull*, or "glaciers." Visitors who purposefully refer to these hardy folks as 'yokels' are in for a four-knuckled attitude adjustment.

The *jökull* are stubborn, tough, and proud of their chosen lives. They farm, fish, engage in wood-crafting during the winter, and delight in stories of revelry from (exaggerated?) tales of winter festivals, and equally harrowing stories of raids of the goblinoids that sweep out of the Frostharrow while the population of the town is low.

SNOWBIRDS (SNJÓFUGL)

"When the snow falls, the birds fly south." The population segment of Isfjall that leaves during the long, frozen winter are referred to as "snowbirds," and they embrace the name. While somewhat derogatory, in order to be a proper *snjófugl*, you have to be wealthy and successful enough to be able to afford to *leave* during the winter. That might be heading into the south on a longship for raiding, moving to a winter estate or manor house, or some other activity that keeps a person busy through the cold winter.

Even beyond the obvious (the winter is ridiculously cold), a town such as Isfjall requires a huge influx of materials that are much less expensive elsewhere. Weapons and armor from Vopnferð—and increasingly Jarngardr farther south and east—grains, fruits and vegetables from the lush fields and crops from central Torengar, metalworking necessities such as raw iron, steel, finished nails and hardware, and other trade goods come to Isfjall in a giant surge as the deep, isolating snows of winter fade.

RIVER RATS (ÁNA ROTTUR)

Connecting the snowbirds with the glaciers are the "river rats." These itinerant traders travel the deep Wodenain river conducting trade between the five major cities and countless villages along the river itself. These water-folk are clannish and prone to violence. They have to be: The culture of raiding and plundering hits these sailors hard, as there can be a huge amount of wealth in the holds of the deep-keeled cargo ships that row along the Wodenain.

Some river rats will winter in Isfjall itself (they are usually affiliated with the shipping guild), while others will maintain one or more dwellings along the river, or simply trade where it is warmer.

VISITORS

The rest of the population of Isfjall are the visitors (*gestur*). They don't live there, frequently come from outside even Torengar, and are welcome nonetheless. The permanent residents of Isfjall are wealthy but don't seem to have much time to enjoy their wealth: you can't eat coin, and food, shelter, and safety must still be provided against the very real threats from natural and supernatural threats.

As such, there are always things to do (see [HELP WANTED](#)) in Isfjall for those willing to do them. And if the Torengur are a bit clannish and suspicious of outsiders at first, much like their longhouses, the cold exterior has a warm fire in the hearth inside.



HIGH AND MIGHTY

The society of Torengar is relatively “flat,” with little differentiation between kinds of noble. Personal honor, face, and influence provide informal differentiation within the few formal hierarchical levels. You can usually tell the “mighty” by looking at them: Torengur tend to wear their wealth in the form of embellished weapons and armor, jewelry, and fine clothing.

JARLS, KARLS, AND THRALLS

There are three levels to Torengar society: jarls, karls, and thralls.

JARLS

Feudal duties flow to the royal house from the jarls (chiefs, or nobles) to maintain their peerage status. Each title reflects the duty that noble must pay to their lord, and ultimately to the crown. There are only four noble titles in Torengar: hajarl (high earl or high chief), jarl (earl, or chief), herra (lord), and riddar (rider, or landed knight). Both men and women can hold primary title over a land and rule in their own right. Only the royal house is permitted to raise and maintain a *standing* army, with the other nobles restricted to *thegns*, sometimes called *huskarls*. Thegn may refer to any person that makes their living as a professional warrior or adventurer, proven dangerous in real combat, while huskarl implies sworn allegiance to a particular noble, who acts as a patron in exchange for loyal service.

While titles are *hereditary*, they are not necessarily *permanent*. Misrule to the extent that it threatens the security of the kingdom, or a disruption in the revenue flow that is so critical to Torengar, could cause the royal house to first have a stern conversation with the noble in question, and if that fails, provide the title to someone else. Thus far, Víðir, the hajarl of Isfjall has given Krail, King of Torengar, no reason to complain.

The nobles may not maintain standing armies, but they must provide guards and security to their cities, keep their lands under control, deal with any marauders (either monsters or monstrous people), and defend against raids or punitive expeditions from other houses and realms. One of the reasons that visiting adventurers are so welcome in Torengar—and Isfjall in particular—is providing such defense is a full-time job that stretches a jarl’s finances and resources to their limit.

KARLS

A freeman with their own land or property is called a *karl*. They form the backbone of Torengur society. Prosperous karls may work large farmsteads, own businesses or inns, and may be more influential than some struggling jarls.

The karls make up the majority of the Torengur population. Farmers, crafters, merchants, and of course most adventurers belong to the rank of karl.

Note that for much of Torengur history, the ranks of nobility have been fairly “full,” with a set number of noble houses at the highest level. As a result, one can have fabulously wealthy folks (frequently merchant traders) who do not or cannot aspire to the status of jarl.

THRALLS

The underclass in Torengar are the thralls. Thralls are considered valuable objects, and a person who is both thrall and outlaw can be killed on a whim with no more consequence than one might have over crushing an insect under a hard-soled boot.

Thralldom is not necessarily permanent: the thralls are indentured rather than chattel slaves. They work the land, act as porters and laborers, and stay part of the thrall caste until their debt is paid. One of the more common causes of thralldom is punishment for a crime, especially killing in a non-righteous or dishonorable manner.

CHANGE OF CASTE

The Torengur culture is based on that of the Vikings in Iceland, with a dose of Continental feudalism. While the society was flatter than in many other places—including other Scandinavian lands such as the more-stratified Norway—it still had the lowest strata of society occupied by thralls: slaves.

That’s repugnant to modern sensibilities. What to do if dealing with thralldom is not right for your game?

Indentured Servitude. While harsh and brutal, an indentured servant is at the very least not property. Since thralldom can be part of a punishment, make the status of thrall more akin to a prisoner. They have basic rights to their own body and cannot be murdered or have other gross violations inflicted upon them. It’s supposed to be a harsh life, but you can draw the line such that it fits within your campaign’s expectations.

Freedom! The natural instinct for most modern gamers confronted with slaves is to free them. Run with this, recognizing that that’s a major societal upheaval. May you fare better than Spartacus and his allies!



LOST HALL OF TYR

CLERGY AND RELIGION

The religion of Torengar is one of worship and veneration for the pantheon (really an extended family) headed by Woden and his wife Valfreya called the *Aesir*. It is a truly polytheistic practice, and the worship of any one particular god indicates that one has an affinity with that deity's realm or area of influence, or the deity's demeanor and attitude towards life and conflict. It does *not* indicate a disavowal of the power or existence of the other gods. It is not considered polite (or wise) to speak ill of another's affiliation. Doing so can result in a challenge to judicial combat as a matter of honor; extreme cases might invite the gods themselves to intervene.

Those that share a common affinity to a particular god gather together to form a *braeðralag*, or Brotherhood, to share in the *guðrun*: "God's secret lore," communicated by the gods to their followers through the clerics.

The worship of the Torengur gods is a personal and immanent connection. The gods are real, occasionally walk the world, and converse with their followers and their clerics. Bluntly: To be an *atheist* in Torengar is to be deluded, blind to the reality of the world. The brotherhoods exist to provide connection between those with a common interest in advancing the cause of the gods with which they feel an affinity.

Some important *braeðralag* are found in service of:

Woden: The Allfather. Father of all the gods, patron of foresight, wisdom, and knowledge. Beloved by bards and sages.

Donnar: God of Thunder. Jovial and wild, the lord of storms is considered to be the protector of mankind. Reckless bravery in the Thunder-god's name is praiseworthy in Torengar.

Halja: Goddess of Death. She rules over the underworld and ensures that deceased Torengur are properly sorted into the right destination in the afterlife. The Goddess of Death also is the patron of old age.

Heimdallr: Lord of Warding. The protector and gatekeeper, sounder of the battle horn; patron of commanders and those that stand watch to safeguard others. Paladins of the Lord of Warding are accorded great respect. His battle horn summons gods and men to battle at need, and throughout Torengar, sounding a horn is always construed as a warning or call for help.

Iduna: Lady of Life. The goddess of renewal, healing, youth, and springtime. Her followers are renowned as healers of great skill. Her paladins are charged with the aggressive protection of beauty, innocence, and peace.

Loki: God of Mischief. The lord of trickery, patron of change, and king of revels. At least in Isfjall, there is a famous yearly festival featuring a pun-off and prank contest, which happen concurrently, much to visitors' consternation.

Njorðr: God of Wind and Sea. The patron of commerce as well, those that follow him ply the winds and waters in search of wealth. Contracts made in his name are considered especially trustworthy. Also the patron of death on the water. Estranged husband to Skaði.

Norns: The Fates. These three goddesses hold great import in Isfjall, and fortune, both good and ill, is laid at their feet.

Skaði: The Snow Queen. Goddess of winter and vengeance served cold. And skiing! Harsh, unyielding but fair, she provides a counterpoint to the dispassionate perspective of Tyr. She is considered the patron of the Winter Games held every February. Estranged wife of Njorðr.

Ziu: God of Law. The patron of fair play, justice, and self-sacrifice. The clerics and paladins of Ziu are permitted to act as judges in judicial duels; he is called *Tyr* when this aspect of his mantle is invoked.

Trevinur. The tree-friends, or *trevinur*, have a multitude of spirits and divine beings to whom they pay respects. Particularly important in Isfjall are Ostara (Goddess of Springtime), Siv (Goddess of the Harvest, wife of Donner), and Yngvi Lifegiver (God of fertility and prosperity).

Valfreya: Queen of the World. Wife to the Allfather, goddess of magic, beauty, love, and transcendence. Lover of all things valorous, her handmaidens, the Valkyries, seek out the bravest dying actions amongst the living and reward them in the afterlife.

GUILDS AND MERCHANTS

The hajarls have the power to give licenses to merchants to conduct trade within their lands in Torengar. That has been delegated to *merchant guilds*: they sell the licenses and remit the revenue thus gained, in part, to the jarls.

Guilds seek to encourage the growth and protection of their kind of work, steer apprenticeship and training, and ensure the preservation of crafting methods. A network of crafting skalds (craft-bards are called *iðnskalds*) help circulate this knowledge from town to town (not always with the guild's strict approval). Craft and professional guilds create important social and economic ties between villages, towns, and cities, providing common ground and networking.

They also regulate trade—sometimes brutally.



IMPORTANT GUILDS

The top guilds to contend with in Isfjall are:

Directors of the Board. There is a cartel of manufacturers of high-quality furniture that meets each fall to discuss supply of these luxury items. Each potential crafter petitions to make certain pieces, secures needed materials, and makes commitments to pay for those materials during a raucous series of meetings held three or four weeks after the fall equinox.

Mining Guild. This guild oversees the extraction and sale of goldstone and valuable minerals from the quarries north of Isfjall. The goldstone trade, in particular, is heavily regulated. The practice of earth magic for the purpose of mineral extraction is handled by the Mining guild, not the Wizard's Guild.

Mixologist's Guild. The guild that regulates alchemy and the making, sale, and identification of magical and herbal potions calls itself the Mixologist's Guild. Much like the Directors of the Board, this is more of a cartel or association than a licensing body. Potions are brewed in the cold months of winter.

Shipping Guild. The shipping guild keeps the docks operating and regulates trade in and out of Isfjall. They oversee loading and unloading of cargo (and will provide crews) and own a considerable fleet of deep-hulled trading vessels ranging in size from 30 feet to 80 feet long, with cargo capacities from 15 to 100 tons of goods.

Wizard's Guild. Naturally, there is a wizard's guild that oversees trade in magic items, provides magical services, and keeps tabs on the magic emanating from Lake Odin. Most magic, whether clerical, divine, or otherwise in Torengar is cast through the use of magical runes to facilitate spells, any magic-user in Isfjall is welcome to join this guild. Guest membership for Torengur from outside of Isfjall is 75 gp per year, and reciprocal membership with guilds in other Torengur cities is arranged personally on a one-for-one basis by sponsorship.

NOT GUILDS

There are several crafts, trades, or practices that are not regulated by guilds.

Adventuring. The culture of Torengar strongly encourages acts of bravery, and seafaring (lake-faring) and raiding are common pastimes. There is no adventurer's guild, and every Torengur is expected to be an adventurer at heart. The reality, of course, is that fewer than 10% of any given population wander out seeking to be potentially killed and eaten by monsters in return for vast glory. Nonetheless, that's the ideal. As such, private purchase and *private* sale of found loot is essentially unregulated.

Fishing. Much like woodworking, fishing is simply a way of life, and everyone who wishes to do so can build or buy a boat and hit Lake Odin for take-out seafood.

Healing. There are no guilds for healing services. The clerics of the Goddess of Renewal are the best healers in Isfjall (in truth, in all Torengar), but these Idunite clerics do not form a guild. They provide (for a modest fee; see **HEALING**) healing services to anyone who has a local sponsor, which means that adventurers that cannot take care of healing themselves need to get in good with at least one local. Better make it several, just to be sure.

Woodworking. Nearly everyone in Isfjall seems to have at least basic skills in wood-crafting. Torengar is an historically metal-poor realm, and while mining is ridiculously challenging in the Torengar winters, a healthy stock of fallen trees kept to season allows woodworking safe and warm indoors. While production of *trade* goods is mediated through the furniture-making cartel, nearly everything else is done by the inhabitants themselves.

UNLICENSED COMMERCE

Conducting mercantile transactions within a guild's influence is a jealously guarded privilege. Unlicensed trade undermines the ability for guild members to make a living and is regarded as theft in Torengur society.

Theft is bad. Very bad. Kill someone and take their stuff honorably, sure...but don't steal.

Guilds deal with violators with a simple escalation process (first offered up as policy by Njáll Steffánsson—Viðir's great grandfather—and approved by the Alþingi of Isfjall):

- A polite warning on first discovery, and a fine of 50% of the value of the sale. After all, perhaps you didn't know.
- The second trespass will find the lawbreaker cornered in a dark alley and beaten to within an inch of their life.
- The third time? There are truly monstrous fish in the depths of Lake Odin, and your friends will never find your tasty, tasty remains.

VÍÐIR NAUTSSON HAJARL OF ISFJALL

The current hajarl (high lord) of Isfjall is Viðir Nautsson, of house Pennisverð. He is most known for his skills as an administrator and one of the more successful jarls in making limited resources stretch to their utmost. He is in his late fifties, immensely wealthy, even given his high rank, and his public persona is sober and serious: dwarves love doing business with him.

In private, he is jovial and displays a quick and ready wit; he also displays a casual facility with rune-based spellcasting that most never surmise.



ISFJALL CITY LIFE

Isfjall, the city located at the foot of a perpetually ice-covered solitary mountain to its west, is a bit of a bimodal city. The hustle and bustle of the warmer summer weather is transformed to comparative isolation during the winter. The “glaciers” who remain throughout the entire year are very proud of their tenacity. The “snowbirds” that come and go wonder whether the “glaciers” are entirely sane. A mostly-friendly rivalry between the two groups is always simmering.

VISITOR'S GUIDE

During the “spring,” summer, and early autumn, Isfjall is a bustling trading town whose population swells to over 15,000 people. During the seemingly-endless winter, that value drops to perhaps 5,000 inhabitants, as the *snjófugl* (snowbirds) and *ána rottur* flee the frigid cold and deep snowfall for more temperate locales.

During the summer, there is a lot going on. Trade of all sorts, plus seemingly endless toil in the fields and crops, as farmers attempt to get in more than one round of magically-assisted crops before the winter sets in.

There's always something for adventurers and freelancers to do (see [HELP WANTED](#)).

NOT MORE THAN ONE STEP

The Allfather has very specific advice for Torengur where it comes to weapons and armor: Don't leave home without them. “A man in the country must not go more than one step from his weapons; one can never be sure when a spear will be needed by a warrior.”

Even more than in most places where delvers frequent, the Torengur go about their day's work armed and (in many cases) armored. The tendency for arguments and issues to be settled by anything from a genial fistfight or wrestling match to a full-on blood feud extending to sometimes-not-so-close family means that one never quite knows who's attacking whom at any given moment. Men, women, and sometimes adolescents carry at least a long knife or dagger, if not a short sword or fighting axe; weapons that are also tools are favored for this. “Casual” clothing is as often light mail or heavy leather as cloth or wool, but it is weapons which are stipulated in the texts, not armor. Going about armed is very normal, though “armed for battle” versus “capable of protecting yourself” are two different things.

A side-effect of this is that those that go about visibly *unarmed* (a wizard's staff counts as visible armament) will be tested for bravery and valor given any opportunity. A quick stop in a tavern or for conversation might bring a potential challenger who offers up a probing insult or deliberate bump while passing. To refuse this challenge is a sign of cowardice; to accept a test of mettle and win

considered a fine thing. The loser may well invite the winner to a nearby tavern or inn for a drink!

Instead of arms and armor screaming “I'm a troublemaker,” *failure* to be armed with at least a short weapon will provoke a challenge or hostile response unless the unarmed person wins a Contest of Intimidation with disadvantage. Wearing armor but not carrying an obvious weapon will invite challenges to wrestling matches unless the unarmed person wins a normal contest of Intimidation. Being armed for *battle* (shields, helmets, full coverage, long weapons) as opposed to *self-defense* might provoke comment or disapproval depending on how impractical the kit (a small shield, skull cap, mail, and sword might be looked as OK; full plate, a spear, and a kite shield requires winning a contest of Charisma with disadvantage to avoid undue attention. Once strangers build up a reputation in town for being folk with a proper respect for self-reliance and constrained (but effective!) mayhem, challenges and interference diminish.

LAW AND (DIS)ORDER

All people in Torengar are expected to follow the guidelines of appropriate behavior and traditional culture—even the royal house. When disputes arise, they usually fall into two categories: affairs of wealth, or affairs of honor.

Affairs of wealth usually involve fair apportionment of profits or ownership, where there's a legitimate conflict about how to interpret the same facts. These disputes are brought to the hajarl's court or an appropriate clerical one. *Final* authority on matters of wealth lies with the hajarl, and ultimately the king.

Criminal acts, such as theft, murder, and unjust violence are considered *matters of honor*. Simple assaults and fights—“honest brawls between folk”—are to be handled personally, so long as a sense of proportion is maintained.

Judicial combat is also a possibility in Torengar, with the wronged parties (or their designated champions) fighting to prove who is in the right. A cleric or paladin of Tyr or Skaði (see [CLERGY AND RELIGION](#)) must witness such a fight. The witnesses are permitted to mandate or forbid the use of champions to one or both parties, to tamp down abuses.

Crime, Weregild, and Judicial Combat. Weregild payments (payment to an injured party as redress for a crime), even for violations as serious as murder, settle most criminal claims. When the accused and the accuser cannot come to an agreement, the dispute often leads to feuds between the families of the involved parties. It is in the interest of the jarls to encourage settlement before things get to this point. Nevertheless, vengeance for a crime is considered justifiable; it is the *responsibility* of the family to seek appropriate redress.



The most serious crimes have the penalty of thralldom and outlawry—the criminal is no longer considered a *person* in the eyes of the law. Anyone can do anything to a convicted outlaw and will not be punished for the act.

Matters of honor (crime as well as personal insult and injuries to reputation) can be decided by judicial duel. A disputant must find an official witness as judge, declare the matter, and make terms. Each combatant can nominate a champion, and the judge can accept or reject those champions. Combatants unwilling to accept the terms of judicial duel will be under great social pressure to come to a non-violent end. Spellcasting is perfectly acceptable in judicial duels. Such duels are fought before witnesses and depending on the nature of the insult or issue end anywhere from “first wounds taken” to “smoldering corpse.”

A practice known as *honor coin* allows a wronged party to sell the right to extract vengeance—in short, a contractor or bounty hunter *pays the wronged party* for the right to extract vengeance or justice on their behalf. This is done when the party that feels wronged is not capable of pursuing the claim. The contractor is obligated to seek satisfaction through a magistrate or religious tribunal first, and if that is unsatisfactory, may pursue redress through judicial combat.

Paying to kill another or have another killed is murder, and dishonorable. The honor coin is paid to the wronged party before an approved witness/judge, and the pact recorded and communicated to the jarls. It can be a fine line. The champion, if victorious, claims the riches of the defeated party as their own to a limit set by the judge.

FESTIVAL OF THE WEEK

Life in Torengar is hard. Even so, on the average there's some sort of civic or holy celebration, feast, festival, or commemoration every six days, and a substantial festival every three or four weeks.

From the players' perspective, a festival is a fantastic time to socialize, get to know the townsfolk, participate in the local culture, and generally explore the town. From the GM's perspective, various competitions are a nice, usually non-fatal way to introduce new players to the particulars of fighting and struggle using the **DRAGON HERESY** rules. It's a great opportunity for roleplaying and showing off the abilities of the heroes.

City-wide festivals will feature one or more or all of combat competitions (brawling, wrestling, staff fighting, axe throwing, knife throwing, knife catching, archery, and simulated or not-so-simulated combat), feats of strength, demonstrations of skaldic poetry and song, crafting, cooking, ritual exchanges of formal insults, punning, singing, swimming, belching, foot races, boat races, sled races, ale-quaffing, fire-pepper eating, dancing, climbing a greased pole, kissing, polemics, cooking, and anything else that can be thought of, argued over, or wagered on.

There are at least two festivals or holy days each month that would bring the people of Isfjall into the town square, onto Lake Odin, each other's homes, or into their braeðralag for celebration, feasting, sacrifice, and games. Some of the common ones are here, using the modern calendar for convenience and reference.

The Torengur year begins in March, with the equinox recognized as the time of renewal and rebirth. It is a time to take stock of the future and mourn those that did not survive the winter.

The Alþingi. The *Alþingi* is a gathering of much consequence, where matters of law, honor, commerce, and civics are discussed freely. It is not a governing body as much as it is an open town hall meeting. The *Alþingi* begins on the equinox and goes for not more than a week; it ends when business is done or the week comes to a close. It serves as institutionalized peer pressure in matters of law and honor: If Sigrun feels she's been wronged by Olaf, she will state her case. If the general consensus of the *Alþingi* is that Sigrun was in fact wronged, Olaf and his family/faction will feel great pressure to come to a settlement. Should Sigrun and her family decide to feud over the issue, many will join her. If the crowd leans the other way, Sigrun and her faction would be encouraged to let the matter drop or come to a lesser settlement. In rare cases, the hjarl will actually encourage or authorize a feud or duel, feeling that the matter was so egregious that only death will suffice to answer. The *Alþingi* can be lively.

Equinox Festival (March). The equinox festival marks the beginning of the Torengur year, and the long-anticipated (long, *long* anticipated in Isfjall) end of winter. It is marked by religious celebrations and the sacrifice of small amounts of seed grains to mark the beginning of new things. Any children born in the winter are recognized and celebrated at the Equinox. If you come across a child named Byrjun, Jólarn, Borgny, or Dagne, they were probably born near the equinox (likely a result of activities during the Solstice Festival in midsummer).



LOST HALL OF TYR

Festival of Storms (March). Honoring Donnar, the God of Thunder, this one-day festival is held a week after the equinox, often marking the end of the *Alþingi*. It is celebrated with outdoor games featuring skiing and ice skating on frozen lakes and rivers. The competitions are held regardless of weather—and the worse the weather, the more “blessed” the event. It ends with an intimate meal with extended family, featuring music and dancing, poetry, and storytelling.

And mead. So much mead.

Jester’s Week (April). This week-long event is an Isfjall original. During the week, folks try and outdo each other with pranks and jokes. Visitors and transients are considered fair game. The jokes tend to be embarrassing, gross, physical, or all of the above. The week culminates in a town-wide punning competition, a ritual contest of insults (single elimination!), and the awarding of a cask of mead or ale for the best prank of the week.

Day of the World Tree (April). This festival celebrates the connectedness of all things. Families divide and join other families for a meal. Each guest brings enough food to feed themselves—and traditionally a small bag of nuts in honor of The Great Squirrel Ratatoskr (don’t ask)—with the expectation that they will share. Sacrifices are made in the name of the Allfather to bring wisdom and insight for the coming year. The day ends with music, storytelling, and dancing. It is also an informal occasion for matchmaking. Visitors and travelers can be welcomed into these gatherings if they are friendly with a local. Occasionally they leave married; some are too intoxicated to recall, always a cause of great hilarity.

Festival of Renewal (May). One of the holiest days of the year, the festival of renewal asks the blessings of Iduna upon the coming planting. Clerics and Druids circulate through fields, pastures, and will attempt to bless anything that grows into food during the coming season. Sacrifices are offered from living things.

Planting (May). Less a festival than a time of great toil. During the month of May, most karls and all thralls are involved in backbreaking labor. It can be challenging to hold the attention of any from Torengar unless your business has to do with this task. The labor of the day gives way to singing and dancing and drinking during the night. It is traditional for a city-dweller or merchant to buy a farmer or herdsman their first drink (usually a small one in a silver cup) to thank them for their work in growing food.

Festival of Blood (June). A week after planting ends, usually in early June, the Festival of Blood is celebrated. Combat tournaments, along with other violent sports and games fill the day and most of the night. It is dedicated to the gods of war (there are many), and is effectively a giant try-out for the summer raiding season.

Summer Solstice Festival (June). A day of dancing, feasting, merriment, and romance that starts at daybreak and continues late into the night. Normal strictures are relaxed on the solstice. It is also a time of powerful magic, and those that follow druidic (trevinuric) traditions celebrate their holy rites and consecrations on this day.

Water Festival (July). Conducted during the hottest, most humid days in the summer, where the crops are planted, the herds are doing their thing, and most folks just want to melt. The weather is all too happy to assist them. Originally water was sprinkled on others as a sign of good luck, but that didn’t last long. The three-day festival is one giant, wet party. All sorts of water sporting competitions are held, and the unwary are likely to be doused. Frequently. Ideally with water magically chilled to just above freezing. Locals react in good fun, and children are forcibly reminded if necessary to be good-spirited if drenched. Visitors reacting negatively to a soaking find themselves poorly thought of for several weeks (worsening reactions if buying and selling).

Aurochs Festival (July). This festival celebrates wild passions, bravery, and strength; it is a favorite of followers of Donnar. Those brave or foolhardy enough to do so are offered the opportunity to wrestle with a wild bull or angry aurochs without weapons. As rational people will not do this, they are encouraged to do so with alcohol, promises of rewards, and other enticements. The current hajarl’s parents were famously married after the high lady promised to marry the hajarl’s father if he could not just survive but defeat the animal. He succeeded spectacularly and served the fallen bull for their wedding feast. They are still known as the happiest couple in Isfjall. (And that’s no bull.) Víðir Nautsson (the Bull’s son) derives his surname from his father’s feat.

Harvest Festival (August). The harvest month of August is as busy a month, if not more so, than planting in May. Constant work and toil begins in the heat of summer, but temperatures begin to cool (mostly) toward the end of the month. The “festival” is a month-long celebration and thanksgiving for the bounty of the land. A spectacular feast, accompanied by much gift-giving, marks the end of harvest, on a day declared each year by the hajarl. For the last decade or more, the hajarl has paid for the entire festival and feast out of his own deep pockets.

Equinox Festival (September). The Equinox in fall marks the turn into winter, as days get colder and shorter. Things stand in the balance, with day and night of equal length. The day is marked by prayers and druidic celebrations of the harvest past, with meals mainly of vegetables. The day is given over to asking the Norns to reveal themselves, and visitors may be surprised to find out that many decisions are made by flipping a coin (the highest value coin the person possesses). Businesses do no trade on the Equinox festival.



Remembrance Day (October). This somber day is given to honor the spirit and memory of departed ancestors. Storytelling with much embellishment, costumed parties, and dressing up in the guise of demons and monsters is common. This is also a day to offer sacrifices to the small faerie that exist throughout Torengar that are not of the nasty, violent, and cruel variety (but nonetheless unforgiving of trespasses and slights).

Winter Sacrifice (October). On this day, Torengur make sacrifices of live animals to Skaði, the Snow Queen, for a mild winter. These sacrifices initiate the *Slátrun*. Skaði is also the goddess of cold revenge, and during the Winter Sacrifice, grievances are aired in front of magistrates and witnesses. The grievances are settled by ritual non-lethal combat—wrestling or fisticuffs—which provides an escape valve for tensions and arguments that can otherwise turn into feud. One can offer a formal apology in the form of a deliberately-lost challenge without losing face during the winter sacrifice.

Slátrun (October). Following Winter Sacrifice, the livestock chosen to be killed and turned into food are slaughtered, and the meat smoked and stored for the winter.

Valor Festival (November). In the middle of November is the Valor Festival (*Dánarhátíð*). The day brings combative contests of all sorts, some of which can lead to crippling injury or death. At the end, a town-wide set of celebrations is held honoring martial deeds of those present and those departed. It is a day of great storytelling, embellishment, and drunken violence. Good times.

The Allfather's Hunt (December). This festival occupies the twelve days leading up to the Winter Solstice, and is also called *Ýlir*. It is an extended hunt, consecrated each night in front of a blazing bonfire. Sacrifices of live animals (to the Allfather) and valuable objects (given to the clergy and *braeðralag*) are traditional. By day, hunters stream out into the wilderness seeking wild goat, boar, and bear, in order to bring them down with spears—*only* spears. It celebrates the Wild Hunt, and this is a very dangerous time to be a visitor in Torengar, as not only are the hunters inhibitions low and bloodlust high, but the undead and faerie are more active during this time.

Festival of the Bells (December). The winter solstice festival honors Heimdallr, the Lord of Warding, for standing watch through the depths of the winter and protecting the town and its citizens from harm. At the moment of solstice, bells and chimes are rung in every household, building, and steading in the region. Gifts are exchanged, typically weapons or replicas of weapons. At the evening meal, every head of household spills a drink, and pledges in the name of Heimdallr to be vigilant and stand fast before evil. The meal is traditionally mutton.

Snow War (January). Another holiday unique to Isfjall, held one month after the Winter Solstice. The town divides randomly into two teams, designated by colored cloth given to each (purple or green). Each day for three days, teams will meet on the fields of battle, armed with a padded wooden buckler and a snowball launcher. As the “fields of battle” can be nearly anywhere, visitors must be cautious lest they find themselves in a swirling but merry snowball fight. The victors of the three-day war are given a copper farthing stamped with the runic symbol *R*; no one is quite sure why. The farthings from repeat victories are strung onto a necklace and worn as casual adornment.

Husband's Day (January). The culmination of the Snow War ends with “Husband's Day,” a tradition where wives pamper their husbands with a special meal, an evening on the town, or other kindnesses. For the unmarried, a small weaving or carving might be given to a prospective partner, indicating interest or favor.

Valiblot (February). Also known as the festival of love, this is celebrated with a cold meal washed down only with water: cups of ale or mead are filled, then poured out in sacrifice. The gatherings are usually very small, with only immediate family present. A toast is offered to lost love and companions. Each member of a family is expected to state grievances and insults that have been suffered, and pledge to let one go unremarked and unavenged, and to attempt peaceful redress for another. The day honors Valfreyja.

Wives' Day (February). The weekend following Valiblot is Wives' day. Husbands and prospective partners gift their wives or love interests with flowers and hand-made craft pieces of little practical value, but of great sentimental, artistic, and personal worth.

Winter Games (February). An entire week, starting one month before the equinox is spent in riotous competition. Nearly anything that can be competed against, or for, occurs, with extensive wagering and trash-talk loudly declaimed all week. The final day of the games is celebrated with a famous boat race, beginning in Wodenheim and ending at the docks of Isfjall. The victorious team is richly rewarded by the hajarl...and hotly sought after in the upcoming summer raids!

GOODS TO BUY AND SELL

The Torengur are top-shelf mercantilists. They journey, buy, sell, and trade all over the world, using surprisingly fit deep-hulled ships (called *knarr*) which voyage over immense distances, including the open ocean.

The price lists, rules for used and new items, and which items available are as listed in **EQUIPMENT (DRAGON HERESY INTRO SET, PP. 61-72)**, with the following notes.



LOST HALL OF TYR

WEAR YOUR WEALTH

Torengur love their bling. Golden torcs, weapons engraved with runes or embellished with non-functional copper and silver inlay, and fine clothes with precious metals or gems sewn into them as ornamentation or worn as jewelry, are ostentatiously exhibited and appreciated.

Frugal adventurers will be given a gimlet eye; wearing “serviceable” gear while a bulging purse belies your status is frowned upon.

As such, while “serviceable” items of basic cost and quality are of course available in every shop that sells such, adventures will find **Ornate** items much more commonly offered. It is legitimately fine work: Weapons and armor of high quality and great beauty are quite common. The trick can sometimes be finding *basic* gear, especially if one is looking for cheap items.

Shopping Notes: Status-implying items such as weapons, armor, clothes, and adornments on display have an additional cost factor of 0-500% in common stores, and 0-1,000% in high-end ones. This will be a combination of **Balanced**, **Dwarf-wrought**, and **Fine**. The **Ornate** modifier is extremely common. It's cheaper to get “blinged-out” weapons and armor in Isfjall and Torengar than in other places: apply a 15% price reduction to mundane items with the modifiers above; this does not affect *value*. **Silver-Coated** weapons are common, but the silver is deeply inlaid in knotwork and other patterns rather than a uniform coating.

THIS IS A SHIELD!

Most shields in Torengar are made with a buckler grip rather than strapped to the arm. They tend to be round or kite-shaped, with an iron boss, and a handle or leather straps used as a handle. The shield-fighting style is very distinctive.

The Torengur take great pride in their shield-making, and will discuss the particulars of different types of wood, methods of crafting, which animal skin makes the best facing and edging, handle shape, and can very easily drone on and on about the ins and outs of the craft with alarming duration and regularity.

Shopping Notes: The Torengur battle shield is very strong and well made, with thin plies of wood butted together with animal or milk glue, tapered at the edge, and faced and edged with thin animal hide. It is an **Ornate +1, Improved Construction** (**DH INTRO SET, p. 273**) Medium Shield: 200 gp; DR 7; 6 lbs.

ITEM EMBELLISHMENTS

For convenience, here are some fun, very optional modifiers for mundane gear on sale in Isfjall.

When combining modifiers, add all modifiers together first, then apply to the base item cost.

Balanced. Adds +1 to attack rolls, does not affect damage. Does not stack if applied to both bows and ammunition. +300% to item cost.

Bronze. Subtracts 50% from item cost; may break on a critical miss (roll 1d6, breaks on 1-3).

Dwarf-wrought. Adds +1 to **Hit DC** (but not **Threat DC**) if you are proficient with the weapon. Martial weapons only. +400% to item cost.

Fine. Adds +1 to damage, does not affect the attack roll. +300% to item cost. Weapons only.

Ornate. Each +1 adds 100% to item cost, which can add to the **Social Standing Bonus** (**DRAGON HERESY INTRODUCTORY SET, pp. 57-58**).

Silver-Coated. Adds 100 gp to the cost of any weapon, or 10 pieces of ammunition.

A PLACE LIKE ANY OTHER

The notes under **GOODS TO BUY AND SELL** are designed to add cultural flavor to the place by making some items rarer than others, along with some bargains to be had. They're based on a vaguely Viking-ish sense of what was used and what wasn't, with a dose of fantasy and “could have been” mixed in. This means a lot of embellished weapons and armor, very little plate, and remarkably few two-handed swords, for starters.

They also provide some variant items—such as a non-magical **Balanced** sword that nonetheless still has a bonus to attack rolls, and **Dwarf-wrought** weapons.

If that's not what you want or need, just use the price lists and availability from the **DRAGON HERESY INTRODUCTORY SET** unmodified and get on with the game!



WHAT KIND OF SWORD?

Torengur use two-handed axes and two-handed spears, but a two-handed sword is very unusual. They are available, but always **Ornate** (+1 at least).

Shopping Notes: Longswords cost 50% more as a base price, beyond the additional factor that they are made as **Ornate** luxury items. A true two-handed greatsword costs 100% more! Fencing weapons (rapiers and scimitars) are treated as collectible art objects by most, rather than commonly-carried weapons.

CAN YOU MOVE IN THAT?

The people of Torengur have very definite opinions about armor (about everything, really). A history as a metal-poor society (even though that has changed) leads them to look at splint and plate armor as an overly-lavish use of material, all the while stipulating the utility of such well-protecting armor. Really, you should be a good enough warrior to not need it.

Shopping Notes: Torengur armorers charge a 50-100% premium on splint, plate and articulated plate armor; this also increases the price of such items when sold.

HMM...DON'T HAVE ONE OF THEM

Ornate, **fine**, and **balanced** weapons can be found at nearly every shop of quality; the trick is affording them. Run of the mill mundane weapons are available, of course...they're just not as prominently displayed.

Shopping Notes: For non-magical items with modifiers other than **Ornate**, **Fine**, and **Balanced**, make a Merchant skill roll at -5 to find a seller. Each +10 CF for those modifiers adds another -1 to the penalty. Success finds a seller after a day of looking; critical success locates the item in an hour.

THAT THERE'S AN ALFAR BLADE

Tucked into the corner of most weapon shops is a selection of blades that are obviously not of steel construction. They are usually knives, shortwords, or falchions, but are occasionally of broadsword length. The Torengur will not openly discuss them, even when buying and selling, instead calling them *viðskipti*, simply "trade."

Their purpose is as a sacrifice or blood-price if a Torengur is caught in the open by a marauding group of faerie. Alfar will not use iron or steel weapons, and prefer bronze or other materials if they can get it. They occasionally accept an offer of a bronze blade (plus an embarrassing and debasing surrender, and often a promise of a favor-debt) to let an over-matched traveler live. These blades are kept and carried for such occasions, but it is considered a grave insult to any Torengur's bravery to mention it.

Shopping Notes: These weapons are made of bronze, are subject to breakage (see **Bronze** under **ITEM EMBELLISHMENTS**), and are only 50% of the cost of a normal weapon of that type.

PACK ANIMALS

Getting to and fro in Torengur requires a lot of gear. Consider putting it on a horse, mule, or to the great amusement of the *gestur*, a reindeer

Carry Capacity gives how much an animal can haul without suffering or difficulty. Where these numbers differ from the **DRAGON HERESY INTRODUCTORY SET (p. 70)**, use these instead; the variance is due to local peculiarities of the breeds used. Torengur animals are particularly well-adapted to the cold winters of the region.

All of the animals listed here are proficient on Constitution saves to resist cold temperatures. See **BEASTS OF BURDEN** in the **BESTIARY** for animal details.

PACK ANIMAL	COST	CARRY CAPACITY	SPEED
Donkey	25 gp	160 lbs	45 ft
Draft Horse	50 gp	475 lbs	35 ft
Mule	45 gp	400 lbs	40 ft
Pack Horse	45 gp	400 lbs	40 ft
Pack Pony	40 gp	325 lbs	40 ft
Reindeer	20 gp	110 lbs	40 ft

LIQUIDATING LOOT

Various factors, shops, and individuals will gladly help delvers take loot off their hands. The acquisition of fine items of interesting provenance is of immense pride to Torengur.



LOST HALL OF TYR

Some Enchanted Object. Magical items are particularly sought after, and as a result not usually available in stores for purchase. Someone, be it a wealthy karl or a noble of any rank, will attempt to acquire a found magical item for their collection, or to wear and use.

The best way to obtain such an item is not by purchase, and definitely not by theft. Torengur nobles are very generous with gifts to those that perform valuable services for them. Gain favor with a noble, or win a contest of ritual insults, or a wrestling competition at an important festival, and you might find yourself gifted a very shiny reward.

SERVICES AVAILABLE

Isfjall is a trading town, which means not only is there stuff to be had, but lots of folks will provide services and skills as well, for a price or bartered favor.

A PLACE TO STAY

Isfjall has a large, frequently itinerant population, with 2/3 the maximum population absent from town in the winter months, while the place is stuffed to the gills during the busy summers.

House Rental. During the late fall through early spring, roughly half the homes in Isfjall are empty; Factors will facilitate renting a house; the price is the normal cost of living given the quality of the home rented.

Inns. These may be the only option during the time from late spring to early fall that the population of Isfjall swells to its peak, and thousands of people come and go as quickly as possible. During the flush times, roll 3d6; on a roll of 10 or less, there's a vacancy at an inn at the usual cost of living fees. If the roll is between 11-14, there's a vacancy, but it's near the docks (loud), the tannery (stinky), or otherwise not where one would choose to sleep. If the

roll is 15 or higher, there are no lodgings to be found; find space in the stables, above the common room of an inn, or other temporary abode, but at 2 sp per night (**Poor** lifestyle expense). You may check for new weekly vacancies each day.

ALE AND MEAD

The folks in Isfjall work hard, and there are establishments of all stripes in all locations to help unwind. People have their favorites, and some places are more likely to have the patrons bait or tease visitors than others (see **NOT MORE THAN ONE STEP**).

WE CAN DO MAGIC

Magical services are one of the things in Isfjall protected by guild control. Freelancing is discouraged, strongly.

Spells generally cost 10 gp $\times$ (the spell slot level required to cast the spell *squared*). Some commonly sought-after spells cost a bit more:

Augury. 45 gp. You receive an omen about a decision that you plan to make within the next 30 minutes. Augurs are typically paid additional fees to accompany adventurers to a (safe!) starting point.

Dispel Evil and Good. 300 gp. Used to break an enchantment causing the target to be charmed, frightened, or possessed by a celestial, faerie, fiend, or undead.

Divination. 210 gp. You may ask a single question concerning a specific goal, event, or activity to occur within 7 days. The Fates provide a truthful reply. The reply might be a short phrase, a cryptic rhyme, or an omen.

Legend Lore. 770 gp. The spell brings to you knowledge of the significant lore about a person, place, or object of legendary importance. The information you learn is accurate but might be couched in figurative language.

Mending. 1 gp. This cantrip will make very simple repairs in common items quickly, such as a broken key or lock, or restoring one "hit" on a shield. Will not restore magic to a broken magic item.

Scrying. 350 gp. This is a commonly requested service, but is tightly restricted to agents of the nobility when requested in a city. It allows seeing and hearing a target so long as it is in the same realm as you (as in Asgard, Midgard, Muspelheim, etc.). There are countermeasures to scrying, and important personages know to take them. Attempts to scry protected individuals fail automatically. No refunds!





Speak with Dead. 95 gp. You may ask a corpse up to five questions about what it knew in life, and receive answers. These are usually brief, cryptic, or repetitive, and the corpse is under no compulsion to offer a truthful answer if you are hostile to it or it recognizes you as an enemy.

HEALING

These services are provided at the temples dedicated to the Lady of Life. They are offered to all who have a local sponsor, as the Lady's followers consider it their calling to help those who are injured. Use the following costs for the listed spells. All other healing spells cost 10 gp $\times$ the level of the spell slot used to cast the spell *squared*.

Cure Wounds. Costs 25 sp per point of wounds healed.

Greater Restoration. 450 gp. Ends a single debilitating effect on the target, including all exhaustion, charms, petrification, attunement to a cursed item, or an effect reducing an ability score or wound/vigor maxima.

Regenerate. 540 gp. Causes severed extremities to regrow (or instantly reattach if you still have them!), restores all wounds, vigor, and exhaustion in one hour.

DEATH MAGIC

The Lady of Life does not bring folks back from the dead. For that you need to speak to the priests of Halja, the Goddess of Death. This is a complicated process, as the Torengur believe that a person killed in righteous, brave battle delights the gods, and heads to a glorious afterlife. The Fates must be consulted, and the Death-priests convinced that bringing the adventurer back helps fulfill a greater destiny. This requires a favorable Charisma (Persuasion) check (at a DC equal to $10 + 2 \times$ the deceased PC's proficiency bonus) and a sacrifice, whose value depends on the spell being cast. See **HALJA'S POWER** for details.

Gentle Repose. 40 gp, including 2 cp consumed in the spell, placed on the corpse's eyes. Preserves a body for 10 days.

Revivify. 700 gp. Will restore to life a body killed within one minute. This spell is mostly used in the field, but can also be used on a body preserved with *gentle repose* inside the one minute time limit!

Raise Dead. 1,250 gp. Used on a creature that has been dead for fewer than 10 days, or when the slain is not missing important body parts.

Resurrection. 2,500gp. When things are really bad, or the body is really old, only this powerful spell will do. If things are bad enough to require *true resurrection*, a quest is definitely in the making—that's not a work-for-hire proposition for thegns at low level!

KARL FOR HIRE

The Torengur love a good adventure, and those with free time go raiding in the summers, a favorite pastime of young men and women with no family attachments as of yet (or a nice, bloody get-away for a pair of newlyweds: The family that slays together, stays together).

Finding Hirelings is therefore relatively easy, assuming folks aren't busy. Use the rules for **SERVICES** (**DRAGON HERESY** p. 72) to find and hire extra help.

HALJA'S POWER

Halja, Goddess of Death, decides whether a soul can return from its place in the higher realms. The more powerful the creature, the more likely Halja or Woden will wish to keep it for use in Asgardian affairs, as one of the Einherjar or some other divine servant. Nonetheless, it is possible to raise the dead using one of the following spells. These are higher-level magics not normally available to players in the levels presented in the **INTRODUCTORY SET**.

These are not complete spell descriptions: just enough information is presented to understand the results if used to revive a PC or ally.

In all cases, the ritual lasts 1d4 hours, and the dead return with three levels of Exhaustion (**DRAGON HERESY** **INTRODUCTORY SET**, p. 119).

Raise Dead. If a creature has been dead no longer than 10 days, it returns to life unconscious, injured, and with wounds equal to half its wound maximum, and at 0 vigor.

This spell also neutralizes any poisons and cures nonmagical diseases that affected the creature at the time it died. This spell doesn't remove magical diseases, curses, or similar effects. The spell can't return an undead creature to life, nor does it restore missing body parts.

This is a 5th-level spell.

Resurrection. A creature that has been dead for no more than a century, didn't die of old age, and isn't undead is returned to life if its soul is free and willing. The target returns unwounded with all its vigor, and any missing body parts are restored.

This spell neutralizes any poisons and cures normal diseases afflicting the creature when it died. It doesn't, however, remove magical diseases, curses, and the like; if such effects aren't removed prior to casting the spell, they afflict the target on its return to life.

This is a 7th-level spell.



HELP WANTED

In a town as hard-working as Isfjall, there's always a lot to do. The population fluctuates such that those that are in town are very busy. Further, the area is in a state of great unrest, and the usual compliment of warriors and guards (known as huskarls when they're in service to a jarl, and thegns when they're working for hire) is much reduced. Rumors are flying as to why this is the case, but it's not normal.

Odd Jobs

Many of the tasks that would normally be done by the population living under the hajarl's rule fall to outsiders and freelancers, as the adventuring-capable population is frequently otherwise occupied.

Bandit Booty. Bandits have acquired a family heirloom from a local Jarl, perhaps something given or received on Wives' Day. This is a simple wooden game board (or other fairly inconsequential thing) but it has value to the family. A reward is offered. (Add it to the loot in the **BANDIT CAMP**).

Faerie Eviction. Some annoying but persistent faerie have taken up residence on the land of a karl outside of town. They must be removed before their presence allows

other faerie to use their powers to form a faerie gate, bring in ever-larger groups, and wreak havoc.

Hunting Party. During the winter months, securing food can be a struggle, especially meat. The townspeople need help in bringing in game. This can be a very individual request, with particular families needing help to get through the harsh winter.

Monster Problems. Any sort of wandering monster, with goblinoids, troll-kin and dragon-kin being common, might decide to make an incursion into the lands surrounding Isfjall. Particularly dangerous are groups of gangaeðla (**DRAGON HERESY INTRO SET, P. 216**) and eðlafolk (**DRAGON HERESY INTRO SET, P. 213**), as they are looking to expand their territory. Eðla incursions usually occur to the north-east of the town; faeries to the north and west.

The Verminator. While basements are uncommon, some exist, and a once-prosperous shop has been closed for business. Perhaps there's an infestation of rodents causing problems? You never know what lurks beneath the town cellars.

Wild Animals. A pack of wolves, a particularly wily mountain cat, or a giant hungry bear is causing problem in the outlying farms and needs to be dealt with.

RUMORS: MISSION CRITICAL

The stories and news tidbits that follow contain important hints as to some of the threats on the quest. While not all of them are needed to survive, the more carousing and gossip the players can scrounge up, the better.

1. Geirolf Tyrthegn has been censured by the priesthood of Tyr for driving thegns and even some huskarls to venture north on some foolish quest.
2. A group of thegns, including a paladin and the champion of last years Valor Festival sword competition, ventured into the wilds a few months ago. All were slain, but one made it nearly to Isfjall, and her body was brought into town carrying powerful artifacts.
3. A small hamlet 20 miles northeast of Isfjall was completely wiped out. Shocked survivors described the dead arriving in the middle of the night and slaughtering the villagers in their beds.
4. Druids, priests, and wizards alike have said that the magic in the lake, and the lands north, has started to become unstable and unpredictable.
5. Over 50 members of a demon cult were recently discovered performing a ritual designed to weaken the boundaries between the Nine Realms.
6. The archivists in Isfjall have been complaining about the theft of some centuries-old manuscripts and maps.
7. Ylva Hreintrödd, noted skald and entertainer, was killed after performing an edda about "The Law Giver," a legendary magical sword lost centuries ago.
8. The paladins and clerics of Warding are spread very thin chasing down demon-worshipping cults in the area.
9. The Veiddarlönd (The Hunted Land) is so overrun with dangerous faerie that the hajarls of Isfjall, Mosfell, and even the Castellan of Northwatch are desperate for more thegns to help pacify the area.
10. Travelers are warned to steer clear of stone circles and dark clefts in old trees, lest they fall into a goblin warren
11. All Torengur are well advised to carry iron and steel weapons at all times; wood or bronze is of little to no use against faerie.
12. Some demons—the powerful ones—and certain undead can only be injured or killed by magical weapons.



THE LOST HALL OF JUDGMENT

The search for the Lost Hall likely begins when rumors around town lead to Geirolf Tyrthegn, a cleric of Tyr who is convinced, against all counterargument, that the artifact and sword recently returned from the slain paladin Gyrid portend dire consequences and events in the Frostharrow, and perhaps in all of Torengar.

Geirolf is in possession of both sword and relic (which he calls a *tiwstakn*); he is also in possession of stolen manuscripts and maps from the Isfjall archives. He is actively looking for another group of thegns to rediscover the Lost Hall (the original Torengar word *thegn* means a freeman warrior, and is also defined as “thegn (n): person who can kick butt and take names by any means, mundane or magical. See also: adventurer, deliver, monster-chow.”)

Isfjall and its surrounds are hard-pressed. This is always the case: the town is prosperous but the life is hard, and its location near the Hunted Lands (Veiddarlönd) as well as the Frostharrow pose a constant threat. The Veiddarlönd has been particularly active of late, and if that’s not bad enough, reports of a surge in the dead rising have reached the hajarl. If there is manpower to be spared, Víðir Nautsson wants it applied to preserving his jarldom, and none blame him.

Nonetheless, Geirolf is looking for a few good thegns. He is at odds with the other priests and wardens of the Law God: they believe that while the Hall of Judgment is a powerful legend whose rediscovery would be valuable, now is not the time. Geirolf feels that the uprising, demon-cult activity and the finding of the relic are connected. The last meeting of the *Alþingi* was quite boisterous.

Torengur love a good conspiracy theory and story, however, and tales of questors seeking the Hall have begun to become popular again. Skalds have started retelling old tales. Some are tragic, some triumphant, but the town is buzzing with possibilities.

Geirolf has taken to frequenting the inns and taverns that adventurers like to visit. He is looking for the right mix of outsiders or locals who can survive the trip into the wild north of the Frostharrow, but won’t be swayed by the town’s opinions against him.

He will offer the last remaining fortune he has in the form of four pack ponies (40 gp each!) each with a week’s worth of water in a *vatnvikur* (a 7-gallon barrel) and 20 meals worth of concentrated rations. This leaves him destitute.

Geirolf’s discovery and theft of the old map is fairly recent, and he will invite the adventurers to examine it for clues with him.

He is loathe to part with the *tiwstakn*, but will do so, as his perusal of the stolen historical documents revealed references to them in conjunction with questors seeking the Lost Hall.

If the PCs ask, he will also allow them to take Gyrid’s sword, a rare two-handed blade forged in Vopnferð of pattern-welded steel. He claims it was blessed by the gods: He’s correct. It bears runes that glow faintly green by moonlight. Translating them will reveal an inscription “Who worships evil, beware my power.” It is an **Ornate +2, Fine, Balanced** longsword; it is an **Uncommon magical** item (3 lbs, likely worth 750–1,000 gp). In effect, it is +1 to hit and damage, but only of **magical** potency, rather than +1 potency—see the **DRAGON HERESY INTRO SET P. 64** and **P. 100** for the effects of **magical** potency.

Geirolf is convinced that the time is ripe to rediscover the Hall, and that the Hall, the activity of faerie in the frostharrow, the surge of demonic cult activity, and the growing instability of the magic of Lake Odin are connected.

Pro tip: He’s right.

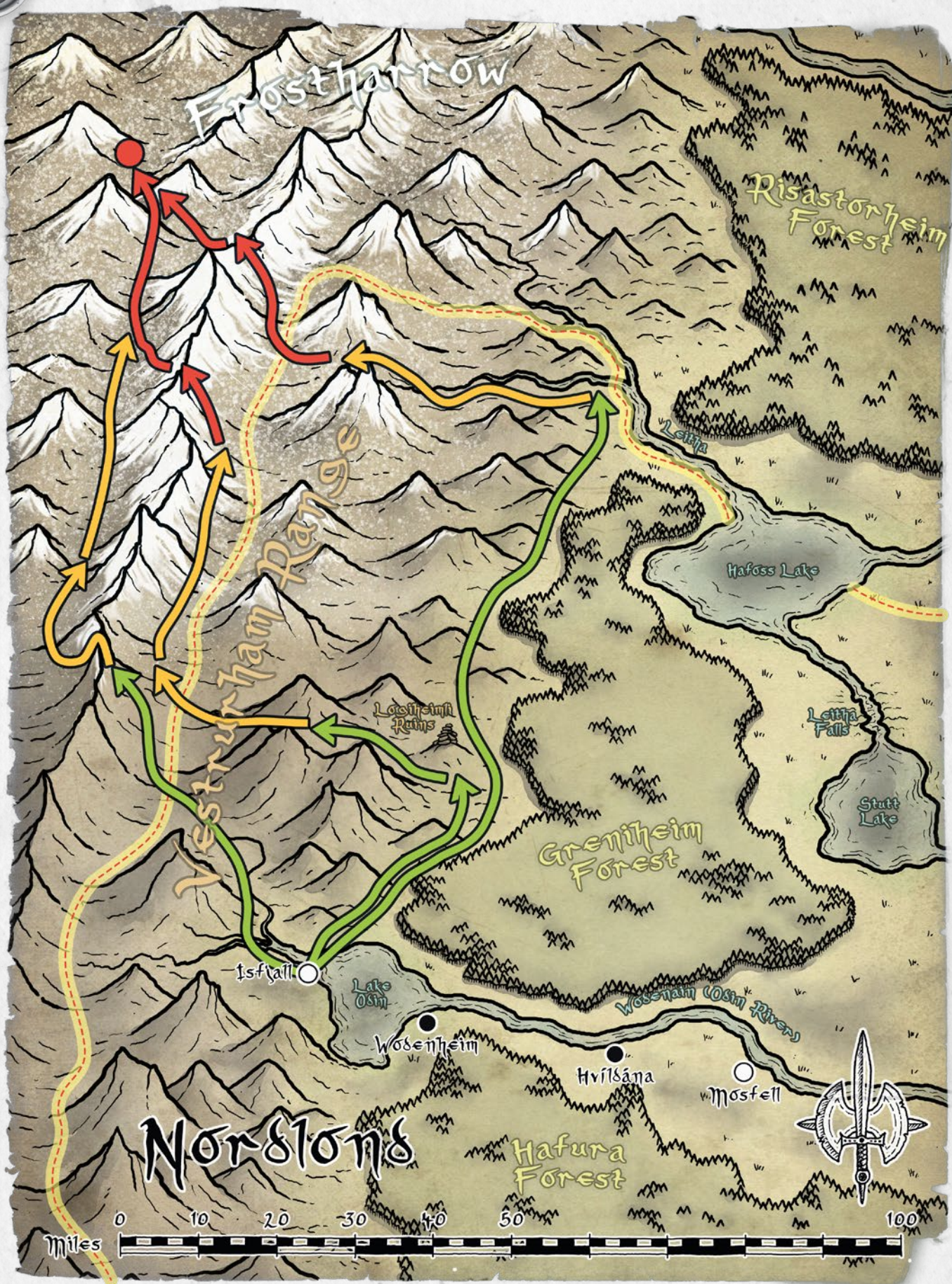
GET ON WITH IT

If short-circuiting the in-town play for any reason—such as convention play or wanting to limit the “shopping trip” portion of the adventure, have each character roll 1d12 and provide one of the rumors from **RUMORS**.

Some of them, such as the knowledge that demons and powerful undead can only be injured by magical weapons, are important bits of tactical information. Others provide hooks that might cause the players to seek out **LOGHIHEIMLI**, or even venture into the “stone circles and clefts in old trees” of the **GOBLIN WARRENS!**



LOST HALL OF TYR





THE JOURNEY

The first stretch of the trip to find the Hall of Judgment is an overland journey. Unless extreme magic can be utilized to bypass the journey's most difficult stages, it's time to pack up and schlep. As a famous halfling once said: "There's nothing for it."

The delvers will need the "big three" each day: about a gallon of water, 2-3 pounds of food, and a safe, relatively comfortable place to rest. Water is the bulkiest and heaviest of the staples: a *vatnvikur* (also called a *firkinbarn*) is a barrel that contains 7 gallons of water: enough for one person for one week. It weighs 100 lbs when full, and 40 lbs empty, due to the stout wooden barrel. Pack animals are a good idea.

Geirolf can provide a very old map of the area north of Isfjall. He claims that the map was said to bear the location of the Hall, but that it faded over time. Nonetheless, he is convinced that the Hall is somewhere in the north portion of the map.

THE RELIC: TIWSTAKN

Geirolf is correct: the map does bear the location of the Lost Hall. To bring out the knowledge:

- ♥ One must state in the name of Tyr that they seek the Hall of Judgment
- ♥ They must be holding or wearing the relic that Geirolf now possesses, called a *tiwstakn* or *skilti*.
- ♥ Someone must cast the *legend lore* spell as the other recites the prayer.

There's not much of an adventure if the players can't find the Hall! There are other clues in Logiheimli ruins; Geirolf knows the fort was important to questors in the past and can direct the group there.

Alternately: Geirolf has already done the required ritual and provides a map; it's just no one believes it's real, or even if it is real, it won't help with the current issues for Isfjall.



THE LOWLANDS

Travel through the lowlands (green on the map) takes the party through plains, low hills, and the tail ends of forests. It is reasonably passable terrain: Take the slowest encumbered Speed of the party or walking animals in feet per turn, divide by 10 to account for the terrain, and that gives the party's average speed in mph. Halve that value if it's raining or snowing. In truly horrific weather (Dire Weather on the encounter table), travel becomes impossible, unwise, or a trudging march at no more than a horrible 1 mile per hour.

Each day, roll 1d6 twice on the **LOWLAND ENCOUNTERS** table (1d6 for row, 1d6 for column), and consult the **ENCOUNTER DESCRIPTIONS** section for details. It might be possible to avoid a hazardous encounter, or steer into a

beneficial one (such as happening across a herd of red deer waiting to be turned into venison). As always, you should substitute your own good ideas in place of those below!

LOWLAND ENCOUNTERS

	1-3	4-5	6
	ANIMALS AND MEN	LOCATIONS AND WEATHER	CONFLICT!
1	Ruined Hut	Sudden Downpour (Dire Weather)	Hulder
2	Epic Animal	Abandoned Longhouse	Predator
3	Howling wolves	Impassible Terrain	Eðlafolk
4	Herd of elk or reindeer	Stream Crossing	Bandits
5	Brown Bear	Circling Ravens	Hostile Faerie
6	Wild Boar	Giant's Skull	Skeletons

HILLS AND VALLEYS

Travel through the hills and valleys below the Frostharrow (colored yellow on the map) takes the party through the beginnings of mountains. The terrain is difficult even if it's not constantly sheathed in ice like the Frostharrow. Take the slowest encumbered speed of the party or walking animals, divide by 20 to account for the terrain, and that gives the speed of travel in miles per hour. Halve that again if it's raining or snowing. In truly horrific weather (Dire Weather

on the encounter table), travel becomes impossible, unwise, or a trudging march at no more than a horrible 1 mile per hour.

Each day, roll on the **HILLS AND VALLEYS ENCOUNTERS** table (1d6 for row, 1d6 for column), and consult the list for details.

HILLS AND VALLEYS ENCOUNTERS

	1-3	4-5	6
	ANIMALS AND MEN	LOCATIONS AND WEATHER	CONFLICT!
1	Drunk Warrior	Allfather's Riddle	Thurs
2	Solitary Trapper	Cursed Hall	Lake of Illusion
3	Bearly There	Severed Dreams	Hobs
4	Herd of Elk or Reindeer	Impassable Terrain	Vaettir/Zombies
5	Bandit Camp	Sudden Downpour (Dire Weather)	Death Valley
6	Watching Wolves	No Campsite	Questors



THE FROSTHARROW

Travel through the Frostharrow (red on the map) takes the party through mountains and more mountains, and then ice-capped mountains. The group is hiking through enemy territory, and the chances of meeting something powerful, hungry, or both are far too high for comfort.

The terrain is treacherous and difficult, even more so for pack animals than humanoids. Take the slowest encumbered Move of the party or walking animals, divide by 30 to account for the terrain, and that gives the speed of average travel in miles per hour. Halve that again if it's raining or snowing. In truly horrific weather (Dire Weather on the encounter table), travel simply becomes impossible.

Each day, roll on the **FROSTHARROW ENCOUNTERS** table (1d6 for row, 1d6 for column), and consult the details. This is the most difficult and dangerous stage of the journey. Even were it not filled with faerie who want to torture or kill the players, the mountains themselves, snow-capped year-round, are inherently challenging.

FROSTHARROW ENCOUNTERS

	1-3	4-5	6
	ANIMALS AND MEN	LOCATIONS AND WEATHER	CONFLICT!
1	Mountain Goats	Rockslide!	Faerie Lady
2	Bandits	Hot Spring	Predator
3	Flush Birds	Difficult Climb	Hostile Faerie
4	Corpse(s)	Impassable Terrain	Thurs
5	Abandoned Mine	Dire Weather	Ice Alf
6	Druid Shack	No Campsite	Mylja Ormur

ENCOUNTER DESCRIPTIONS

Consult the ideas below for the results of the table, or simply choose your favorites and adjust to taste.

Abandoned Longhouse. An old farmstead or hunting lodge, in surprisingly good repair. There are no goods to be found within, but it has a stone fireplace and hearth and makes a comfortable and defensible place to shelter for the night.

Abandoned Mine. The remains of a small, forgotten quarry. Some low tunnels carved into the rock reveal that the rock itself consists of "goldstone," a valuable decorative rock that is sought after by the artisans of Isfjall. The rock of course weighs 170 lbs per cubic foot and requires specialized tools or magic to extract.

Allfather's Riddle. A stone slab sits at the foot of a gigantic old oak tree. On it in the Torengur runic language is carved: "What creature is that which cradles men, bears a bloody back, and shelters fighters from shaft and point, gives life to some, and lays itself inside a soldier's grasp? Guess my riddle." The answer is "a shield," and if a shield is placed upon the slab as the sun rises, it will become enchanted (+1 to the shield's Threat DC, with **magical** potency) for 3d6 days. After the first shield is enchanted, the runes will fade.

Bandit Camp. This is a "home base" for a group of raiders that have been plaguing the area, and the source for other encounters involving bandits. They have set up

in a cave complex where they store their armaments and (limited) loot, plus some ramshackle longhouses. They will have patrols out consisting of two pairs of bandits each. There are 3d6+6 bandits and a bandit chief in all. Not all bandits are simple fighters, and there are spellcasters among the group.

Bandits. The party comes across 2d4+1 bandits. They are hungry, dispirited, and unevenly armed, but dangerous and unpredictable nonetheless.

GM Note: This is an excellent "starting" encounter to introduce new players to the game system.

Bearly There. As the group crests a rise, they will begin to hear the screams of a young woman. If they follow, they will find a beautiful village girl up in a tree. Her throat is hoarse from shrieking, and she appears to be fleeing higher and higher into the reaches of a tall tree, clearly trying to escape something on the ground. There's nothing there; the poor girl resisted the advances of a persistent faerie lord too successfully; he cursed her and she sees a monstrous bear trying to climb the tree to get her.

Brown Bear. A hungry brown bear (**DRAGON HERESY, p. 190**) charges the pack animals with the intent to down one and make off with the provisions and water contained in the packs.



LOST HALL OF TYR

Circling Ravens. Two ravens are seen circling a location perhaps a mile off of the current path. If the group investigates, they find a natural spring bubbling out of a cleft in a large rock in the ground, flowing down a sluice in the stone, and then soaking the ground. There's nothing magical or sinister about it: it's a source of clear, clean water. The two ravens are omens of being watched by the Allfather. If thanks and a small sacrifice to Woden are proffered, a single penny will fall from the sky; on it is stamped the *ansuz* rune (F). It is not the recognized coin of any realm; the bearer has advantage on Perception checks while carrying the raven's penny.

Corpses. 2d4 humanoid skeletons are found along the trail. Their weapons are rusted, their clothing rotted, and the food long-ago spoiled or eaten. One skeleton's leg has clearly been broken in many places, and near one hand lies a soapstone carved with the words "Still Lost."

Cursed Hall. In the valley between hills is an impressive longhouse in good repair. Around it are numerous rock piles, on top of each are multiple runic warnings for "curse," "bear," "jarl," and "faerie." Inside, a well-dressed jarl is being kept from a table piled high with delicious-smelling food by two spectral bears (use the entry for Cave Bear, **DRAGON HERESY P. 190**, but the type is **Undead**, and it has the **Resistances** and **Immunities** of a Skuggi, **DRAGON HERESY P. 269**). If the party can kill the bears, the jarl will reward each character with an ornate golden torc (1.2 lbs) worth 60 gp for the metal; a successful Merchant roll determines their actual value at 240 gp (**Ornate +3**) and the jarl will also invite them to dinner. The jarl will urge them to depart before sunrise, as the curse is eternal; the party have only bought one day's meal—but it is the first the jarl has had in over 200 years. At sunrise, the entire longhouse and all the markers will fade and disappear; if the party remains, they must make a Constitution save or suffer 1d4+1 levels of exhaustion, halved if the save is successful.

Death Valley. A necromancer has taken up residence in a secluded valley in the hills. Entering the valley will reveal skeletons of men and animals littering the valley floor. The corruption of the area gives *jera* rune spells (**DRAGON HERESY, P. 128**) advantage when cast; saving throws against *jera* spells have disadvantage! All other magic is cast with disadvantage. The Necromancer was banished from Isfjall and the braeðralag of the Goddess of Death, and has been luring in travelers and questors ever since.

Difficult Climb. The heights of the Frostharrow are the definition of challenging terrain. The pathway over a ridge requires scaling 3d6×10 feet of near-vertical terrain. If the party is unwilling or unable to make the climb, it takes another 1d6 days to find a safer, less difficult path, halved with a successful Navigation roll.

Dire Weather. A heavy, wet snowfall is followed by a significant (but short-lived) temperature drop (one level lower than it is currently; if it is already lethally cold, the DC of Survival checks increases by 5!) that lasts for 4d hours. 1d feet of snow falls.

Druid Shack. Tucked into a cleft in the rock is a snug little shelter that, upon inspection, used to house a solitary druid. There's nothing left in the shack other than long-ago abandoned implements of little value. It makes an excellent place to stay the night, especially in tough weather.

Drunk Warrior. The party bumps into a befuddled warrior who claims to have met another fellow along the trail not far away. He is pleasant, not aggressive, obviously drunk, and smells of mead. He tells a tale of an encounter with a red-haired man with a thunderous laugh and a seemingly endless capacity for drink. If pressed, he indicates a direction. If the party searches, they find the remains of a campfire, strips of cooked goat, and an impression in bare rock left by the head of an impressively heavy war-hammer. No traces of the red-bearded man can be found. If it is raining, the traveler fails to notice that everyone else is getting rained on but himself. This encounter is best immediately following a thunderstorm.

Eðlafolk. A group of 2d4+4 eðlafolk have made it into Torengar on an expedition. They are scouting new territory. Their usual stomping grounds are hundreds of miles to the northeast; if they are allowed to return, a full invasion with a complete tribe will follow. They must be destroyed.

Epic Animal. The party finds unmistakable signs of a gargantuan creature. Something large enough that the entire party could shelter in a footprint. A giant. A dragon with wings that blot out the sun. A mammoth the size of a hill. This encounter is about fear and menace, not conflict.

Faerie Lady. A powerful **FAERIE NOBLEWOMAN** comes across the party. She is thousands of years old and in the mood for sport. Offering violence would be...unwise. She may be satisfied by an offer of a bronze blade and a debasing surrender.

Flush Birds. As the party passes, a flock of game birds bursts from concealment to flee. Animals and delvers alike must make a fright check; the party might snag a bird or three if traveling prepared...or have to chase down panicked pack animals that are suddenly expressing a desire to be anywhere else.

Giant's Skull. Recent weather has unearthed the skull of a giant. The skeleton reveals itself as mildly magical, and if a palm full of bone powder is used as a material component to aid the casting of magic having to do with healing and growth (*jera*-rune spells), it gives +1 to the caster's skill roll. The powder is consumed in the process.



Herd of Elk or Reindeer. The party comes across a grazing herd of elk, reindeer, or some other wild prey animal. A typical small herd is 3d8 animals, while a large one could number hundreds. Mmm. Meat.

Hobs. A group of 1d6+2 **HOBBS** ventures out of the Frostharrow to ravage the lowlands. They travel at night and hide during the day unless the weather permits travel without exposure to sunlight. The most likely encounter is thus the hobs attacking the party between dusk and dawn. They seek to eliminate the sentry (if there is one) and then murder the rest as they sleep.

Hostile Faerie. A wandering troop of **HOBGOBLINS** comes across the party's path. If they detect the party first, they veil themselves and set an ambush. If the party detects them first, the tables can be turned. This encounter will not take place during daylight hours.

Hot Spring. The party comes across a cave out of which steam flows merrily (the steam might be visible for miles if it's close to the top of a ridge or could only be visible if passing close by if down in a valley). Inside the air is warm and moist, and in the depths of the cave a hot spring can be found. It's not a trap or trick: it's a natural hot spring, and a good place for a bath and to shed winter gear for a short rest. The humid environment makes for damp clothing and gear, though—unless the delvers dry off outside by a fire, they are considered wet for 4d6 hours! (see **WIND AND WATER**)

Howling Wolves. During the night, the party's campsite is stalked and surrounded by 1d10+5 **WOLVES**. They will circle the campsite, occasionally drawing near, and howl and make noise all night. They will not attack unless attacked first, but they're loud and the characters find no rest that night.

Hulder. The party encounters a **HULDER**. The faerie wanders out of the forest and pretends to be lost, asking to be guided home (which is 1d miles away). It leads adventurers down a wandering path, where they have ample opportunities to step on a beehive, trip over a viper, wander under a dead tree—only to have it fall on them—or other potentially harmful pranks. Once arriving at its home, the hulder attempts to charm the party member with the highest reaction bonus.

Ice Alf. Despite its name, the **ICE ALF** isn't alfar, but rather a form of ice elemental. They are universally hostile and resemble icicles when not trying to freeze or impale adventurers. 1d6 Ice Alfs attack once half the party has passed.

Impassible Terrain. A rockslide, flood, avalanche, not-entirely-stable lake, or other terrain feature blocks the way. It takes 2d4 days to scout a new pathway; a successful Navigation roll halves this time.

Lake of Illusion. The group approaches an isolated lake. A shiny object can be seen on the shore of a small, low island rising from the lake. If the party can see it, they perceive a silver and gold piece of jewelry wrapped around the neck of a skeleton covered in fine clothes and bearing quality armor and weaponry. The jewelry is real; the weapons and armor are not: they're illusions. The



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lake is magically dead (all spells fail automatically), and remains liquid even in Lethally Cold temperatures. If the group attempts to swim to retrieve the jewelry or weapons, grasping vines grapple the swimmers from below automatically for 1d6+2 control each turn, attempting to drown them.

Mylja Ormur. A **MYLJA ORMUR** (crushing worm) lunges from out of its burrow in a nearby tree or rock outcropping at the either last party member in line, or one of the pack animals (if present).

No Campsite. As night falls, there is no good land on which to make camp. The top of the hill or ridge is not suitable, and the valley is deep and dark. Does the party make what fitful camp they can on the top of the ridge, or proceed into the valley below? If they proceed, they are attacked by a **THURS** that has taken up living in the valley below.

Predator. A **MOUNTAIN CAT** stalks the party, and attacks if it can approach animals or a straggler within pouncing distance. If it is attacked or after 1d6×1d6 hours, it loses interest and leaves the area.

Questors. The player characters aren't the only ones looking for the Lost Hall. Grab 3-6 NPCs of CR 2 or lower from **DRAGON HERESY PP. 255-264** and roll 1d8.

- (1-4) The group is friendly but not interested in cooperation; they may exchange rumors and legends with the PCs, but otherwise bid them good day after sharing a meal. They fight if attacked, but not otherwise.
- (5-7) The group is neutral and opportunistic. If they can, they rob the party. If not, they may attempt to shadow the PCs unless convinced they are outmatched.
- (8) The other party is hostile and attempt to kill and loot the PCs. They set an ambush if they can, or resort to main force if they cannot. 3am is always a nice time for a raid.



Rockslide! The weather, the delvers animal's footsteps, or a capricious faerie triggers an avalanche or rockslide that directly threatens the characters. Each delver must take shelter behind something very solid (a man-sized boulder would do) or risk being swept down a steep slope. Those caught in the open must make a DC 11 Dexterity save. Take 2d6 wounds as bludgeoning damage on a failure, or as vigor if successful. DR protects normally.

Ruined Hut. The travelers come across a ruined hut or trapper's shed. It may be empty, contain a corpse, or a sleepy or startled bear! If empty of animals or other occupants (and if it isn't haunted), it contains 1d6 meals worth of preserved rations or a full sealed *vatnvikur* of water.

Severed Dreams. Each of the party has horrible nightmares. In them, a one-armed man places his one good hand on a large, flat stone. A creature that shifts between a beautiful man, woman, and a slaving fiend steps up wielding a flaming sword in one hand and a thorned whip in the other. The creature raises the sword, and...

Skeletons. A group of **SKELETONS** shamble into the party's camp or line of march and attack mindlessly the first characters they encounter. These fallen warriors hail from **LOGIHEIMLI**, and characters that can speak with the dead can discover the location of the village from them.

Solitary Woodsman. As the group travels, they come across a solitary trapper, hunter, or shepherd. Roll 1d6:

- (1) They are desperate for any food that isn't meat, and will trade for fruits or vegetables, offering 4× the fruit's value in animal pelts.
- (2) The trapper is jovial and invites the party to share a meal. While eating, the trapper attempts to get the party blind drunk in order to rob them.
- (3) The trapper is desperate for company, and offers a fine meal in exchange for stories, especially from a bard or skald. The best wine (and it really is quite excellent) is brought out and shared, but the trapper gets so intoxicated that the meat is undercooked. Each dinner guest—including the trapper—must make a DC 14 Constitution save or become **poisoned** for 4d6 hours.
- (4) The trapper is very knowledgeable about the current area, and has advantage on Nature or Survival checks regarding the local area.
- (5) The shepherd's flock was scattered by a predator, and has only recently been re-flocked. They may be willing to trade or sell animals to the party.
- (6) The hunter is jovial, friendly, and has a campsite nearby that is the best ground in the area. Unfortunately, their last bath was many, many months ago.



Stream Crossing. A fast-moving shallow stream blocks the best travel path. Make a DC 7 Acrobatics check or plunge into the water. Animals have no trouble crossing, but wheeled vehicles risk breaking a wheel against the rocks.

Sudden Downpour. A heavy, soaking rain is accompanied by a significant (but short-lived) temperature drop (one level lower than it is currently; if it is already lethally cold, the DC of Constitution saves for temperature increases by 5!) that lasts for 4d6 hours. 1d3 inches of rain falls; multiply that by 1d6+1 to determine snowfall depth if it's Uncomfortably Cold!

Thurs. A small group of 1d3 **THURS** has taken up residence in a shadowed valley. Well-hidden and inactive during the day, they emerge at night to attack the party. They

strike from ambush, but their tactics tend towards "thurs smash!" rather than anything dangerously competent.

Vaettr/Zombies. A group of **VAETTRHROGN** shamle out of the night into the camp and attack the first characters they encounter. After 1d6 rounds of combat, the **VAETTR** commanding them makes an appearance.

Watching Wolves. The head of a **WOLF** pack of 1d12+6 animals approaches the party either as they make camp or are traveling. The wolf is curious, not hostile, and may even approach close enough to touch. If the party reacts violently, the wolf dodges with surprising agility and he and his pack leave the area.

Wild Boar. The party spooks a **WILD BOAR**; If the party loses a contest of Intimidation, the boar attacks!

WILDERNESS SURVIVAL

Traveling overland, especially if schlepping your own gear, is hard, hard work. The rules below will help when circumstances dictate the ancient plotline of "man vs. nature" should take on immensely immediate relevance. They substantially repeat those of **SURVIVAL AND OVERLAND TRAVEL** from the **DRAGON HERESY INTRODUCTORY SET**, pp. 74-78. Some rules have been modified or simplified for faster play.

EATING AND DRINKING

The simplest wilderness challenge is also the most basic, and the most important: The requirement for food while adventuring in temperate weather is the equivalent of 1.5 pounds (three meals) of concentrated rations and eight pounds of water per day. If you cannot forage off the land, the requirement for prepared food and water is on the order of 70 lbs per week per person. This makes the ability to obtain food and find and procure fresh water absolutely critical.

Game animals such as deer can be assumed to provide, as a rule of thumb, one third to one half their live weight in meat suitable for consumption, but they have less energy content than more domesticated meats. For simplicity, treat each 3 pounds of meat and other foodstuffs as one day's rations—20 lbs per week of travel per person traveling is required in good weather.

Water is rather easier to figure, in that you need about a gallon of it per day—just over eight pounds, and that's where most of the required weight of provisions comes from (60 lbs per person-week!). So long as someone in the group knows *Purify Food and Drink*, they can be sure that any water they gather from streams, rivers, and puddles can be rendered potable.

The party does have access to this spell, right? *Right?*





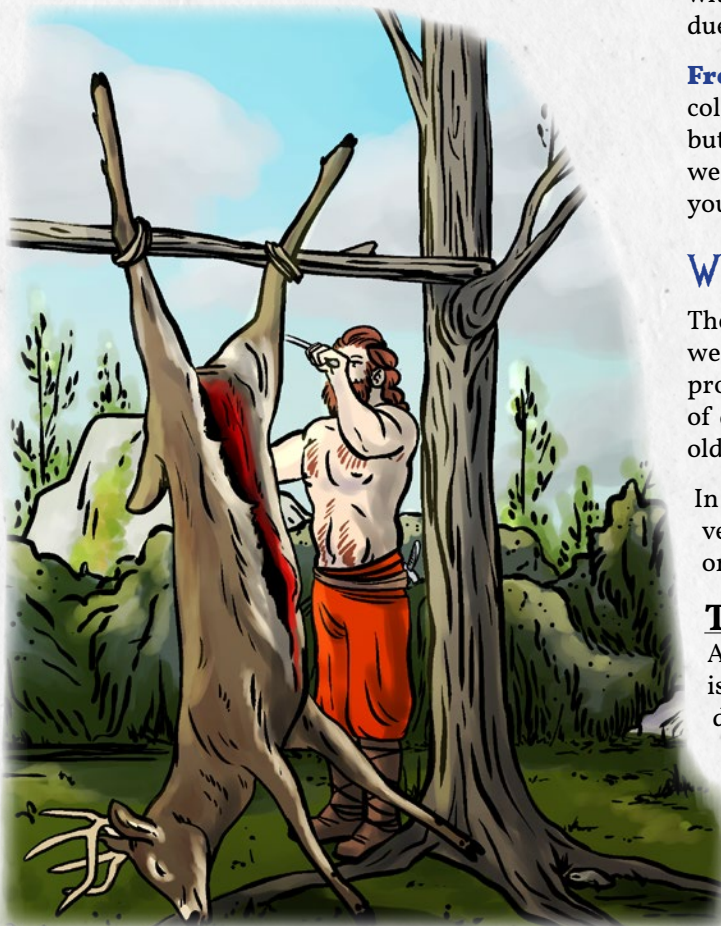
LOST HALL OF TYR

Magical purification of food and drink makes one of the most severe hazards of low-technology overland travel and survival suddenly more about hunting and finding, and a lot less about long, painful, lingering death from disease and toxicity. Lacking this ability within the party, overland travel and survival becomes much more difficult—and that's just where eating and drinking are concerned.

FIELD DRESSING GAME

If the party successfully brings down game such as a deer (the red deer native to the region average around 300-400 lbs), all the inedible bits need to be removed in a way that does not cause the meat to be contaminated. As shorthand, if the party is not in danger of running out of food or it's not critical to the plot, assume that an animal provides about 35% of its live weight as edible meat and get on with the game.

If hunting and feeding the party has become a major plot point, use Survival rolls to successfully turn the animal carcass into edible food. Make a DC 8 Survival check to get any good meat at all, obtaining 1/5 of the animal's live weight as easily-accessible delver-chow. Rolling 12 yields 1/3 the weight as edible potential meals; rolling 16 or higher provides 1/2, and rolling 20 or higher provides 2/3 of the animal's weight as edible rations.



If the party has access to *Purify Food and Drink*, and they fail the basic Survival roll, they can still get 1/5 of the animal's live weight in food but must cast the spell on the meat or else they risk disease—they've contaminated the meat with nasty bits from the entrails or something equally disgusting. If they eat the food without casting the spell, they suffer the **Ranger's Curse**.

Ranger's Curse. When exposed to poorly-dressed meat, especially meat that hasn't been properly cleaned and cooked, make a DC 15 Constitution save. If you succeed, your body fights off the issue with nothing more debilitating than an upset stomach and rumbling gut for a day or so. Distracting, perhaps, but not dangerous.

On a failed save, you gain the Poisoned condition. Every 8 hours, make a DC 15 Constitution saving throw or gain a level of exhaustion. If you make three saves in a row, the disease has run its course. Increase the water requirement for someone with this disease by an extra gallon every 24 hours.

PRESERVING MEAT

Meat spoils quickly if not preserved. The field-expedient method of preservation is to immediately cut it into thin strips and smoke it over a fire inside an enclosed mini-tent. An expert can accomplish this in four hours with a DC 5 Survival roll, two hours with a roll of 10, and one hour with a roll of 15. Increase the difficulty in bad weather, or due to limited suitable fuel supplies.

Freeze-Dry. An expedient that trades time for skill in cold weather is freeze-drying. Make the same skill check, but increase the time taken by 10 in Uncomfortably Cold weather, and by 4 in Lethally Cold weather. Just be sure you're alive to eat it.

WEATHER AND TEMPERATURE

There is an old proverb: "There is no such thing as bad weather, only inappropriate clothing." (Quoting this proverb during the winter is said to be a leading cause of death by blunt fist trauma in the region. That too is an old proverb.)

In the lowlands in the summer, it can get hot and, on very, very rare occasions in July, dangerously so...but usually only for a few days.

TEMPERATURE

Any temperature too far outside of the comfortable zone is considered **hazardous temperature**: **hot weather** describes hazardous elevated temperature, while **cold weather** indicates hazardous low temperature.

To determine the effects of temperature while journeying, make a Constitution save at the end of each 12 hour period, or if continuous activity stops. Make the save (for example) after a four-hour hike



TEMPERATURE ZONES

TEMP ZONE	RANGE	CON SAVE DC
Dangerously Hot	110 – 130°F	21
Uncomfortably Hot	90 – 110°F	16
Hot	70 – 90°F	11
Comfortable	50 – 70°F	6
Cold	32 – 50°F	11
Uncomfortably Cold	10 – 32°F	16
Dangerously Cold	-10 – 10°F	21
Lethally Cold	-30 – -10°F	26

Each 20°F beyond the table limit adds +5 to the DC

through uncomfortably hot weather ends (DC 16), after setting up camp, or after a night's sleep. At a convenient stopping point, make a Constitution save at the DC indicated on the **TEMPERATURE ZONES** table. The saving throw is modified by activity level, clothing, shelter, traits, and—for hot weather—water intake. A failed saving throw causes the character to gain a level of exhaustion; failure by 10 or more gains two levels and causes 2d4 wounds.

Activity Level. Activity in hot weather is assumed; lower DC by 5 if the character is lounging about in the shade during the day. During cold weather, activity such as hiking also lowers DC by 5. Deliberately moving around a campsite to keep warm provides the same bonus.

Clothing. Wearing winter clothing in summer is +5 to the DC; arctic clothing in the summer is +10. And really dumb.

In the wintertime, four or fewer pounds of clothing increase DC by 5; if you are naked, the roll also has disadvantage. Winter clothing or basic clothing with a heavy cloak is assumed: if the clothing weighs 5-7 lbs, it's assumed to be good down to freezing temperatures.

Stacking extra layers over winter clothing is the traditional way to deal with extremely cold weather. Each 5 lbs of clothes beyond 7 lbs of warm clothing or blankets lowers the DC of Constitution saves by 5, to a maximum of -20 to DC. See **DRAGON HERESY P. 68** for various costs and weights for clothing).

Shelter. Each of the following factors lowers the Con Save DC by 5:

- Finding the right campsite (a DC 10 Survival check)
- Having an enclosed, quality tent
- Sharing a tent with others in cold weather (assuming warm-blooded biology!)
- A roaring campfire close by

Water Intake. The water requirement while adventuring is about a gallon per day. In hazardous hot weather, make the Constitution save with advantage if you drink an extra gallon per day in Uncomfortably Hot weather, or 4 gallons per day in Dangerously Hot temperatures. Drinking less than 1 gallon in hot weather gives disadvantage on the roll; if you drink less than ½ gallon, the DC is additionally increased by 5.

NIGHT AND DAY

Assume that during the night, in the lowlands and hills the temperature is roughly 15-25°F lower than during the day; in the mountains or the desert, increase that range to 30-40°F. This may cause the temperature zone to change, requiring different preparations for settling down at night, or even traveling during the night and sheltering during the day in hot weather.

WIND AND WATER

These temperature conditions are either worsened or moderated by two other factors: wind and water. Wind lowers felt temperature, and in the wintertime, strong winds can drive felt temperatures down by as much as 50°F.

Wind. The harder the wind blows, the colder it feels. Strong winds constitute a good reason for the GM to lower the temperature range.

Water. Wet comes in three types: humidity, precipitation, and immersion.

Excessive humidity increases the effective felt temperature by 3d6 °F, potentially pushing it over the edge to a new range. What would otherwise be Comfortable weather can become Uncomfortable, etc.

WATER TEMPERATURE	ROLL FREQUENCY	CON SAVE DC
Warm (60-80°F)	Every 4 hours	8
Cold (40-60°F)	Every hour	11
Near-freezing (32-40°F)	Every 5 minutes	16

Being wet makes any climate condition one level colder. If a character is immersed in cold water, increase the frequency of Constitution saving throw to avoid exhaustion based on the table below.

HEATSTROKE, SUNBURN, AND FROSTBITE

If a saving throw due to hazardous temperature is failed by 10 or more, the victim suffers injury as well: Add 2d4 fire or cold damage to the exhaustion effects. This damage is taken directly as wounds, and may not be transformed to vigor!



CLIMATE IN ISFJALL

Isfjall is considered north even in Torengar, and the temperature rarely rises beyond the Comfortable zone for more than a few days.

Consult the **ISFJALL CLIMATE** table for guidelines on temperature and precipitation.

Determine Temperature. Start by rolling 3d6 to determine a temperature range given the month of the year. Isfjall is very rarely so hot that it's dangerous to be out and about if one is hydrated and healthy, like a good adventurer should be. It is frequently lethally cold in the wintertime, where exposure without proper clothing can rapidly turn to frostbite, hypothermia, and Delvercicle Syndrome.

Could be Raining. Once temperature has been determined, roll 3d6 again to see if it rains or snows. If the roll is less than or equal to the entry for "Rain," you get

soggy. It snows if the temperature is Uncomfortably Cold; if the temperature is Comfortable, but the roll is at the top end of the range (rolling a 10 in November), it snows, but it's a nasty, wet, uncomfortable mix of snow that melts and just makes mud, freezing rain, or sleet.

Snow Base. This row tells how much permanent snow is on the ground, in inches: It may well snow in May or June, but it won't last. This is a guideline, and can vary by location, but if there's assumed to be three feet of snow on the ground, a snowfall will simply add to it.

It's Cold Up There. Adjust the 3d6 roll for temperature by +3 in the Hills and Valleys regions, and +6 in the Frostharrow. It's cold there, and that cold isn't always strictly natural. Note some of the rolls on the encounter tables can drive temperatures into true extremes, including extremes in snowfall.

ISFJALL CLIMATE

MONTH	MAR	APR	MAY	JUN	JUL	AUG	SEP	OCT	NOV	DEC	JAN	FEB
Dangerously Hot	—	—	—	—	3	—	—	—	—	—	—	—
Uncomfortably Hot	—	3-4	3-5	3-5	4-7	3-5	3-5	3	—	—	—	—
Hot	3-4	5-7	6-8	6-9	8-11	6-10	6-8	4-6	3			
Comfortable	5-7	8-10	9-11	10-13	12-15	11-14	9-12	7-10	4-6	3-4	3	3-5
Cold	8-9	11-12	12-13	14-17	16+	15+	13-15	11-12	7-9	5-7	4-6	6-7
Uncomfortably Cold	10-12	13-15	14-17	18+	—	—	16+	13-16	10-12	8-10	7-10	8-10
Dangerously Cold	13-14	16+	18+	—	—	—	—	17+	13-15	11-13	11-13	11-13
Lethally Cold	15+	—	—	—	—	—	—	—	16+	14+	14+	14+
Rain? (roll 3d6)	8	8	9	8	7	8	8	8	9	9	9	8
Snow Base (inches)	30	12	0	0	0	0	0	0	4	16	27	33
Daylight Hours	12	14	15	16	16	14	12	11	9	8	9	10

Bold indicates typical temperature zone for a given month





LOGIHEIMLI RUINS

Sitting against the first significant line of hills on the western border of Torengar, at the very edge of the Vesturham range, lies the ruins of a village and fortress. Hundreds of years of erosion, weathering, and neglect have reduced the once sturdy settlement into a shadow of its former self. A shadow haunted by the walking dead. The area is sparsely forested, but low shrubs and other wild growth have covered what was once one of the principal holy sites in Torengar...and is now a wasted ruin.

THE FORTRESS AND BARROWS

There are two important areas around Logiheimli: the fortified village itself, and the nearby barrow complex made for those that left on quest for the Lost Hall, and never returned. Not every building holds danger or a surprise, but some do.

Approaching the ruins, the most prominent feature is the uneven, grass-covered low wall. The ruins are vaguely oval in shape, but hundreds of years of erosion and weathering have left relatively few distinct “men built this” signs. One sees the wall itself, the stone pillars that held the gates, and the classic ditch structure.

When the ruin was thriving, it would have been a formidable barrier; now, only remnants of trails (less vegetation and bramble) remain, plus those features that water, wind, and time could not destroy.

Challenge. The ruins are infested with undead, including ghouls. The skeletons and zombies are powered by the force of evil runes that were carved into three obelisks by demon cultists. The ghouls and skeletons will try and kill any living creature that gets too close; ghouls in particular long to feast on human flesh.

Concealed. The livestock and ghouls are the remains of a demon cult that was sent on a mission to undermine the fortress. They struck while the Warden and his wife, the High Priestess of the Law God, and their top retainers were meeting with a jarl at Wodenheim.

The fortress of Logiheimli (Law Home) was once an important waypoint for questors seeking the Lost Hall of Tyr. The forces of demonkind dispatched a heavily armed and trained cult to pose as questors. In the night, while the warden was away, they entered the temple, desecrated

WANDERING BONES

The dead at Logiheimli are rather more active than they should be. This “danger zone” extends to 1.5 miles for each hour of darkness: roughly 12 miles during the height of summer, and 24 miles from the ruins in winter. Roll every night for an encounter: the party will encounter a group of 1d6 skeletons on a roll of 8 or less on 3d6.



The Ruins of Logiheimli



it, and breathed life into an obelisk that caused the dead to rise each night. There are three such stones: one in the temple, which covers the fortress proper, and two more in the outer barrow.

These runes cause magic and divine power to work unpredictably and ineffectually in the region. If all three runestones are active:

- All attack spells have disadvantage; additionally roll the damage twice and take the lower result!
- Victims of spells with saving throws have advantage on their saves; those who save successfully take *no effect* from the spell.
- Undead double their proficiency *and* have advantage on saves to resist Turning

The influence of the obelisks is spreading far from Logiheimli, and the demonic field has power and influence far from these ruins!

Reward. The temple has clues to the precise location of the Lost Hall of Tyr. The barrows hold the former jarl and high priestess of the Law God, and their weapons and equipment are of the finest make.

THE GATES

There are four “gates” in the oval wall, each of which used to form a tunnel perhaps 6-7 feet high through which visitors would pass to enter the fort. Each was formed of four stone posts, which both held the wooden doors and the supports for the ceiling. Over time, the timber has eroded away and the roof and walls collapsed, leaving an uneven cleft in what remains of the wall.

The corner posts are obviously artificial, and still remain, providing evidence that this area is not a natural feature.

Concealed. There is nothing untoward or malign about the collapsed gates.

LIVESTOCK ENCLOSURE

The “enclosure” is marked only by stone posts, some collapsed, some still present. Whatever fencing or roofing that used to protect the animals of Logiheimli have long since disintegrated.

While no structures still stand, the remnants of the livestock itself, in the form of skeletal remains, can be seen.

Challenge. Defeat the undead skeletal warhorses that will rise so long as the sun is not in the sky (night or overcast days).

Concealed. Several of the old skeletons are exactly what they appear to be, but the more recent remains are clearly wild animal skeletons, which have been crushed (a DC 14 Nature check).

Four sets of remains are in fact the animated skeletons of warhorses. These highly trained mounts will charge at the nearest PC that enters the enclosure by passing the stone posts. Once animated, the **SKELETON WARHORSES** can absolutely pass the enclosure boundaries. They attempt to slam, trample, and stomp living creatures in rough order of “who’s closest?”

Alternatives. The skeletons rise instantly (treat as if standing from prone) when the first living character passes the enclosure if the sun is not in the sky (it is overcast, or from dusk to dawn). They will not rise if the sun is shining, and are susceptible to sunlight, the *daylight* spell, and are vulnerable to radiant damage.

THE TEMPLE: LOGIHÖLL

In the center of the fortress sits the former temple of the Law God. The stone foundations are still present, as are timbers that should have long since rotted away but have not (they were blessed and turned into essential wood; they would have lasted forever save for the evil obelisk now in the basement).

Challenge. Defeat the ghouls that attack once the party is distracted. Un-curse or dispel the obelisk in the basement.

Concealed. Ghouls roam the ruins, and there is a stone obelisk in the basement that is impacting magic and divine power inside Logiheimli. There are twelve ghouls in the temple itself, and they will attack in groups of three from different places within the ruin.

The temple was collapsed from within by a powerful (and long-destroyed) talisman after the ritual to enchant the runes on the obelisk were activated. The ghouls in the temple are the undying cultists that originally cursed the temple.

Rewards. Deactivating the obelisk starts the process of re-balancing the magic of the region. Delvers can deactivate an Obelisk by *simultaneously* casting *remove curse* and exorcising the demonic influence by making a DC 17 Religion check.

Delvers lacking either method can just smash it—but each successful attack releases a wave of demonic energy that inflicts 1d6 necrotic damage to anyone within 120'; a successful Dexterity save allows taking this as vigor instead! Each obelisk is resistant to piercing and cutting damage, and has DR 7 and deactivates after taking 30 wounds.

Inside the basement there are several clues to how to find and travel to the Lost Hall of Tyr.

- A polished stone slab contains an etching of the hall itself that gives advantage to navigation (Survival checks to locate the hall once within sight) and the first real image of the Lost Hall in recent memory.



LOST HALL OF TYR

A stone plinth containing a fragile book into which the stories of individual questors have been written. The visible page makes mention of tiwstakn provided to questors, and later recovered either by its return, or by Logiheimli huskarls sent to retrieve them. A *mending* cantrip cast on the book allows it to be handled safely.

LIVING AND VISITORS QUARTERS

The living quarters for those that lived in Logiheimli are located in area X, while those assigned to questors and other transients are at Y. As with all the longhouses in the ruins, there is a mix of stone, sod, and timber that has long since eroded into the barest remnants of structure.

Challenge. Skeletons rise and attack any who draw near the buildings. There were 10-20 people in each of the longhouses.

Concealed. The skeletons lie dormant in the ruins until a living creature approaches within 10 yards, then they spring up and attack.

Alternatives. Wise parties will be wary of undead once they're attacked the first time, likely by the skeletal warhorses. A cleric or paladin will be able to keep most of them at bay, or even completely vanquish them. Destroying all three obelisks de-animates the skeletons without a fight.

Rewards. If the skeletons are armed, the party can recover well-preserved weaponry in remarkably good condition given their age (full value; the ritual that animated the skeletons preserved the weapons). Characters who take the time to scrounge through the ruins thoroughly (at least an hour) can roll a DC 19 Perception check (with advantage if 4+ delvers search simultaneously); each building ruin

has $3d10 \times (1 + \text{Margin of Success})$ coins worth of valuables buried in it. Roll 1d6: on a 1-3, the coin type is silver, on a 4-5 it's gold, while on a 6, it's platinum. The loot can be as objects at the GM's discretion. Also, for each ruin, a scrap of parchment, clay or stone tablet, or an item that can be used as the subject for a DC 12 History check which reveals the pathway to the bridge across the river leading to the Lost Hall.

LONGHOUSES AND SMITHY

This set of buildings is marked by the remains of what clearly was a smithy. The building had a stone foundation and walls, and the remains of the anvil are still present.

Challenge. More skeletons!

Concealed. The skeletons rest beneath the ruins of the longhouses and run out and strike at party members if they can. There were 10-20 people, turned into corpses and then into skeletons by the force of the cultists' ritual, in each abandoned longhouse.

Rewards. The bones of a dwarven smith lay where he was killed; a DC 17 Religion check or detect magic will reveal that the evil ritual did not affect him and suggest that *speak with dead* will be productive.

The smith's ghost is willing to provide the location of a buried strongbox containing 32 gp worth of gold and silver under the rotted anvil stump.

He will tell how the wardens of the fort retreated to the barrows to attempt to free the land from evil influence. Eventually they were forced to seal themselves inside; their bones (and spirits) are still present within. Reveal the specified **Concealed** info from **THE BARROW GATE** if the characters speak to the dwarven smith.

THE BARROW GATE

These heavy wooden doors are still largely intact, having been constructed of essential wood and bound with iron. They are intact, but not attached to the hinges: the doors have been ripped off the entryway to the barrow. This fact is visible from the eroded western wall of the Logiheimli fortress.

Other than the shattered entryway, there is nothing hidden or buried at the gates. The tunnel proceeding into the tomb is lined with torch-holders, but the torches have long since rotted away. The somewhat rusted remains of the holders (they will still support a torch) are placed every three or four paces.

Concealed. If the delvers enter the crypt, they come to a vertical stone marker at the intersection of three sub-passages. On top of the marker a message was chiseled in the runic language of ancient Torengar: "Truth has Consequences."





After the marker in the middle of the intersection, the delvers see, down each of the north and south corridors, the faint outline of other markers. The markers to the North and South emit a pale, sickly green light. The third passage does not have a marker and ends at a well-constructed set of double doors.

The **DWARVEN SMITH** reveals that the barrow was dug for the purposes of interring questors that perished during their attempt to reach the hall. The Huskarls would periodically scout the then-known ways to and from the Hall and bring back *tiwstakn* and the remains of any deceased. Those that perished without leaving other instructions were buried in one barrow, huskarls that perished were buried adjacent to the Warden's Tomb, and those villagers and priests that lived in Logiheimli were buried in an interior chamber.

THE HONORED QUESTORS

The barrows reserved for the questors occupy the northernmost section of the tomb. The marker placed halfway down the corridor glows with a green light and is the second obelisk upon which the dark spell that curses Logiheimli was placed. The marker is inscribed "Valiant," though that is obscured by the evil glyphs.

The dead are laid out in a simple set of small passages, and the bodies are laid in alcoves perhaps three feet deep and a foot high, spaced like shelves.

Challenge. This tomb is filled with animated skeletons, but they are cursed to wander the land at night. There are quite a few skeletons that come and go as the sun sets and rises.

Concealed. Every single skeleton in the barrow has been animated by the dark power of the obelisks that have cursed the village. There are 24 burial areas, and each has room for 4 bodies, though not all were filled. This makes about 50 skeletons, most of which are armed with rotted shields (+2 to Threat DC rather than +4) and rusted swords (consider them poor quality long seax).

The skeletons return to their resting place daily, and they remain there from sunup to sundown, unless the sun is hidden behind the clouds, or there is an eclipse, or a mysterious supernatural fog that appears seemingly out of nowhere. Small chance of that, but you never know.

At dusk, the dead walk and wander, and can range for a shocking distance each night and still





LOST HALL OF TYR

return. They will stroll 30' speed seeking things to kill. The area is most dangerous at dusk (when 50-80 skeletons are commuting to work) and dawn (reverse commute).

Note that the doors to the Warden's chamber (the westernmost passage) are holy/blessed, and skeletons will not proceed more than halfway down that passageway.

Rewards. Deactivating each obelisk removes some of the magical interference.

- ☛ If only two obelisks are active, do not re-roll spell damage, successful saving throws no longer cause a "no effect" results
- ☛ If only one is active, undead do not double proficiency against Turning, and attack spells are no longer cast at disadvantage
- ☛ All magical effects are returned to normal when the third obelisk is deactivated

The valuables for some of the wealthier questors are buried in a small niche beneath each body. For each search, roll 3d6; on a roll of 8 or less, there's something valuable still present, worth 6d6×10 silver marks.

Any character who makes a DC 8 Religion check will understand that looting these tombs would be a desecration.

For each tomb pillaged, roll 3d6 again...on a roll of 6 or less, the skeleton's animated spirit is enraged, and the creature transforms from a bound skeleton to an unbound **VAETTR**, which *can* walk as it will. It somehow knows who stole its stuff, and attempts to intercept and kill the thief. Barrow pillaging is lucrative but perilous in Torengar.



VILLAGER'S REST

The barrows reserved for those that served and died in Logiheimli in service of the Lord of Law were set to rest in the southernmost section of the tomb. The marker placed halfway down the corridor also glows with the curse, and on top is chiseled "Servants of Law." The dead are laid out in a simple set of small passages, and the bodies are placed in alcoves perhaps three feet deep and a foot high, spaced like shelves.

Challenge. Unlike the wandering skeletons of questors, these are likely to be found wandering the tomb itself.

Concealed. Much as with the questors, these remains are also animated each night as skeletons. There are fewer of them (only 20-30), and the magic of the curse was not strong enough to overwhelm the rites by which these servants of Law were laid to rest. They rise reluctantly and will not pass the outer doors.

If encountered, roll 1d6, and on a roll of 1-3, the skeleton turn and walk away: they are reluctant to attack the living, seeking only to return to their rest. If one is driven to attack, all others within line of sight also turn and attempt to destroy interlopers.

The doors to the Warden's chamber (the westernmost passage) are blessed, and skeletons will not proceed more than halfway down the passage.

Rewards. There are no niches or valuables to be found here, though holy symbols of the Lord of Law are plentiful in the alcoves.

Deactivating each obelisk will remove the baleful effects, as per *The Honored Questors* **REWARDS** section.

A STURDY DOOR

The westernmost fork of the passage terminates at a set of still-whole double doors. They are well preserved, bound with iron, and the iron bands are etched in runes.

Challenge. Enter the chambers beyond.

Concealed. The doors are magically locked and serve as a ward against the approach of the undead. The curse animating the skeletons is too weak to drive them more than halfway down the passageway; a vaettr will not be so constrained.

The door was locked with a permanent *arcane lock*. It resists *knock* or *dispel magic* attempts; make a spell attack roll vs DC 16 to open the door, with advantage if you have a tiwstakn.

The runes on the door are written in ancient Torengur. They read "Law Over All."



Alternatives. The door may be magically opened, but if magic or a *tiwstakn* are unavailable, the characters can make a DC 18 Religion check to pray that the door is opened, a *tiwstakn* gives advantage on the roll, but it automatically fails if they have pillaged the graves of villagers or questors in the barrows.

INNER CHAMBER

Passing the door, the inner chamber of the Warden's barrow seems to have also served as a war room. The huskarls guard the way as ghosts. They know instantly if the delvers have pillaged the tomb (see below for consequences). If not, they permit the party to speak with the Warden and High Priestess, whose ghosts wait in their inner chamber.

Challenge. Communicate with the ghosts of the warden, high priestess, and huskarls.

THE HUSKARLS

The huskarls of the Warden were picked warriors, each a hero in their own right. Each a paladin of credible power, they maintain the warding against the undead in the outer chamber.

Challenge. The huskarls will not attack or threaten the delvers in any way so long as they have not pillaged the bodies of the villagers or questors.

Concealed. If the delvers have pillaged the tomb, the huskarls will bar the way to the Warden's tomb and point the delvers back to the questor's tomb. A DC 12 Religion check will inform the miscreants that the stolen valuables must be returned before conversation with the Warden can occur.

Rewards. Each of the six huskarl warriors is wearing an Ornate (+1 CF) heavy mail hauberk (3,000 gp and 55 lbs), carries a Torengur battle shield (200 gp, 6 lbs) in surprisingly good condition, and is laid to rest with Ornate (+1), Fine weapons: a knife, a spear, and a one-handed sword or axe. Each carries a Holy Symbol of the Law God which allows casting the *bless* spell once per day. If the obelisks are un-cursed, the gear remains and the huskarls will allow the party to trade their own gear for that of the huskarls. They will object to full-on looting.

THE WARDEN AND HIGH PRIESTESS

Concealed. Upon returning from their journey to the cities in the south, the Warden, High Priestess (his wife), and their huskarls found the village and fortress a smoking ruin and the curse heavily upon the land around it. They retreated to the barrow, and magically sealed the door against entry. They prayed to the Law God, who intervened with the Goddess of Death: the spirits of the group would be allowed to linger until the ruins were cleansed.

Rewards. At worst, the Warden and Priestess will grant the party the *meistaratak*, the master relic that can be used to locate the other *tiwstakn* wherever they are. Two are unaccounted for according to the Warden. One is the relic that Geirolf possessed, and the other is in the far north, which will give the party solid directions to the Lost Hall of Tyr itself.





LOST HALL OF TYR

The Warden and High Priestess will not discuss the challenges faced by any Questor in the Hall. They will tell the party the following:

- The Hall is not just lost; it is closed to farsight. Something is wrong at the Hall that might threaten the Gods themselves
- The cultists that ruined the village were part of some grander plan; the demons have been scheming for centuries
- The faerie also seek to possess the Hall, and are looking to gain entry and take possession of it for their own reasons; they repeat the obvious: do not make deals with the faerie in this matter (nor any other)

■ The High Priestess notes that removing the curse on the three obelisks allows the area to return to a proper balance.

If asked for aid, the Warden grant permission for each party member to take a single item from the barrow of the huskarls; the other ghosts look a bit put out by this.

If a paladin is present, the warden offer to trade his sword for theirs.

Lögfræðingur. The warden's sword is The Law Giver, a blade of storied legend. It is an **Ornate (+1)**, **+1 magical** broadsword.





DÓMSTÓLLINN

The approach to the area containing the Hall itself requires crossing a deep gorge through which flows a fast-moving river. The most obvious method of crossing can be found in the form of a dilapidated rope bridge, directly southeast of the peak containing the Dómstóllinn.

THE ROPE BRIDGE

The party arrives at a deep cleft in the land, through which a swiftly-flowing river has cut a torturous path. The gorge is 80' across at its narrowest point, which is where a bridge spans the gorge. The gorge plunges 100 feet from the lowest point of the rickety bridge to the water below.

The dilapidated rope bridge strung across the chasm has seen better days. It is very obviously in poor condition, with missing and rotting boards, frayed ropes, and other issues that more or less scream "I am in terrible shape" to even a casual observer.

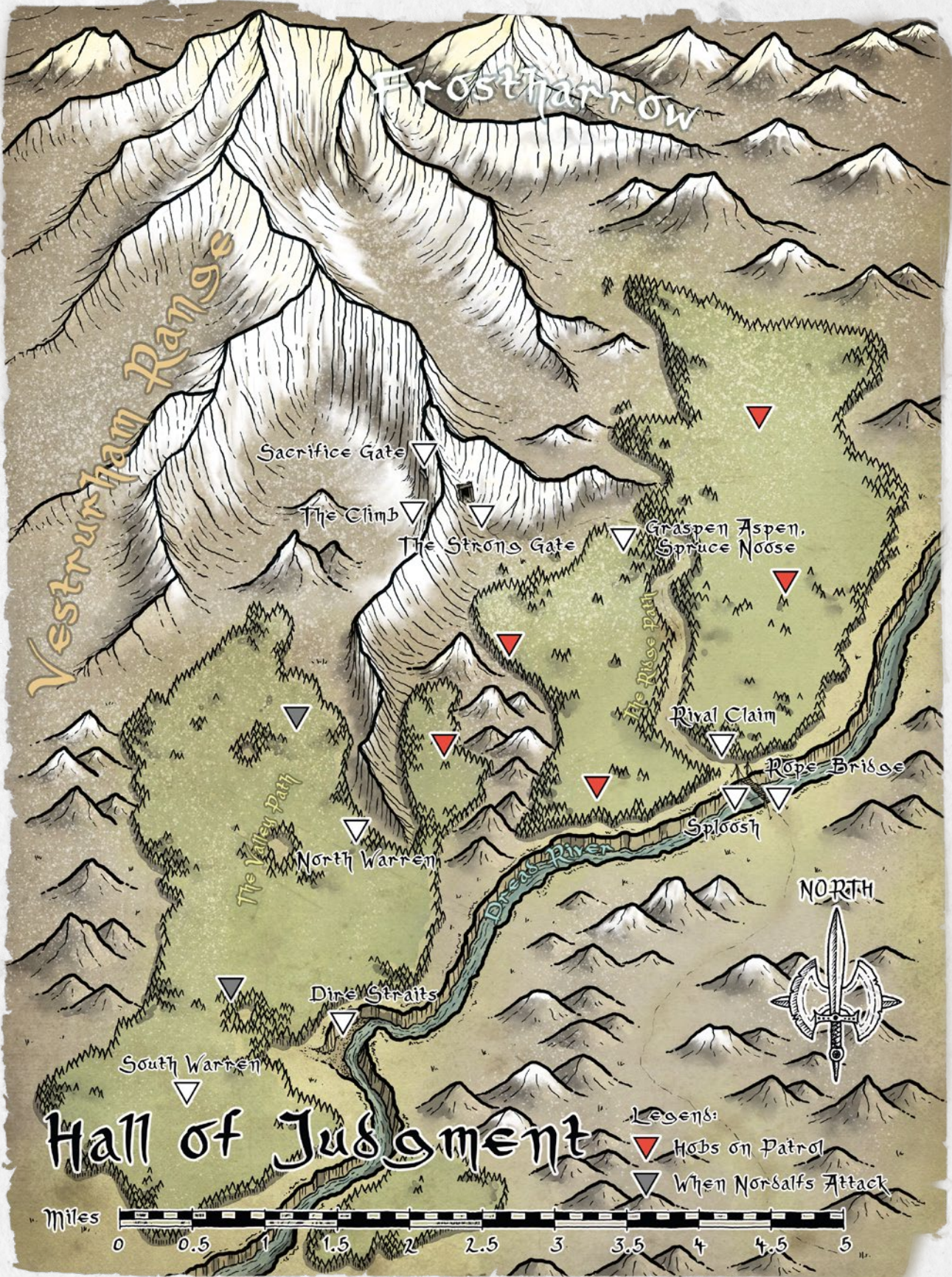
The river below is moving quickly but, at least under the immediate area of the bridge, is deep and not inherently dangerous from a rapids-and-boulders perspective. If the eagle-eyed make a DC 8 Perception check, they can see the beginning of whitewater—a sure sign of rocks and pain—beginning downstream.

Challenge. Cross the bridge without falling. Pack animals are too heavy to cross the bridge naturally.

Concealed. It is possible to cross the bridge. It will support $150 \text{ lbs} + 3d6 \times 10 \text{ lbs}$ (180–330 lbs), but because of the nature of the bridge's decay and how the ropes and boards move, roll once when the first individual steps on to the bridge. Re-roll the capacity of the bridge every time the weight changes, such as an additional adventurer stepping onto the bridge. Obviously the carrying capacity of the bridge doesn't change, but the dynamic load of a crossing is more easily represented by changing the failure criteria.

Mules weigh on the order of 950 lbs (if it's important, an individual is $750 + 3d6 \times 20 \text{ lbs}$). Their journey stops at the gorge unless clever means are employed to allow them to cross.

If the weight of those crossing exceeds the carrying capacity of the bridge even for a moment, the bridge partially gives way. The break happens after the lead character has traveled $(1d6+1) \times 10$ feet across the bridge. A character who causes a bridge failure must make a DC 15 Acrobatics check. If the check is failed, he falls into the water and will be swept downstream by the current, which





moves 60' per round in this part of the gorge. If a check is failed by 10 or more, the bridge fails completely and the ropes snap, the boards falling away. That's it for the bridge.

If the Acrobatics check is successful, re-roll the carrying capacity immediately. If it's greater than the character's weight, he's dangling from the bridge by 1d3 limbs (choose at random). If it's lower, it fails again, calling for another DC 18 Acrobatics check. If the second try also results in a too-low weight limit, the character simply goes into the drink.

Alternatives. There are several ways to deal with crossing the rickety bridge. Some options follow, and clever players will find other ways.

- **Jump.** The jump spell isn't an option. The spell triples the distance jumped . . . but the 80' gorge requires a base long jump of 27 feet or more to clear, which is out of reach of the natural ability of even a ST 24 barbarian.
- **Movement Spells.** There are several spells that will help cross: *Levitate*, *fly*, and *gaseous form* may all prove useful. *Feather fall* will allow about nine seconds to contemplate their impending trip down the river.
- **New Ropes.** The characters may string new ropes across the 80' gorge. New rope is better than old rope. Add 125 lbs to the carrying capacity of the bridge for each rope strung. Unless there is a helper or some magical assistance on the far side to tie off any ropes that make it, a ranged weapon cannot be used to string new ropes.
- **Rafts and Boats.** It's possible the players will decide to build some sort of boat or raft. If they can do it, let them, the raft takes the brunt of the wrath of the rapids downstream. Transporting logs and ropes downstream, staging the raft in the calm part of the river, and poling or pulling the group across

is possible, though represents a lot of work and a lengthy delay.

- **Trebuchet.** If the players wish to build some sort of siege engine to throw themselves across, let them. It's awesome so long as they can manage the landing: treat as a 30-yard fall. Plus, you still have to get the last person across. Don't mention this fact ahead of time.
- **Water Spells.** *Water walk*, *breathe water*, and *alter self* are spells that minimize the impact of landing in the river...and would come in very handy if a party member is swept downstream.

If some fall and some do not, the PCs left at the top of the cliff may follow the drifting/swimming players downstream. At that point, the far bank is level with the stream, but the near one is still a 60' tall cliff.

SPLOOSH

If a party member goes into the drink, they must first survive the fall, and then hope they can swim well enough to traverse the dangerous rapids downstream.

Lucky for the adventurers, falling on to water is much nicer than falling on to land. Instead of 1d6 wounds per 10 feet fallen, the impact is reduced to 1d6 per 20 feet, to a maximum of 5d6, multiplied by the creature's size modifier.

The skill check to reduce damage may be rolled with either Athletics or Acrobatics, representing swimming and diving, respectively! Falling on to water is only a DC 8 check, and damage is reduced by 1d6 if the roll succeeds, plus an extra 1d6 for each 3 points by which the roll is made. If a character is resistant to bludgeoning damage, this falling damage is halved.

THE RIDGE PATH

The pathway to the Strong Gate lies along a fairly well-defined trail running through the woods. It is obvious, but disused, with many bends and turns (the path to justice is a twisted one?). This provides several opportunities for close encounters.

RIVAL CLAIM

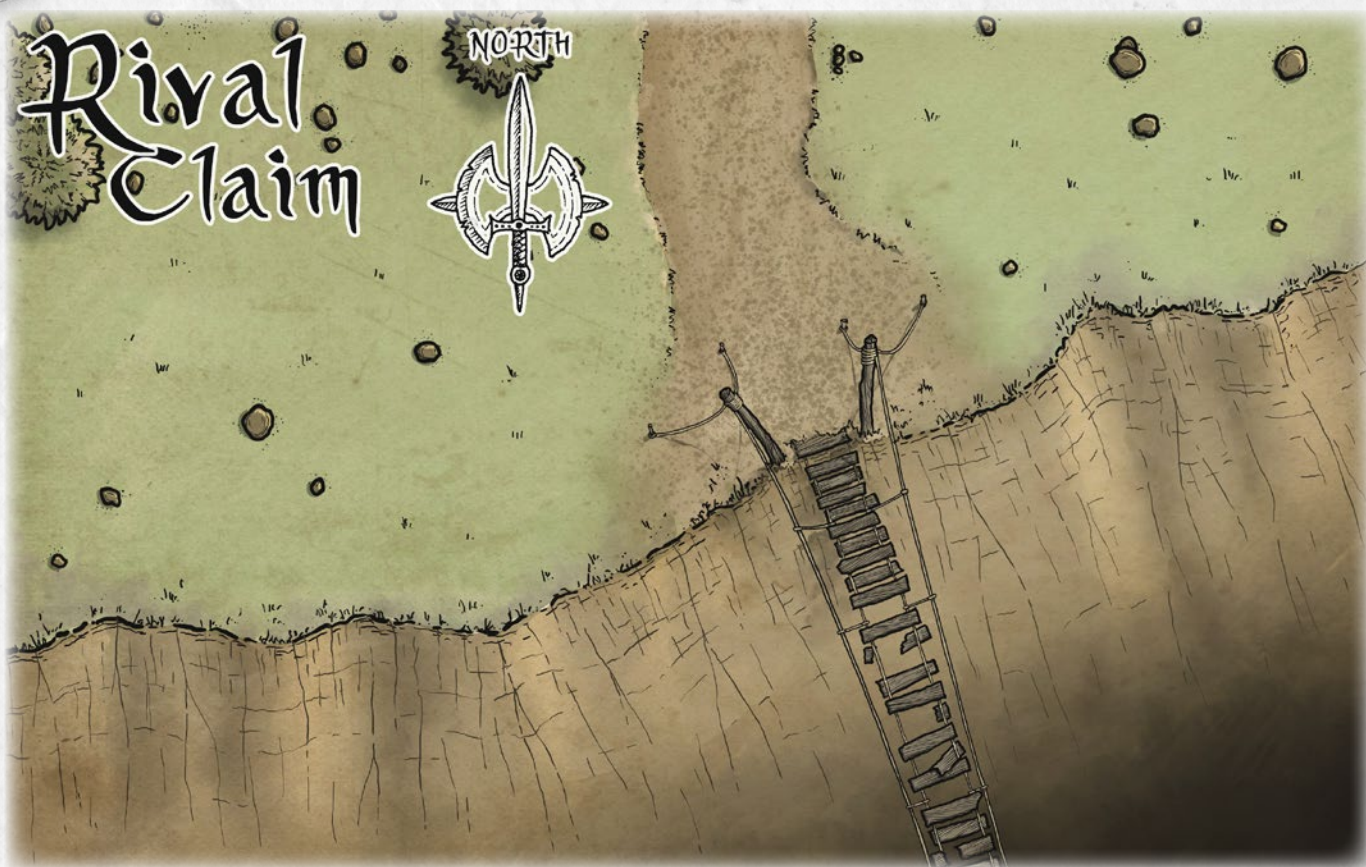
The faerie lords and ladies—and one faerie sorceress in particular—wish to possess the hall to enhance their status among the Winterfae nobility.

The opposite side of the rickety bridge across the gorge places the group on the crest of a wide sway of hilly and forested terrain. The pathway and the hills vary between lightly and heavily wooded. There is not enough foliage to

completely obscure the trail; neither is there so little that a clear path all the way to the tower can be seen.

The trail bends and turns from hill to hill, occasionally dipping into a low section between hills before coming back to the top. It is in one of these valleys that a faerie sorceress has her minions await in ambush.

Challenge. The sorceress can't interact with mortals herself, for reasons having to do with how the *tiwstakn* relic and the holy sword came to Geirolf in Isfjall. Instead, she has chosen a single **HOBGOBLIN ELDER**, along with three brutish **THURS** (a type of mountain troll) to ambush the party as they pass. The ambush has been set less than a half-mile from the foot of the bridge.



The hobgoblin elder is present to keep the thurs on target since they're none too bright. He will not engage directly in battle, only observing and reporting. The hobgoblin uses his faerie glamour and stealth skills to remain hidden if possible. He has a glass-and-bronze bead that, if crushed, not only renders himself invisible (though it will end if any aggressive action is taken, per the spell), but allows a $1d20+11$ saving throw against even *see invisibility* (the Winterfae are excellent at this sort of thing)! He uses this to aid escape, not to engage in combat.

The thurs will begin widely separated, with two throwing heavy rocks at the party from ahead, to draw their attention. At an opportune moment, the final thur shrugs off its glamour and charges into the rear of the party, first slamming with its greatclub, and then closing the distance to grapple, claw, and bite. If the initial grapple fails, it pummels the target into jelly with its club. As soon as the third thur emerges, the other two cease throwing rocks and engage in melee.

The thurs are brutes, and if brought to lower than 10-20% of their hit points, may break and flee. Make a DC 9 Morale check; success has their fear of their faerie masters overcoming their fear of death and they'll stay in the fight. Failure means they flee the valley and become someone else's problem as a wandering monster...or the players' problem again on the way out.

Alternatives. Go around. The ambush is set at the foot of the bridge, and assumes that the delvers will take the easy way down the trail. The hobgoblin and thurs need to make Perception rolls to notice the characters detouring around the ambush site...and then it's a contest between the best scout of each party...and thurs just ain't that subtle. The thurs start attacking from concealment if they can, but poor perception and low stealth—even with the faerie veil—gives the players a very real chance to either avoid the encounter or stage a counter-ambush.

Intimidating the thurs is challenging: they use Strength to make and resist Intimidation checks as bullies. Bargaining with them runs into the leadership of the hobgoblin elder and their fear of Elunad the faerie sorceress.

Reward. The three thurs carry 6 cp, 16 cp, and 1 lb. of cooking spices worth 2 sp. The hobgoblin has a bronze mace in addition to a bronze shortsword and compact short bow, and has a bloodstone pendant worth 5 gp around his neck. The charm that casts *invisibility* only works on those with faerie ancestry, but is worth 1,000 gp if intact.

GRASPIN' ASPEN, SPRUCE NOOSE

Continuing past the encounter with the thurs, the trail continues first down a hill, and then makes a steep climb, with occasional switchbacks. The mountain again becomes visible coming around the bend of the trail next



to a hill Partway up the mountain, keen eyes and a DC 14 Perception check will detect a feature that might contain an entrance. The party must cross a broad, flat valley filled with aspen and spruce trees, then ascend a rocky grade to what looks to be a set of stairs branching off the trail.

As they pass through a strand of trees, anyone who makes a DC 6 Perception check notices some irregular shapes and lumps scattered about the trail.

If the party stops, they see the remains of a humanoid pelvis, a few vertebrae, and some fragments of the top of a creature's skull.

Challenge. As the party sees the edge of the **RIDGE PATH**, and the final phase of the journey, some of the trees start "walking" with undulating motions of their uprooted roots, and move remarkably quickly towards the closest target. Use as many trees as characters.

Concealed. The trees are not faerie creatures or set by an evil power. They are normal trees animated by the power of Tyr and form the challenge of the Strong Gate. They are called **VAKNATRÉ**, and react to anyone approaching the forest's edge on the way to the Strong Gate. Short of deforestation, there will always be trees ready to strike.

Whoever is closest to the remains draws the attention of *id vaknatré* immediately. The remainder attack other party members randomly.

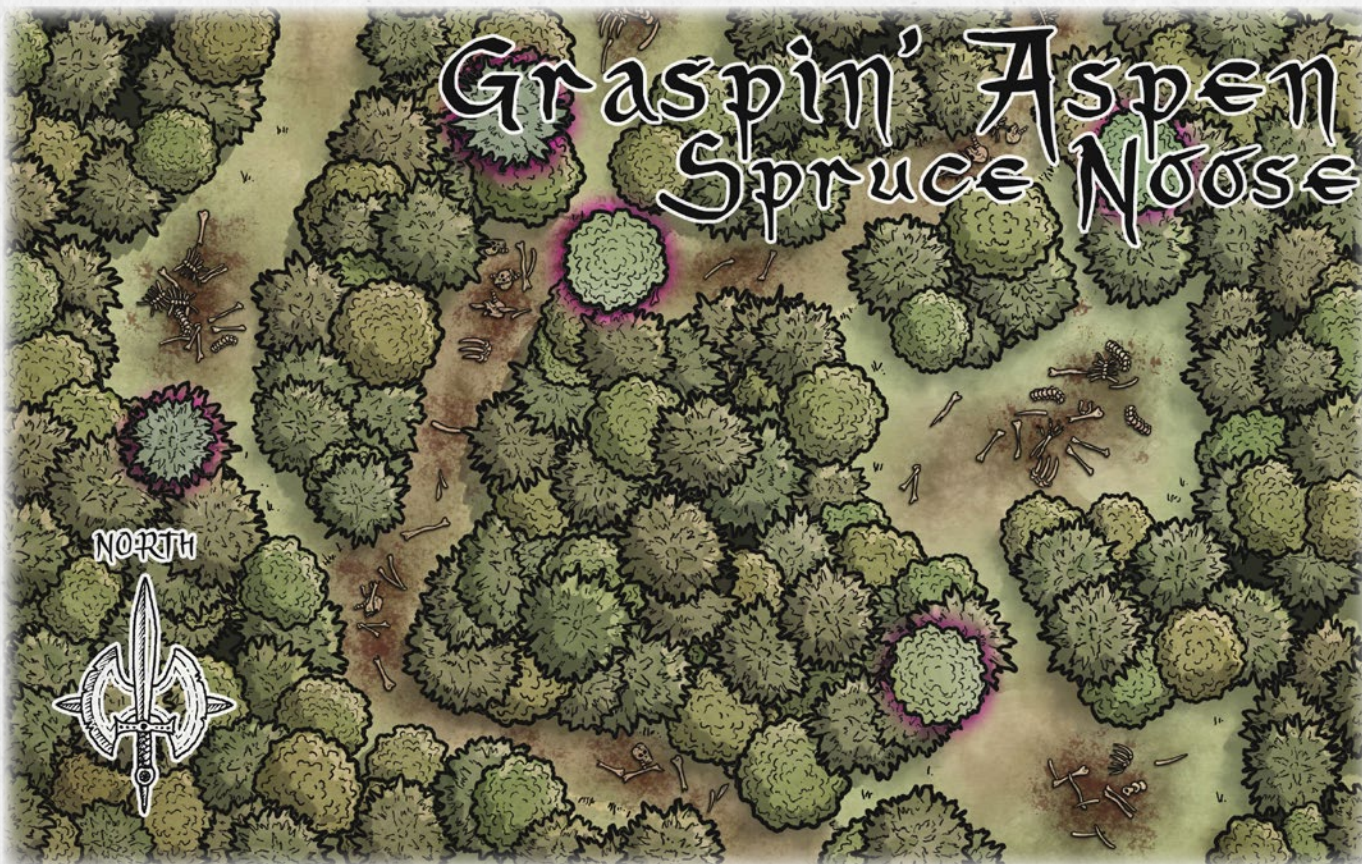
The trees double-team the adventurers where possible. One attempts to grapple—first to immobilize, and then to crush—while the others move in to closer range (within their 10-foot range for bludgeoning distance) and attempt to incapacitate the target. They focus on whomever is closest to them, and do not distinguish between "targets that can harm them with fire or axe" and "targets ineffectually trying to pincushion them with arrows."

The trees are resistant to control damage—root and branch are very secure—and the best way to get free of their strong grapple is to hack at the tree limbs with cutting weapons. Remove control equal to half the cutting injury on any successful strike.

Alternatives. The trees are a divine test of mettle, and the doors would normally be closed to those that fail the test. In this case, there's something rather wrong with the doors (see **THE STRONG GATE**), so simply fleeing faster than the trees can keep up will avoid the encounter.

They will pursue mindlessly. If any character wins a Contest of Stealth vs the *vaknatré's* Perception in an appropriate place (ducking behind other trees, for example), the tree loses track of them and either pursue someone else, or simply stops moving, rooted in place once more.

Reward. Tyr's permission to enter the Tower. A lot of firewood.





DREAD RIVER

It's not the fall that kills you. Probably.

This segment is for those who enter the river, willingly or unwillingly and then get carried downstream. There are three challenges: staying afloat and getting bashed around a bit by boulders and rapids for the first, and then when the party drags itself from the river, there's an opportunistic pack of **DIRE WOLVES** that want to come calling. Finally, a troop of **HOBBS** (more brutal and stronger than hobgoblins) is wandering around. They may be fought or avoided en route to the Strong Gate.

THE RAPIDS

Anyone that falls in the water will be carried downstream at 60' per combat round. The river at the gorge is quite deep—perhaps 100'—but gets rocky and shallow very quickly, forming brutal whitewater stretches that surge forward at 110' per round (a mile every five minutes).

Challenge. The primary challenge is surviving the river. Resolve time in the river as “rounds,” each a minute long. Each round represents time swimming, floating, or being dashed into pulp. The first five rounds, the struggle is to merely stay afloat; subsequently the worry is being pulped to death as the swift current smashes folks onto rocks.

Each round, the water tries to pull each swimmer underwater, calling for a DC 14 Athletics check. Successfully making the skill roll keeps the character above water; a failure subjects them to a minute of suffocation. Once the adventurer exceeds the Hold Breath time (see **DRAGON HERESY, p. 79**), the struggle enters combat time, and five-second rounds start, using the Suffocating rules as written. Friends can assist a drowning person: By taking disadvantage on their own roll, they give advantage to their comrade, helping them stay afloat. They can also bear their entire weight as encumbrance using lifesaving techniques (read: “swim really hard and really fast.”)

Once the rapids start, each minute the river “attacks” twice: once to try and drown a swimmer (roll vs DC 16) and again to bash them against the rocks. The character must again make a DC 19 Athletics check, and a failure results in 1d6+2 bludgeoning damage (DR protects normally).

Once the ten “rounds” have elapsed, the current deposits the character (or their unconscious or dead body) at a shallow bend in the river, wide and flat, perhaps knee-deep.

Alternatives. The gorge is steep and narrow. Swimming to the sides will not help. If the party travels down the river on a raft, the water attacks the raft instead. Treat a raft as if it had Athletics +8, 16 wounds, and can support 600 lbs. If piloted by someone with proficiency with water vehicles, they may make complimentary skill rolls.

DIRE STRAITS

After (hopefully) surviving passage down the river, or bypassing it, survivors come ashore on a spit of land that protrudes into the river, which jogs around it. It is wide, flat, and formed of gold and black sand, clearly the product of erosion from the gorge upstream. The sloped strand stretches for a few dozen yards, and then blends into thick forest.

Challenge. As the party washes up on the shore, a pack of dire wolves watches them, waiting to attack. There are 1d6+3 animals in the pack. Each minute that a PC washes up on the beach, the wolves make a DC 14 Perception check, at +3 for each party member washed up on the beach; if they succeed, they know that dinner is served. Once the dire wolves detect the party, they maneuver for a minute (DC 10 Perception to detect their motion and soft growls), and then attack. The wolves always attempt to double-team a victim at a minimum.

Dire wolves are bad news, but they are animals. They are looking for a meal, not a battle. Under the following conditions, a wolf must make a DC 7 Morale Check, and if it fails, it will break and flee.

- ☛ If any other wolf fails a morale check, the entire pack must also check morale that round
- ☛ If any wolf is killed, the pack makes a morale check
- ☛ If any wolf is forced to make a CON save due to a loud noise, such as the *thunderwave* spell, the pack makes a morale check
- ☛ If any wolf is outnumbered three-to-one, that wolf must check morale
- ☛ If any wolf takes burning damage, that wolf must check morale

This tends to snowball; once the pack starts to run, eventually they break: make one final DC 7 Intimidation check. If they succeed, they shadow the PCs, and try again later in the same day or evening. If they fail, they slink off, becoming a wandering monster.

The wolves attempt to surround targets, attacking from both front and back. One surges in, while the other attacks to seize a limb or a throat, doing both control and crushing damage. Then the other darts in to savage the grappled target. If the control damage is insufficient to grapple the foe, they disengage, and then lunge in to attack again, hopefully achieving a dominant position.

The worst-case scenario for the players is that they arrive scattered or unconscious at the strand. This is legitimately bad news and could easily result in character fatalities. Each round, 1d6-2 (minimum 1) wolves attack an incapacitated target.



Alternatives. The easiest alternative method to a straight-up fight is to frighten the wolves away with fire or noise.

HOBBS ON PATROL

The party approaches the Strong Gate directly if they manage to cross the bridge. If they fail, they approach the gate from the lower reaches of the sloping valley. It is shallow and comes upwards from the lower riverbed to the gate. As with the surrounding terrain, the area below the mountain containing the tower is heavily populated with coniferous forest.

Challenge. Elunad is not the only faerie seeking the Hall, but as yet only she has located a tiwstakn. Parties of **HOBBS**, particularly nasty goblinoids bred for battle, have been sent to harry anyone approaching the Hall. Unlike the encounter with the thurs, this is a case of the hobs patrolling the area while veiled, eager to ambush and harass the party.

The hobs are actively searching for trouble. Their Perception is unimpressive: They are easy to surprise if the party detects them first. They are DC 16 to see if traveling under the **Fae Veil**. Their **Glamours** are weak (DC 10), but used to provide the seeming of unfavorable terrain or to help guide PCs into an ambush. Remember: half-elves are immune to being charmed, and thus can see through the **Fae Veil** or **glamour**.

There are perhaps two or three dozen hobs scattered throughout the valley, encountered in groups of 1d4+4.

Concealed. If the hobs can detect the PCs, they lay an ambush. A pair of hobs start firing arrows from a distance, and at an opportune moment, the others cast off their veils and move into combat range with the rear of the PC's formation. The hobs try and knock their foes prone first, and then lay into them with axes. Once revealed, the hobs are of the "all the carnage, all the time" school of tactics, and only grapple to render a foe prone.

If the PCs find the hobs first, they note that they tend to travel in pairs, with perhaps 5 yards between each pair. They deploy one or two scouts with bows 10-20 yards ahead of the rest of the group.

The gate to the Hall itself can be seen across a heavily wooded area spanning the valley from the river strand to the back side of the mountain into which the hall is built. The mountain is always visible, rising like a leopardess above the valley. Wild dogs crying out in the night are strictly optional.



THE VALLEY PATH

The pathway to the sacrifice gate is unmarked—the characters need to find their way to the back side of the mountain by dead reckoning and orienteering.

Challenge. Trekking to the base of the cliff requires a **Navigation** roll, or some other method of finding the way. The valley is choked with vegetation, and there are many dense thickets and hedges. Success on the check allows the party to cross the valley in two hours, critical success finds the path to **THE CLIMB** in one hour. Failure means two hours of wandering, making no progress.

Concealed. If the party loses a contest of the party's worst Stealth versus goblinoids' Perception, they are attacked by a group of them (**WHEN GOBLINS ATTACK**).

The valley is disorienting and annoying, and astute PCs (A DC 14 Arcana, Nature, or Survival check) realize that it has been "enhanced" by faerie to provide cover and concealment for warrens and lairs. The size and nature of the alterations to the terrain suggest goblins, rather than their larger hobgoblin or hob kin.

Alternatives. If the players have had quite enough of mazes of twisty pine trees and thick bramble, they may back out, and attempt to come around back to the **STRONG GATE**. This may run them into the thurs ambush (**RIVAL CLAIM**) and forces them to deal with the **vaknatré** again (**GRASPIN' ASPEN**, **SPRUCE NOOSE**).

WHEN GOBLINS ATTACK

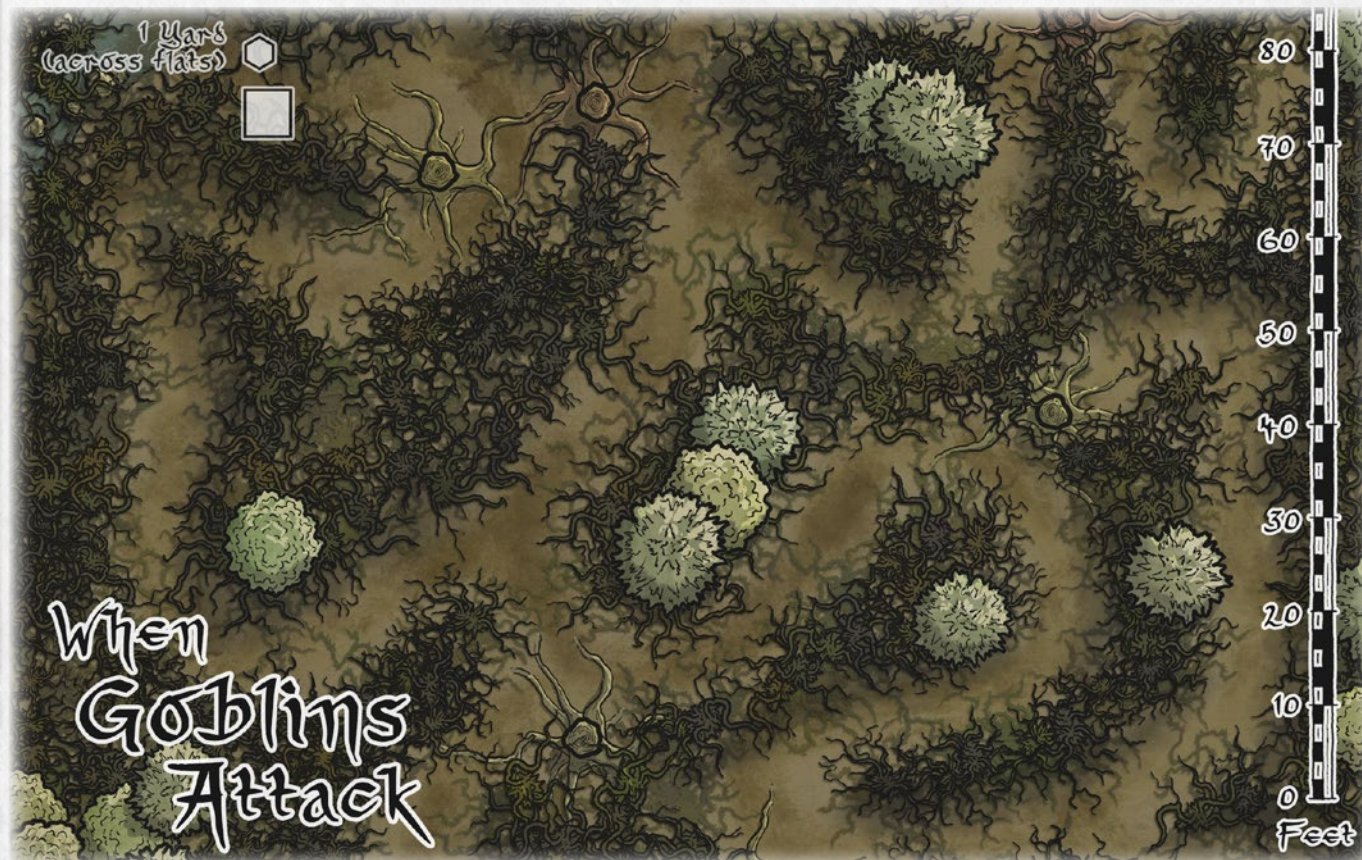
The thickets and brambles of the valley below the **SACRIFICE GATE** conceal two **GOBLIN WARRENS**.

Challenge. The goblins are canny and numerous: 2d+9 of them maraud around looking for trouble (16 on the average). They mostly move at night (mostly), but the deep shadows of the "enhanced" forest allow them to be active at any time of day.

One-third hide in the trees and harass the party with arrow fire. The others attempt to swarm and dogpile their victims with grappling attacks, striving to achieve at least 3-1 odds. They first target any elves or part-elves. Once they amass sufficient control to restrain a foe, they attack to inflict damage instead of extra control. When the opportunity presents itself, goblinoids spend control points for additional injury.

Should half their number be incapacitated or slain, they attempt to break off and disappear.

Concealed. The goblins come bolting out of nooks, hidden tunnels, and shadows in the ground to either side of the party. A DC 14 Perception check is required to detect them before they emerge from their tunnels and blinds: they are veiled with glamour.





If any magic is brought to bear that can penetrate or counter the glamour (goblins have advantage resisting such spells), detecting the goblins without the benefit of their veil is a flat contest of Perception vs. the goblin's Stealth.

It is possible to either follow a g back to one of the two warrens that serve as their home in the valley, or to come across one by accident. If this occurs, consult **THE GOBLIN WARRENS** for a bit of micro-dungeon fun.

Reward. Other than the bronze weapons they carry, each has a pouch full of copper and silver (2d6 sp worth). Additionally, roll 3d6, and on a roll of 6 or less, a goblin may possess a piece of jewelry taken from a fallen adventurer or other questor of surprising value: 2d6 gp.

THE CLIMB

If the players can survive the goblin encounter and any follow-up attacks by survivors, they face a sheer cliff face. Studying the cliff face shows a ledge at the top of the climb; a doorway is visible to all.

Challenge. The 150' vertical wall must be scaled to reach the doorway of the Sacrifice Gate.

The climb is conducted in three stages, all require a DC 19 Athletics check; it's a supernaturally difficult climb. Unless a single climber is executing the task, roll vs. the group's worst Athletics skill; all other climbers also roll, success adds 3 to the worst climber's roll, while failure subtracts 3.

If a climbing test is successful, the segment is traversed in the listed time without incident; delvers can take 10× as long on each stage to receive +5 on the Athletics check, trading speed for success.

- Stage 1 is 60' of textured vertical surface, with reasonable hand and footholds. Scaling the surface requires two minutes per climber.
- Stage 2 is another 60' of distance, with very sparse hand and footholds. It requires four minutes per climber. The anti-magic zone (below) occurs 20' into this climb.
- Stage 3 has an inverted climb profile: the slope leans outwards, requiring substantially more skill and grip (DC 23). It is only 30' of distance and requires four minutes per climber.

If the party is cautious and/or sane, they will tie themselves together for safety. If so, double the time per climb segment to account for pausing to regroup.

Note: Again, the time scale of the tests is compressed to have enough uncertainty to be interesting, but not be an exercise in waiting for the pizza to arrive while each of five players and three henchmen make per-second die rolls.

On a failed climbing roll, a mishap occurs 1d6×10% of the way into the stage. Each climber rolls their own individual Athletics check: the lowest individual roll *and* anyone that fails the roll begins to fall. See **ALTERNATIVES** below, for how to arrest a fall. The stage must be tried again until it is complete.

Concealed. Tyr isn't stupid: he is well aware of magical spells. There is an anti-magic field halfway up the climb (75') that neutralizes any active spells passing through the zone. The disc-shaped area of effect extends to a 200 yard (!) radius from the cliff wall. Do not mess with Tyr.

Alternatives. While the climb can be accomplished with patience and skill, there are several methods to help out.

Setting ropes for each stage, or even the entire length of the climb, provides advantage on Athletics checks for the climb. Magic can be used to levitate or assist with some of the stages, but that runs afoul of the anti-magic field in Stage 2.

If a fall occurs, characters below the plummeting adventurer can try and grab their now-ballistic fellow. Make grappling attacks with disadvantage to snag a falling comrade; on a hit, the character is arrested safely if the cumulative control damage is sufficient to Restrain the target!

If the party employs safety ropes to secure climbers together, the grappling attacks automatically succeed, but the fall is only arrested if the control damage rolled exceeds the totals listed above for each plummeting climber. Multiple climbers may combine successful control point rolls.



THE DÖMSTÖLLINN

The tower itself has been cunningly built into the mountainside, such that a viewer must know what is present to see the structures clearly. The structure itself is simple, as befitting a temple: an entranceway with a gate, a waiting chamber down below, a winding stair to the upper chamber, which is carved as one floor into the top of the tower. The approach is overgrown, having fallen into disuse for many years.

THE SACRIFICE GATE

At the top of the sheer cliff at the back of the tower lies a flat area with a sandy, slippery floor. It has a jagged, crumbling edge, and is perhaps 20 feet wide and 10 feet deep. In the face of the mountain sits a stone door. Runes are prominently carved on its exterior: $\mathfrak{N}$ $\mathfrak{P}$ $\mathfrak{R}$ $\mathfrak{P}$.

To the left of the door lies a heavy stone, marked with the *eihwaz* rune ($\mathfrak{M}$) for strength; to the right sits a stone marked with ($\mathfrak{H}$) *kauno*, the rune of fire.

Challenge. The door will not open for the characters unless they have demonstrated through sacrifice and strength that they are worthy to pass the gate.

Concealed. The door remains barred unless a sacrifice is made. The runes $\mathfrak{N}$ $\mathfrak{P}$ $\mathfrak{R}$ $\mathfrak{P}$ —*uruz*, *thurisaz*, *raidho*, *wunjo*—roughly translate as “willpower through suffering increases joy.” If a character was injured in the climb and remains unhealed, simply touching the door opens it. Otherwise, a lone character must successfully lift the *eihwaz* stone, or touch the *kauno* stone.

The *eihwaz* stone weighs 500 lbs if a single individual tries to lift it and will not move under any circumstances if folks team up. The fire stone inflicts 3d6 fire damage if touched; armor will not protect, though natural DR vs fire will.

Alternatives. Tyr may accept a sacrifice of wealth, or a challenge of law or justice, should the GM wish to allow mental suffering and challenge to be substituted for physical suffering. Physical suffering (the Allfather’s eye, Tyr’s hand) is very strongly associated with rites of passage, so it’s thematically appropriate to offer up that sacrifice.





THE STRONG GATE

The gate itself has been ripped from its hinges, and the heavy wood-and-metal doors are lying inside the inner waiting room. The metal hinges are unruined, but have been sundered by tremendous force. Study reveals the entryway of the waiting room, but there is no light from within.

Challenge. There are fiendish “guardians” of the temple gateway, placed there by the demon trapped in the upper floor. The **hrogn** serve as a warning system, brought from *Muspelheim*, the realm of fire, by the **krabbari** dwelling inside.

Concealed. The doorway and waiting chamber are not trapped or dangerous in any way. The hrogn are sneaky, ill-tempered, and invisible, using their powers to get the jump on an incoming party.

Roll 1d6. On a roll of 1-2, the hrogn swarm and attack the party as they get within 40 feet of the doorway; on a roll of 4-6, they wait until the party is within the confines of the waiting room.

The hrogn approach invisibly, hopefully unseen, shape-shifted to look like centipedes (during daylight), or bats (during twilight or at night). They are not terribly intelligent but know danger when they see it: they attack the unarmored or lightly armored immediately. They cannot see or sense dexterity, character abilities, or magical enhancement of DR; they may make a poor choice in attacking an unarmored barbarian, or a high dexterity character with lighter armor.

To the extent possible, they attack until threatened, then disengage, turn invisible, and approach unseen again. They may grapple to present a difficult target (you can't hit the fiend without risking your friends), but mostly hit and run, letting poison and attrition do the work.

Enslaved and controlled by the **krabbari** in the upper chamber, they will not break and flee, and must be destroyed.

Alternatives. The fiends cannot be bargained with by those without demonic ancestry and ties; a cleric or druid so pledged, or a tiefling on good terms with its ancestors, would need to have established a pact with a demon, and be a credible threat to simply command the hrogn to obey. The hrogn have only moderate perception and poor intellect; luring them with a diversion is feasible, as would be catching them in a net or other snare. Avoiding them entirely requires a distraction sufficient to remove them from the inner waiting chamber, followed by moving quickly outside of their view. Even then, the hrogn wander upstairs to communicate with the krabbari on a roll of 1 on 1d6, moving a dangerous fight with flying creatures into a narrow stairway.

Reward. A careful search of the area around the entranceway reveals a smattering of weapons and armor, some bronze and clearly of faerie origin, and some iron and steel, rusted or in poor repair (roll 1-2 on 1d6 and they can be made as new with *mending*). A smattering of coinage and non-magical loot is also lying around for the finding. There are 2d6 areas where loot might be found; finding one requires success at a DC 14 Perception check (make the roll once, for the best active searcher). Roll on the following table to determine what is there, or use a low-level individual treasure of your own making.

LOOT ON THE GROUND

2D	COINS	STUFF
2	14 cp	Rotted cloth armor, sacks, and other unusable goods
3	3 gp	Two long seaxs (treat as short swords) and a rusted breastplate; the coins are platinum
4	13 cp	—
5	6 pp	—
6	1 cp	3 bronze knives, small bracers that would fit a goblin
7	16 cp	iron spikes and a tarnished silver mirror
8	1 sp	A broken pan-flute, some bone dice, and an iron crowbar in remarkably good shape
9	2 ep	A well-preserved magnifying glass and a crushed abacus
10	3 ep	The coins are made of electrum
11	—	A rotted (empty) scroll case and a very well-preserved steel battleaxe head with deep silver inlay (3lbs, 105 gp, treated as silver coated)
12	\$0.7	—



LOST HALL OF TYR

INSIDE THE HALL

The hall itself is a very simple affair. It consists of a lower level, with a large waiting area carved from the stone of the mountain itself, off of which branch eight short hallways leading to anterooms clearly meant for discussions and negotiations. Each hall had a wooden door (long since rotted away) at each end of the passage. Remnants remain of the tapestries that would have concealed the doors from the waiting chamber. There is nothing of value in the anterooms or the lower chamber, and other than the massive stone doors that were thrown inward by the krabbari's might, the only remains of the room from its heyday are bits of furniture and other accessories that would have been present when the fiend came calling.

In the back of the room, a landing to a circular staircase can be seen. This winding passage is roughly 80' tall and has three landings. The bottom landing, a middle passage leading to the Sacrifice Gate's stone double door, and the end of the staircase at the top of the tower.

The upper landing leads to a large trapezoidal open chamber, filled with ruined and smashed furniture of sculpted stone, which have been scattered about. There are two open archways to the left and right of the top of the staircase landing, and an ornate door, in perfect condition in the center.

All three doorframes are covered with runes, which are glowing, and scintillating through every color imaginable.

Challenge. A fiend—a **KRABBARI** demon—is trapped by the protective runes on the other side of the right-most archway (D). It may not pass the arch, and must be defeated before the doors to the primary chamber housing Tyr's writings can be accessed. If the demon is not destroyed or removed from the Hall, the doors to the primary temple will not open.

Concealed. Somewhere between where the Sacrifice Gate intersects with the spiral staircase and the opening to the upper chambers, the staircase shifts from being inside the mountain...to Asgard, the realm of the gods themselves. It is for this reason the demons and faerie both wished to possess the Hall: Tyr did not come to Torengar to treat with his people...they came to him. When the krabbari demon breached the Hall, the Lord of Law had no choice but to seal off a piece of Asgard to prevent easy access for any more fiends. That way lies a Ragnarök.

The field is divine in nature, and Tyr placed it there himself—the field may not be undone by any action of demon or faerie, nor will Tyr respond to request to lower the barrier.

Foolish mortals are another story. These powerful runes can simply be chipped off by a willing mortal. The krabbari will do its best to convince the adventures to do exactly that.

The field extends in a 30' radius from the far doors and creates an anti-magic field from wall to wall. Magical energy may not pass through this field; spells cast into, through, or from within the area simply fail. Enchanted weapons remain potent and do not lose their efficacy.

The krabbari fills the area around the entrance with its *darkness*, forcing adventurers into a blind zone. **Magic weapon** at **+2 potency** help punch through armor. Starting with creatures that seem to be of particular threat it will try and first **possess** and then **stun** its foes. If foes cluster, they will be targeted with **confusion**.

In melee, the demon rushes a likely victim, seizing it in its pincers, and following up with rending bites. It grapples and bites a foe until it is incapacitated and then dispatched. If it senses an opportunity for a fatal flourish, it expends control points in one large chunk to cause enough injury to rend its grasped victim asunder; this will force a Morale check if it's visible to the other PCs.





The demon will do everything it can to keep the battle under cover of magical *darkness*.

The demon found the place accidentally, as its immunity to illusion and mind control allowed it to bypass the illusions protecting the place. It blasted through the lower chamber, killed and destroyed all within, and then attempted to replicate that strategy in the upper chamber. As it passed one of the archways, Tyr and Heimdallr snapped the barrier into place, trapping it.

Alternatives. The krabbari wants out. It is willing to bargain for release, but the adventurers must be persuaded to remove the runes trapping the demon. The walls of the hall are impenetrable, and deep gouges and scratches in the walls, floor, and ceiling attest to centuries of fruitless attempts by the fiend to tunnel out. If the players grant the krabbari escape, that is good for the demon, but bad for Torengar. It will, however, restore the Hall to "active" status...but that just means the Law God himself will show up and crossly demand why the party let the demon go. Is that what the Heroes of Torengar have come to in all this time? Why, back in his day...

OVERWHELMED!

The krabbari demon is a deliberately difficult encounter. It's designed to challenge a party of 5th-level delvers, and "challenge" means "could kill a few if they're incautious or unprepared."

The krabbari's kung fu is strong, with multiple attack rolls, good bonuses, and high damage. Its **possession** and **confusion** abilities can make for difficult times, it surrounds itself in *darkness*, and more. Legit bad news.

If the players simply charge in, and have no plan and no foreknowledge of the demon's capabilities, some may die.

Frankly, they should. The demon has been there for hundreds of years, trapped. It's not going anywhere. The characters have time to plan, or even withdraw back to Isfjall and get reinforcements. What to do?

Prepare. The **Religion** skill is your friend here, and successful tests reveal some of the krabbari's traits. Demonic vulnerability to magical and radiant damage attacks (weapons and spell damage) is probably the first hint. The lore of its magical darkness, and capability to take over the minds of its foes could be in nearly-forgotten stories.

Protect. The *Protection from Evil* spell is a huge help against the krabbari's powers, protecting against possession, and avoiding attacks.

Perceive. The krabbari's darkness is DC 13 to counter with *dispel magic*, but daylight and other spells might be able to push it back as well.

Puncture. Massive mundane damage can kill the demon. That means *haste* on the strongest hitter. Any magical or radiant damage, whether from spells or weapons, will be particularly effective. It has a good supply of vigor and resistance to mundane weapons: hacking away at it is a losing game unless the party can somehow grapple it into immobility.

THE VAULT OF LAW

The vault door will not open with the demon still in the tower, as part of the magical protections on the place. Should the party vanquish the fiend, the door will open easily to anyone wearing one of Tyr's *tiwstakn* (they still have it, right?).

A pristine metal-cased chest, eighteen inches deep, two feet wide, weighing 25 lbs empty, lies on a polished goldstone pedestal in the center of the room. Inside the chest is a 35-lb hand-illuminated book, bound in goat skin (particularly astute theologians will surmise this is the skin of the God of Thunder's goats). In it are records of discussions of points of Torengar law. Like any ancient tome, the book is fragile.





LOST HALL OF TYR

The room is designed as a library or study. Three stone tables with ornate and well-preserved chairs (made of ash, should it matter) sit with a comfortable space between them, to enable discussion and conversation of the many illuminated works contained on the walls. The books contain poetry and prose, essays and opinions, records of discussions. The books look fragile, however, and if the party attempts to handle one, it starts to crumble or crack—best leave the work to a real clerical staff to re-copy the books, or use magic. *Mending* will all help get the book safely into a travel container.

Reward. That does not mean the heroes that have freed the Hall of Judgment leave unrewarded. With a sound of rushing air and the stirring of a fresh breeze, a stunningly beautiful woman will appear before the party. She is wearing a full complement of personal weaponry, including a sickle fashioned as a weapon. Each piece of kit carries so much power it causes the air to warp and shimmer around itself.

Her hair looks like pure gold (in fact, it *is* pure gold). She offers a strand of it to each hero; with a furtive and amused

glance, she also quickly approaches the party member with the highest Charisma and kisses that person full on the lips. It will, doubtlessly, be the best kiss this person has ever received. (Best not tell anyone, though: she's married to the God of Thunder).

Siv, the Lady of the Harvest, instructs the party to wrap the stand around their arm; once they do, it transforms into an exquisitely crafted torc of pure gold weighing 0.25 lbs. The value of the metal is 500gp, and also acts as a permanently enchanted *protection from evil* spell.

JOURNEY HOME

The journey home reverses the path taken on the way in. Encounters include surviving monsters from the journey in. The “cleansing” of the hall radiates through the valley, and faerie start to avoid the location instead of setting up camp.

This is a major victory for the Aesir, and the characters' reputation is enhanced every time the skalds re-tell the story...which they will assuredly do!





GOBLIN WARRENS

Two tribes of goblins have made their home on the back side of the ridge containing the Dómsstóllinn itself. The link to *Svartalfheim* (the dark-elf shadow dimension and faerie world) was established a long time ago by a faerie noble, and the goblins have been plaguing the back entrance to the Dómsstóllinn for hundreds of years.

The warrens represent a significant challenge for a party of delvers. It is faerie home turf, the quarters are very tight, and the goblins use passageways denied to mortal folk without the right lineage, gifts, or spells. They ruthlessly defend their home, and employ the vicious traps and ambush tactics to destroy any interlopers...and will have a gloriously fun time doing so. They're like that: It's what makes them faerie.

Those who find the entrances and who dare enter may attempt to clear the local environment of goblins by destroying the inhabitants. The warrens are not earthly locations, but rather pocket dimensions into *Svartalfheim*, the dark-elf-home that is part of the faerie demesne.

There are two such warrens, and the goblins have been bringing loot from fallen questors and (recently) targets of opportunity inside for centuries. Their reluctance to use iron weaponry means each warren is a literal treasure trove...but also that those dwelling within have access to some fairly powerful weapons, if they can touch iron.

Any conversation about goblins with the inhabitants of Isfjall leads the party to have heard of the capricious,

vicious, and savage nature of this type of faerie. They gleefully engage in torture, murder, fatal and vicious pranks, and any and all sorts of other uncivilized behavior. Especially at night, and even more so if they catch a person alone wandering in faerie territory. That's called "a special kind of stupid" (*sérstakt konar heimskur* in Torengrur) to the locals. The constant wonder is which is scarier: folks going off alone into the Frostharrow, or that it happens so often there's actually a term for it.



LOST HALL OF TYR

1 Yard

○ (across flats)

□ 5 feet

Faerie tunnels

Trap D

Treasure Chamber

Clan Leader's Room

Trap C

Sleeping Chamber A

Sleeping Chamber B

Common Room

NORTH

Trap B

Trap A

Inner Foyer

Outer Entrance

South Warrens

Feet





SOUTH WARREN

The particular clans of goblins occupying this warren go in for traps and ambush and slow torture rather than direct confrontation. They strike and then fade into the shadow-realm part of their lair, inflicting a wound or two unless they feel they can deliver a mortal blow.

The warrens of the goblins are not entirely in the same world as the mortal realm, and they extend into *Svartalfheim*, the shadow-realm of the faerie. The faerie can use these hidden tunnels to seemingly disappear into nothingness, and it takes the right kind of magic for non-fae to follow.

OUTER ENTRANCE

The southern warren's entrance is concealed beneath an old oak tree, whose twisted and gnarled roots form a portal made of dark and shadow. The dense foliage very nearly blots out the sun at full noon, and it will be impossibly dark during the night.

Challenge. Enter the warren.

Concealed. The entrance is under a Faerie Veil and is a DC 14 Perception check to see. It is entirely possible to walk through the door accidentally. *Detect magic* reveals the presence of the entryway, any creatures immune to glamour and charm see through the veil.

Reward. Entry to the goblin warren, if you consider walking into a faerie realm filled with hostile and cruel goblins a reward.

INNER FOYER (TRAP A)

The inner room on the other side of the door, to all outward appearances, is a branch and root-filled cave, perhaps a tunnel or hollow under the large oak tree. The footing is obviously treacherous and prone to snag limbs, weapons, and anything else. The passage is slightly too short for humans, perhaps 5' high, but can be traversed easily at a crouch. It is about six to eight feet wide.

Concealed. The entire foyer is riddled with traps. Certain roots are pressure sensitive, and there are a lot of roots. For each yard of motion, make a DC 16 Dexterity check; failure means you jostle a root enough to trigger a trap.

Alternatives. If the players have access to flight magic, such as *fly*, *levitate*, *spider climb*, and the like, they can traverse the passageway. The target needs to make a DC 11 Dexterity check to keep arms, legs, weapons, and gear inside the tunnel center at all times.

Traps. There are several traps installed in the Foyer as a disincentive for mortals to go any farther. Possible traps include: Pits, darts, flung weapons, and collapsing spike s from the roof are all fun (*DRAGON HERESY, TRAPS, P. 81*).

TRAP B

Proceeding out of the foyer leads to a much more goblin-sized corridor, barely 3-4 feet wide and 4' tall. It zigs and zags for a short distance before emerging into a larger room.

Concealed. If the characters listen closely (DC 11 Perception check), they hear voices and echoes from the room beyond. They hear these noises even if the common room is empty: they're magical sendings meant to lure the party onward.

Traps. The corridor is rigged with a nasty variation on a pendulum blade or weapon trap. Moving more than 5 feet into the tunnel causes illusions of spears and scythes of bronze to shoot out from cracks and folds in the tunnel walls; all are at a height that would allow a crawling goblin to pass. On the far side of the passage is a root that is the only dangling, protruding part of the tunnel: a not-so-hidden lever.

Casting *find traps* reveals that the root connects to areas extending to the blades and spears in the tunnel. The root, however, is the dangerous bit. Touching it results in 2d6 wounds of injury per touch, ignoring DR.

As always: those that can see through faerie glamor can see through the illusions of the spears.

COMMON ROOM

The common room of the warrens contains low tables and seating, weapons, and knickknacks of bronze, stone, and wood. It is a complete mess. It is diffusely and dimly lit (DC 14 perception check), and there are three obvious goblin-sized passages that lead out of it; one has a wooden door on it.

Challenge. A whole lotta goblins.

Concealed. The common area is where the goblins gather for whatever it is they do when they're not out terrorizing the countryside: Eating, torturing captives, and other pastimes.

There are two troops of goblins in the south warrens, each with roughly 10-12 members. During the daylight hours, half are sleeping and half are in the common area engaging in light carousing. During the night, three-quarters of the goblins roam the forest looking for prey.

There are many shadow-passages leading in and out of the entire warren, and the goblins use these to strike and fade, retreating into their sleeping areas.

If the fight goes well, they press their advantage. If it goes poorly, they use the shadow passages to flee to the outside and scatter.



LOST HALL OF TYR

BOWLING FOR BOULDERS (TRAP C)

The mundane passageway from the common area to the clan leader's room is of course multiply trapped. The door itself has a poison needle in the lock, and the passage itself is a trap: once the door opens, if it closes again (which it does if someone doesn't actively hold it open), a huge stone sphere rolls down the 5' diameter corridor (**SEE DRAGON HERESY, ROLLING SPHERE, P. 85**).

SLEEPING CHAMBERS (A AND B)

The sleeping chamber is broad and low, with perhaps 4' tall ceilings. The floors are coated with animal skins of dubious quality and cleanliness: the goblins are not terribly expert tanners: There's nothing doubtful about the smell.

Any goblins that are not outside or in the common room are found here, sleeping or doing whatever faerie do in their spare time. The low ceiling and tight quarters make it ideal terrain to fend off full-sized intruders.

This chamber connects through at least one shadow passage to both the foyer and the common room, which the goblins use aggressively to either surround intruders or run away as needed.

CLAN LEADER'S ROOM

The leader of the goblins is nastier, larger, and more vicious than the rest. The leader gets its own room, which of course leads to the adjoining treasure hoard.

The clan leader is a goblin with +2 STR, +2 DEX, and the skill increases that come with it.

TRAP D

Of course the entryway to the treasure chamber is trapped. You'd be disappointed otherwise. If a creature of anything other than pure **Fae** origin passes through the corridor physically, a cloud of **Burnt Othur Fumes** (**DRAGON HERSEY, P. 85**) fills the passage.

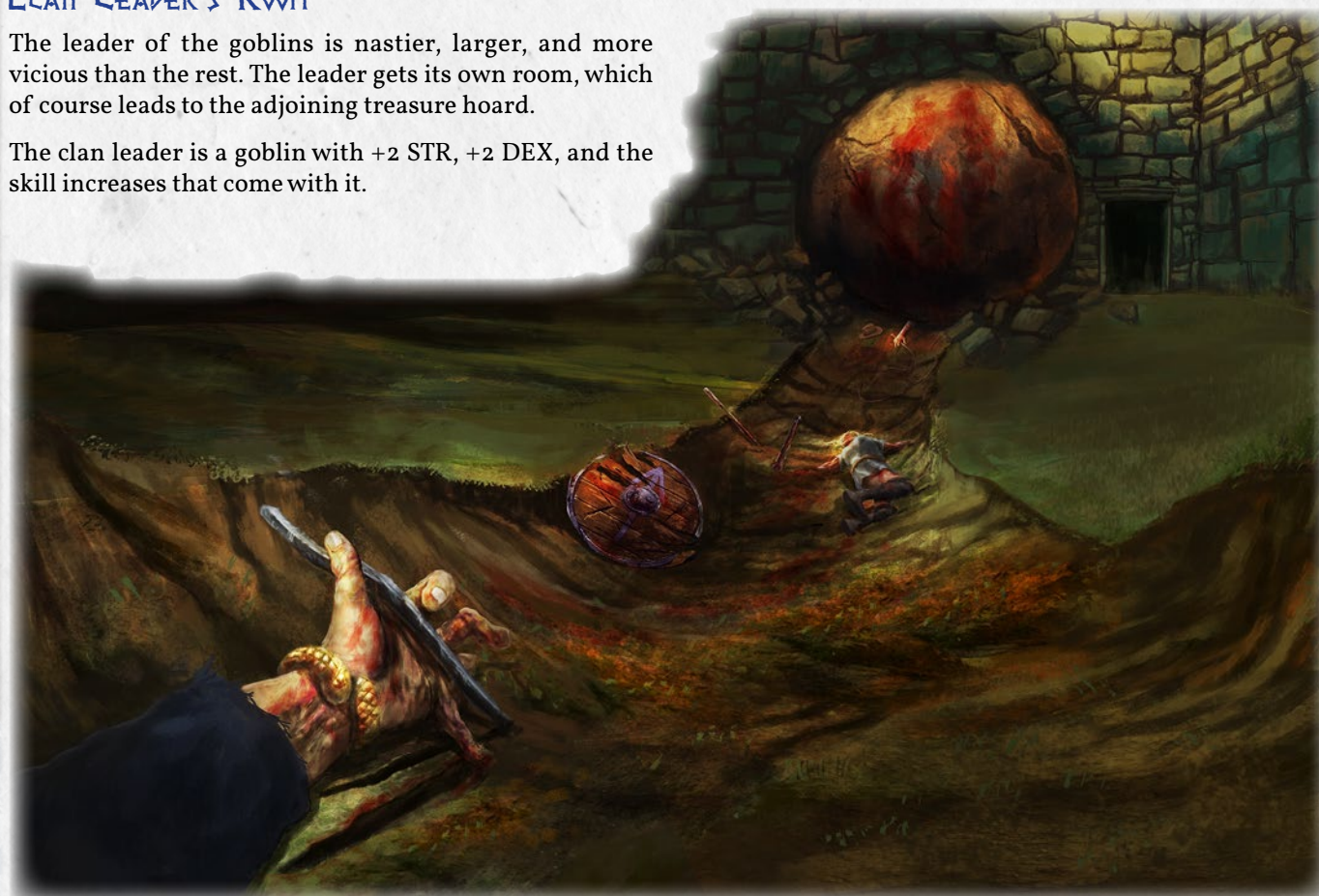
TREASURE CHAMBER

There's loot to be found in the treasure chamber. Go figure.

Coins. 120 sp; 73 gp, and 14 pp. Total value is 225gp and all the coins together weigh 1.7 lbs.

Stuff. In addition to the precious metals, there are items of note:

- 3 potions of *greater healing*
- Scroll Case (with one scroll inside) (1 lb)
- Scroll of *shield*
- Chest, Ornate Wooden (2 gp, 18 lbs)
- Ornate (+3) musical horn (14 gp, 2 lbs)





NORTH WARREN

The clans of the north warren make their way through the application of spectacular violence. They are more numerous and less crafty than their cousins to the south but make up for it in ferocity. They take delight in capturing questors or other creatures that wander too close, pitting them against each other in death matches. They use powerful magic to convince pairs of fighters that they are facing their most-hated enemies.

The entrance to their warren butts up against the ridge that holds the Dómstóllinn, perhaps two miles south of the Sacrifice Gate. It is marked by a pattern of stones on the ground, entered by stepping within.

The north warren makes extensive use of the uncertain orientation within the faerie shadow realms, and many corridors that seem straight or connected are no such thing: a group might think they have walked 30 yards straight north, only to find that they have in fact walked 10 yards north, and then 20 yards east without noting a turn. Much more than the south warren, the northern one is confusing to navigate (the other is mostly just annoyingly low).

ENTRANCE

The entrance is a vertical drop of perhaps eight feet; effectively the bottom of a pit. The key is boldness: a leap into the middle of the stone circle brings the jumper down in a bed of spongy moss and sand. The edges are hard rock and an unprepared adventurer must resist a fall of 10 feet. The magical barrier separating the real world from the faerie world does not pass sound through it: shouting a warning will not work.

There are hidden stairs only accessible to faerie or one that can access the faerie dimension of *Svartalfheim* that allow exit.

AMBUSH

The area of the passage away from the entrance is built to human-scale. To mundane travelers, it's just a wide corridor, narrowing to an opening on the far side that marks a smaller tunnel-like passage. To the faerie, the walls, floor, and ceiling are riddled with passages and nooks that allow for goblins to hide within in ambush.

There are always at least nine goblins waiting here for the unwary to enter the ambush site. They are bored and malicious, and strike with poisoned weapons designed to incapacitate rather than kill.

They rush in and wound delvers, rendering them unconscious for sport. If successful, they bring them to cages underneath the stands of the gladiatorial arena. If a character is wounded, they must make a DC 10 CON

save each round for one minute. The first failure causes the adventurer to be **poisoned**; the second **incapacitated** until the minute ends.

SLEEPING CHAMBERS

Each sleeping chamber (there are three) is low, with 3-4' ceilings, and much like the south warren, covered with knick-knacks and rotting animal skins. Each chamber holds roughly a dozen goblins when full, though they never are: 3 from each chamber are on watch at the ambush site, and the rest either out marauding during the night, or biding their time until sunset during the day, splitting time (and numbers) between the common area and the sleeping chambers.

The exception is when there's bloodsport to be had. Then the entranceway is magically closed, and everyone turns out for the spectacle.

COMMON ROOM

The common area is replete with low tables, a food preparation area (which resembles an abattoir more than a restaurant, it's worth noting), a flowing spring, and areas for gambling, wrestling, and other raucous behavior. Weapons and armor of bronze are stored here as well, though even more are in the gladiatorial arena.

GLADIATOR ARENA

This large oval area has black stone walls, benches or bleachers, and is very definitely a parody of the Grand Arena in the Torengar capital of Konungshöll for those that have been there. Unlike the rest of the warren, the ceilings here are very tall, perhaps 20' tall.

There are two breaks in the walls visible to mortal eyes. The first is the pathway from the ambush site. The second is a tunnel leading to the **MAGIC CIRCLE**. That tunnel is human-high: six or seven feet tall and perhaps four feet wide, the only large passageway other than the ambush site.

The room is ringed with cages that are set into the stone around the walls; these cages can also be hoisted into the air dangle suspended 10-15 feet in the air.

CHIEF'S COUNCIL CHAMBER

The chief's chamber is attached to the magic circle and is where the leaders of both clans meet when called by the faerie lords that created the warrens. They had not been seen for decades, perhaps centuries, but within the last few years have started to make their presence known again.

The chamber bears a much stronger resemblance to a human conference chamber in deference to the size and

LOST HALL OF TYR

1 Yard
○ (across flats)
□ 5 feet



North Warrens





tastes of the faerie nobility. An ornate throne sits against one wall and no goblin ever sits on it (a non-faerie that sits in the chair takes 1d6 force damage as injury, DR offers no protection).

If the goblin chief is in the house, it will be found here.

Rewards. There are objects of value scattered through the room. All are of obvious faerie make, and are cunningly wrought or carved mundane objects:

- A set of ornately carved wooden eating utensils worth 4 sp.
- Four silver-handled knives with bronze blades, each depicting one of the four seasons carved into the grip: 4 gp each; a collector would buy the set for 20 gp.

MAGIC CIRCLE

Inset into the floor in this chamber is a magic circle of faerie origin. It gives advantage to spellcasting for those of alfar origin. It is used to invoke powerful charm and illusion magic so that the alfar can delight in having friends and allies try and disembowel each other.

It is also the portal used when the faerie nobility come to the valley.

Concealed. The magic circle in this warren is the anchor for the faerie presence so close to the Hall of Judgment. The Hall predates the Frostharrow as the stronghold of faerie in the world, but long ago the faerie were able to anchor a portion of *Svartalfheim* to the valley. The faerie presence near the Hall has been impossibly strong ever since.



To remove the circle requires a combination of *magic circle*, cast around the existing circle to isolate it, and then *dispel magic* vs DC 15. A DC 19 Arcana check will inform the caster of the proper order.

Unless isolated with magic circle, the faerie circle strikes back: It first attacks all within the chamber, as soon as the casters start to work their magic with a forgetfulness effect (DC 18); if the spell takes effect, the casters forget *dispel magic*! If the casters come back for a second attempt, it strikes with pure raging injury for 2d8 force damage.

The spells once forgotten must be re-learned by taking a long rest and preparing the spells anew.

Reward. The Allfather and Queen of the World have been concerned about this linkage for hundreds if not thousands of years. Up to three times per day, all spellcasters involved in breaking the faerie circle may add a d4 to any spell attack roll or saving throw (this is a limited, divinely-bestowed version of the *bless* spell). So long as the beneficiary is brave, bold, and true to the Aesir, the blessing persists indefinitely.

(Note: a permanent **bless** is a big deal; if it is too disruptive, have it last until the next equinox or solstice.)

TREASURE HOARD

The hoard represents the takings from years of the goblins killing adventurers and wanderers on the trail, or gladiator-style in their horrible games. It's a substantial haul, but in order to get it, the delvers have defeated numerous illusions, conquered dozens of goblins on their home turf, braved traps, and somehow reached into *Svartalfheim*, where the hoard has been stashed.

If they can claim it, they've earned it!

Coins. 210 silver pieces, 54 gp, and 24 pp.

Stuff. In addition to the precious metals, there are item of note:

- Balanced, Ornate +1, Silver-inlaid great axe
- Bronze Balance and Weights (7 sp, 3 lbs)
- Small Box lined with padding to hold 10 vials (1 gp, 5 lbs)
- 8 vials of spices in the box: Cinnamon, Peppercorns, Nutmeg, Mustard, Ginger, Cardamom, Clove, Fennel. (20 gp 2.25 lbs)
- 1 Suit of Ornate (+1) light scale armor (mounted on the wall as a trophy)



BESTIARY

This chapter contains most of the monsters and foes that are noted as encounters in Lost Hall of Tyr. Many are referenced directly out of the **MONSTERS** chapter included in the **DRAGON HERESY INTRODUCTORY SET**. These are duplicated here for ease of reference. Some creatures here are not found in the current core book, mostly because they pose a challenge that most starting adventurers may struggle to meet. Hopefully by the time the players face these, they're worthy!

MONSTER CLASSES

Each creature is given a class, and the relevant classes and clarifying notes are listed below.

Beasts are non-humanoid creatures that are naturally part of the ecology. They are subject to *speak with animals* and anything that impacts natural creatures.

Celestials are native to the Realms of the Gods. Many of them are the servants of the Aesir, employed as messengers or agents in the mortal realm and throughout the planes.

Constructs are made, not born. They are animated by magic, and subject to *dispel magic* if the caster is powerful enough.

Dragons are of ancient origin and tremendous power, and once lived and ruled throughout Etera. Included in this category are creatures distantly related to true dragons, such as ormur and wyverns.

Elementals are creatures native to Niflheim. Elementals of cold are found in and north of the Frostharrow.

Fae are magical creatures closely tied to the forces of nature and entropy. They dwell in twilight groves and

misty valleys, and include huldurs, pixies, and satyrs. Fae incursions, raids, and pocket dimensions crop up with lethal frequency in a portion of northern Torengar called The Hunted Lands (*Veiddarlönd*).

Fiends are evil beings native to *Muspelheim*, and include kvoldomur, tyranns, and bolvaðr. Fiends are found wherever civilization thrives, as the misguided summon them in response to whispered promises of power.

Giants tower over humans and their kind. Human-like in shape, some have multiple heads (ettins) or deformities. Some wander into populated lands, or share habitats with ogres, trolls, and other fae creatures.

Humanoids have language and culture, few innate magical abilities, and a bipedal form.

Monstrosities are monsters in the strictest sense—frightening creatures that are not truly natural and almost never benign.

Undead are once-living creatures brought to a horrifying state of undeath through the practice of necromantic magic, some unholy curse, or the residual power of a broken *leyferð*.



Cherished for their milk, meat, hides, and labor, oxen are among mankind's most valued domesticated animals. Most farms will have a cow or two, and wealthy landowners may have herds of hundreds. Mobile wealth invites opportunistic and purposeful banditry, and cattle rustling is a common past-time among rivals, leading to feuds.

The Aurochs is a very large bovine (cow) animal that has been partly domesticated in Torengar. It is very tall, with long, spindly legs, and will range from five to six feet tall at the shoulder. It has ridiculously impressive horns, which are used aggressively in fights, especially in mating season. Even the cows fight, and these fights can be lethal. Really, whomever decided that domesticating this animal was a good idea probably did it while drunk, on a bet. Likely a losing bet.

They vary in size quite a bit, with the shorter ones "only" being 1,600 lbs, while the largest males might top 3,000 lbs. In the wild, they gather in herds of up to three dozen animals.

Full-grown aurochs mostly worry about giant animals (dire wolves, cave lions, etc), but their calves are considered fair game. Bringing down or slaughtering a single 2,000-lb aurochs will likely produce enough meat to feed a party for a month or so.

The stats given are for a 2000-lb creature. Weight typically varies from 1,600-2,500 lbs.

Keen Hearing and Smell. The ox has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Weak Eyes. The ox has disadvantage on Wisdom (Perception) checks that rely only on sight against stationary creatures or objects, or to identify a creature or object based only on sight. It cannot make out fine details (such as writing) and will automatically fail Intelligence (Investigation) checks based only on sight.

AUROCHS (BULL-MAN)

CR: 3 (700 XP)

Large beast, unaligned,
Speed 40 ft.

STR 19	+4	Defenses				
DEX 10	0	Threat DC	Hit DC	DR	Vigor	Vigor Dice
CON 12	+1	10	20	0	19	3d10+3
INT 3	-4	Wound Thresholds				
WIS 11	+0	Morale	Injury	KO	Death	
CHA 7	-2	1-6	7-12	13-24	25+	
		Control Thresholds				
		Grab	Grapple	Restr.	Incap.	
		1-7	8-14	15-28	29+	
Proficiency: +2		Passive Perception: 12				

Skills: Athletics +6, Intimidation +6, Perception +2

Senses: darkvision 30 ft.
Languages: —

Actions

Charge. If the ox moves toward a target while making a gore attack, and exceeds the target's Threat DC, the target takes an extra 2d4 bludgeoning damage. The target is shoved or knocked down unless they win a contest of Strength (Athletics) or Dexterity (Acrobatics) vs. the ox's Strength (Athletics) skill (or assume DC 16 for an average roll). Targets of lower size than the ox have disadvantage on the contest; larger creatures have advantage. If its target is knocked prone, the ox can attack with its hooves as a bonus action.

Gore. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 2d6+4 piercing and control damage.

Hooves. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 1d8+4 bludgeoning damage.





BANDIT

Bandits rove in gangs and are sometimes led by thugs, veterans, or spellcasters. Oppression, drought, disease, or famine drive otherwise honest folk to a life of banditry. Some grow to love it, though—and they are evil.

Pirates are bandits of the high seas. They might be freebooters interested only in treasure and murder, or they might be privateers sanctioned by a noble to attack and plunder a neighboring territory or realm. The practice of raiding for treasure and glory is called *viking*.

Bandits choose their targets carefully, selecting those they can overwhelm or intimidate into surrender or slaughter. Absent a strong leader, they break and run if they see their allies taking significant casualties, and rarely, if ever, fight to the last man.

It is considered honorable to kill an adversary and take their stuff so long as it is not done by stealth or deceit. The spoils of a good fight are considered justly won, while outright thievery is frowned on. A group of bandits might set a house on fire and kill the occupants as they emerge, as no proper Torengur is ever more than two steps from weapons. Sneaking into the house and stealing valuables without a physical challenge is considered dishonorable behavior, punished by outlawry.

BANDIT/PIRATE

CR: 1/8 (25 XP)

Medium humanoid (any race), any non-lawful alignment, Speed 30 ft.

STR	13	+1	Defenses			
DEX	12	+1	Threat DC	Hit DC	DR	Vigor Dice
			11	21	1	2d8+2
CON	12	+1	Wound Thresholds			
INT	10	0	Morale	Injury	KO	Death
			1-3	4-6	7-13	14+
WIS	11	0	Control Thresholds			
CHA	9	-1	Grab	Grapple	Restr.	Incap.
			1-3	4-7	8-14	15+
Proficiency: +2			Passive Perception: 10			

Languages: any one language (usually Common)

Actions

Scimitar. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 1d6+1 slashing damage.

Light Crossbow. Ranged Weapon Attack: +3 to hit, range 80 ft./320 ft., one target. Hit: 1d8 piercing damage (critical on 20).

Grapple. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 1d8 control damage.





A bandit captain or pirate captain craves infamy more than treasure. A prisoner who appeals to the captain's vanity or ego is more likely to be treated fairly than a prisoner claiming not to know anything of a captain's colorful reputation.

Through misfortune or malfeasance, the bandit has been labeled an outcast by society and must live by preying on it. This is well beyond the normal "I went raiding this summer" behavior common and accepted by all Torengur; they did something *wrong*.

The bandit chief has assembled a motley gang of followers. Some troops are only a few individuals; larger troops of up to 20 are possible (that's the crew of a medium-sized longship) but unusual.

The chief is a canny, vicious individual with limited scruples and a vast sense of greed. They are capable, tactically wise (or else they'd be dead already), and have a keen sense of survival. The bandit captain is a cunning and powerful fighter, but lacks the formal training and high-end equipment of career warriors.

The bandit chief presented here is a strictly mundane fighter, but to mix things up, a bandit might be a wizard or disgraced cleric instead. Such individuals might be more akin to cult leaders, but a cleric of Njorðr turned to banditry would be a terrible adversary on the rivers and seas under Njorðr's influence! If the chief has access to magical abilities, be sure to use them effectively. Invisible scouts are always a delight for the PCs to deal with.



BANDIT/PIRATE CAPTAIN CR: 2 (450 XP)

Medium humanoid (any race), any non-lawful alignment, Speed 30 ft.

STR	16	+3	Defenses			
DEX	16	+3	Threat DC	Hit DC	DR	Vigor
CON	14	+2	13	23	2	65
INT	10	+0	Wound Thresholds			
WIS	12	+1	Morale	Injury	KO	Death
CHA	14	+2	1-4	5-8	9-17	18+
			Control Thresholds			
			Grab	Grapple	Restr.	Incap.
			1-4	5-9	10-19	20+
Proficiency: +2			Passive Perception: 10			

Skills: Athletics +5, Deception +4

Languages: any two languages.

Actions

Multiattack. The captain makes three melee attacks: two with its scimitar and one with its dagger. Or the captain makes two ranged attacks with its daggers.

Scimitar. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1d6+3 slashing damage.

Dagger. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 1d4+3 piercing damage.

Grapple. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1d10+3 control damage.

Reactions

Parry. The captain adds 3 to its Hit DC against one melee attack. The captain must see the attacker and be wielding a melee weapon.



BEASTS OF BURDEN

Venturing into the wilds is always treacherous, and the need for food and water weighing more than 70 lbs per week means that doing so comfortably requires help in the form of pack animals.

These working animals are sturdy and all of them are cold adapted. They're also tame. Fighting skills are poor.

Consult the entries below for details on each animal's game stats. There are two classes of animal: those typified by the draft horse, and those similar to the reindeer. Reindeer and donkeys carry far less than their STR would otherwise indicate.

See **PACK ANIMALS, p. II**, for cost and carrying capacity.

Endurance Sprinter. Horses have advantage on Constitution checks to avoid exhaustion from sprinting.

Keen Hearing and Smell. Horses have advantage on Wisdom (Perception) checks that rely on hearing or smell.

Weak Eyes. Horses have disadvantage on Wisdom (Perception) checks against stationary creatures or objects, or to identify a creature or object based only on sight. It cannot make out fine details (such as writing) and automatically fails Intelligence (Investigation) checks based only on sight.

HORSE, DRAFT

CR: 1/4 (50 XP)

Large beast, unaligned, 1800 to 2000 pounds
Speed 35 ft.

STR	22	+6	Defenses			
DEX	10	0	Threat DC	Hit DC	DR	Vigor Dice
CON	12	+1	10	20	0	19
INT	3	-4	Wound Thresholds			
WIS	11	0	Morale	Injury	KO	Death
CHA	7	-2	1-6	7-13	14-27	28+
			Control Thresholds			
			Grab	Grapple	Restr.	Incap.
			1-8	9-16	17-33	34+
Proficiency: +2 Passive Perception: 12						

Skills: Perception +2

Senses: darkvision 30 ft.

Actions

Hooves. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 1d8+6 bludgeoning damage.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 1d6+6 bludgeoning and control damage.

Varieties

Donkey: STR 19 (+4); CON 13 (+1); Vigor: 2d10+2; 45 ft.

Draft Horse: A sturdy horse used for traction, they are a favorite for pulling plows, carts, and carriages.

Mule: A cross between a donkey and a horse. They have superior endurance, patience, and minimal food and care needs. STR 18 (+4); CON 13 (+1); Vigor: 2d10+2; 40 ft.

Pack Horse: Smaller and faster than a draft horse, used for slow riding. STR 20 (+5); Vigor: 2d10+2; 40 ft.

Pack Pony: Used as light draft animals or as riding animals for small people. They can survive in marginal habitats. STR 17 (+3); CON 13 (+1); Vigor: 2d10+2; 40 ft.

Reindeer: Mostly domesticated as a draft animal and used to pull light loads, especially in often snow-covered Isfjall.

REINDEER, DRAFT

CR: 1/4 (50 XP)

Large beast, unaligned, 350 to 550 pounds (stag),
Speed 40 ft.

STR	16	+3	Defenses			
DEX	14	+2	Threat DC	Hit DC	DR	Vigor Dice
CON	12	+1	10	20	0	13
INT	3	-4	Wound Thresholds			
WIS	14	+2	Morale	Injury	KO	Death
CHA	6	-2	1-5	6-11	12-22	23+
			Control Thresholds			
			Grab	Grapple	Restr.	Incap.
			1-6	7-13	14-27	28+
Proficiency: +2 Passive Perception: 14						

Skills: Athletics +4, Perception +4, Survival +4

Senses: darkvision 30 ft.

Actions

Charge (only with antlers). If the deer moves toward a target, attacks it with its antlers, and meets the target's Threat DC, the target takes an extra 2d4 bludgeoning damage, and is knocked down unless they win a contest of Strength (Athletics) or Dexterity (Acrobatics) vs. the deer's Strength (Athletics) skill (or assume DC 14 for an average roll). Targets of lower size than the deer have disadvantage on the contest; larger creatures have advantage.

Hooves. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 2d4+3 bludgeoning damage.

Ram (only with antlers). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 2d4+3 bludgeoning and control damage.



These wild swine have long legs, large tusks, upright ears, straight tails, compact and muscular bodies, and are covered by thick, shaggy, bristly hair. Like pigs, they have small, beady eyes, cloven hooves, and a flexible pad on the end of their nose. They grunt to communicate and squeal when alarmed or excited. Young boars are striped, but become a uniform gray-brown as they mature.

Wild boars are fast and nimble creatures that flee from danger if possible. A cornered, trapped, or wounded boar attacks, as does a sow defending her piglets, or a male in rut. They burst from cover and slash with their tusks as they run past, knocking over their assailant. A frightened boar runs away, but an aggressive one charges if its foe is still moving.

Boars are tender and succulent and provide exciting sport with the thrill of real danger. Boars represent the virtues of a warrior; killing a boar signals strength and courage. In Torengar, boars symbolize the storm, fertility, and the harvest, and are commonly represented in funerary arrangements. They are sacred animals of Ziu, Valfreya, and Woden. Suckling pig is a delicacy served by jarls.

Keen Smell. The boar has advantage on Wisdom (Perception) checks that rely on smell.

Relentless (Recharges after a Short or Long Rest). The first time a boar is injured, it can ignore the **injured** result.

Weak Eyes. The boar has disadvantage on Wisdom (Perception) checks against stationary creatures or objects, or to identify a creature or object based only on sight. It cannot make out fine details (such as writing) and automatically fails Intelligence (Investigation) checks based only on sight.

BOAR

CR: 1/4 (50 XP)

Medium beast, unaligned, 130 to 220 pounds
Speed 50 ft.

STR	14	+2	Defenses			
DEX	11	0	Threat DC	Hit DC	DR	Vigor
			10	20	1	13
CON	14	+2	Wound Thresholds			
INT	4	-3	Morale	Injury	KO	Death
			1-4	5-8	9-16	17+
WIS	12	+1	Control Thresholds			
CHA	7	-2	Grab	Grapple	Restr.	Incap.
			1-3	4-7	8-14	15+
Proficiency: +2 Passive Perception: 13						

Skills: Athletics +4, Intimidation +4, Perception +3,

Survival +3

Senses: darkvision 30 ft.

Actions

Tusk. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1d6+2 slashing damage.

Charge. If the boar moves toward a target and threatens it with a tusk attack on the same turn, the target takes an extra 1d6 slashing damage. The boar simultaneously shoves its target to knock it **prone** or push it; the target makes a Strength (Athletics) check with a DC 14 to resist. Small sized or smaller creatures are at disadvantage, large size or larger creatures are at advantage.





DEER (FALLOW)

Alert and wary, deer are timid creatures hunted for food or sport. Their long necks, long legs, and large ears give them an elegant and graceful appearance. Males grow antlers on their heads starting in spring, reaching full size by the fall mating season, after which they are shed to grow again the next year. The *fallow deer* is a medium-sized deer of the woods, known for white spots on its coat even as an adult. The bucks have broad, flattened antlers.

Deer are active at night, spending the day resting under cover, chewing their cud. Most deer are found in woodlands, forests, brushy areas, meadows, glens, and swamps.

Deer are rarely a threat to people, but will fight to protect their fawns. A cornered deer, or one attacked in melee combat, lashes out with their front hooves. Sharp hooves are their primary offensive weapon. During the rut, stags attack without provocation using their antlers. Usually deer avoid confrontation, running swiftly and clearing barriers as high as 12 to 15 feet when jumping. Restraining or grappling a deer results in blind panic as the animal struggles to escape.

Keen Hearing and Smell. The deer has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Leap. The deer can double the distance it covers when it jumps. It can treat a standing jump as a running jump.

Native Habitat. Deer can move through overgrown vegetation, brush, thickets, and other natural plant growth as if it were not difficult terrain. Reindeer can move through deep snow and over ice as if it were not difficult terrain, and moose move through mud and wade through water as if it were not difficult terrain, instead.

Weak Eyes. The deer has disadvantage on Wisdom (Perception) checks against stationary creatures or objects, or to identify a creature or object based only on sight. It cannot make out fine details (such as writing) and automatically fails Intelligence (Investigation) checks based only on sight.

DEER, FALLOW

CR: 0 (10 XP)

Medium beast, unaligned, 130-220 pounds (bucks), 70-110 lbs (does), Speed 60 ft.

STR	11	0	Defenses			
DEX	16	+3	Threat DC	Hit DC	DR	Vigor Dice
			13	22	0	4 1d8
CON	12	+1	Wound Thresholds			
INT	3	-4	Morale	Injury	KO	Death
			1-3	4-6	7-12	13+
WIS	14	+2	Control Thresholds			
CHA	6	-2	Grab	Grapple	Restr.	Incap.
			1-3	4-7	8-14	15+
Proficiency: +2			Passive Perception: 12			

Skills: Athletics +2, Acrobatics +5, Intimidation +2 (bucks only), Perception +4, Stealth +5, Survival +4

Senses: darkvision 30 ft.

Actions

Charge (only with antlers). If the deer moves toward a target, attacks it with its antlers, and meets the target's Threat DC, the target is knocked down unless they win a contest of Strength (Athletics) or Dexterity (Acrobatics) vs. the deer's Strength (Athletics) skill (or assume DC 12 for an average roll). Targets of lower size than the deer have disadvantage on the contest; larger creatures have advantage.

Evasive. The deer can take the dodge action as a bonus action as long as it moves and does not attack.

Hooves. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 1d4 bludgeoning damage.

Ram (only with antlers). Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 1d4 bludgeoning and control damage.





Perhaps encountered in the wilds, looking for adventure; otherwise warriors such as this can frequently be found in small groups (1d/2 pairs would be normal) helping to keep the Hunted Lands at least vaguely safe. Fighters are usually in service as a huskarl to a jarl or hajarl, or acting as thegns in return for the hopes of lavish rewards and recognition.

This particular warrior was chasing bandits as part of a judicial duel and feud gone wrong. The bandit killed a karl's husband; she was given the right to take the bandit as a thrall by the *Alpingi*. ...and the bandit objected strongly to that plan and skipped town. The warrior paid her an "honor price" in exchange for the right to hunt and capture or kill the bandit.

Our hero had killed his quarry in a surprisingly challenging and rage-filled fight, and was coming back to Isfjall when he was approached in his camp by a giant, red-bearded fellow with a merry laugh, a hefty hammer, and a ridiculous capacity for mead and bawdy jokes.

BERSERKER

CR: 2 (450 XP)

Medium humanoid (any race), any chaotic alignment, Speed 30 ft.

STR	16	+3	Defenses			
DEX	12	+1	Threat DC	Hit DC	DR	Vigor
CON	17	+3	11	21	2	67
INT	10	0	Wound Thresholds			
WIS	11	0	Morale	Injury	KO	Death
CHA	9	-1	1-5	6-10	11-20	21+
			Control Thresholds			
			Grab	Grapple	Restr.	Incap.
			1-4	5-8	9-17	18+
Proficiency: +2			Passive Perception: 10			

Skills: Athletics +5, Intimidation +5

Languages: any one language (usually Common)

Reckless. At the start of its turn, the berserker can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Actions

Greataxe. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1d12+3 slashing damage.

Grapple. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1d12+3 control damage.





ELK (RED DEER, REINDEER)

A larger deer of the uplands, red deer migrate to lower areas in winter. Although primarily forest dwellers, they can be found in moors and open areas. The males sport large branched antlers, roaring loudly during the rut to announce their presence and claim their harem. In fall and winter, they develop shaggy coats.

Keen Hearing and Smell. The deer has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Leap. The deer can double the distance it covers when it jumps. It can treat a standing jump as a running jump.

Native Habitat. Deer can move through overgrown vegetation, brush, thickets, and other natural plant growth as if it were not difficult terrain. Reindeer can move through deep snow and over ice as if it were not difficult terrain, and moose move through mud and wade through water as if it were not difficult terrain, instead.

Weak Eyes. The deer has disadvantage on Wisdom (Perception) checks against stationary creatures or objects, or to identify a creature or object based only on sight. It cannot make out fine details (such as writing) and automatically fails Intelligence (Investigation) checks based only on sight.

DEER, RED OR REINDEER CR: 1/4 (50 XP)

Large beast, unaligned, 350 to 550 pounds (stag), 250 to 350 pounds (hind), Speed 60 ft.

STR	16	+3	Defenses			
DEX	14	+2	Threat DC	Hit DC	DR	Vigor
			10	20	0	13
CON	12	+1	Wound Thresholds			
INT	3	-4	Morale	Injury	KO	Death
			1-5	6-11	12-22	23+
WIS	14	+2	Control Thresholds			
CHA	6	-2	Grab	Grapple	Restr.	Incap.
			1-6	7-13	14-27	28+

Proficiency: +2 Passive Perception: 14

Skills: Athletics +4, Perception +4, Stealth +4, Acrobatics +4, Intimidation +4 (stags only), Survival +4

Senses: darkvision 30 ft.

Actions

Charge (only with antlers). If the deer moves toward a target, attacks it with its antlers, and meets the target's Threat DC, the target takes an extra 2d4 bludgeoning damage, and is knocked down unless they win a contest of Strength (Athletics) or Dexterity (Acrobatics) vs. the deer's Strength (Athletics) skill (or assume DC 14 for an average roll). Targets of lower size than the deer have disadvantage on the contest; larger creatures have advantage.

Evasive. The deer can take the dodge action as a bonus action as long as it moves and does not attack.

Hooves. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 2d4+3 bludgeoning damage.

Ram (only with antlers). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 2d4+3 bludgeoning and control damage.





There are many types of faerie, and all are tricksome, chaotic, and other. The nobility of the faerie are all of that, plus dangerously magical, ridiculously proud, and something to be avoided by most. Alfar hold themselves aloof from non-fae, and above lesser fae. When met, they may bestow kindness or aid, curses or harm, or blessings that initially seem benevolent but carry hidden costs.

Alfar appear to humanoids as exceptionally graceful and beautiful elves. Their manner of dress varies from rustic to courtly, simple elegance to ostentatious decoration. It is more accurate to say that *elves* resemble lesser alfar, akin to being the least attractive supermodel in a room.

An alfar uses its **charm** ability to get its opponents to turn on each other, consuming valuable resources. In battle alfar cast *mage armor* for protection, and employ *counterspell* and *shield* for magical defense. Offensively, they cast spells or employ weapons to deliver their **elf-shot** ability. The alfar's **heightened spell** metamagic can be used to counter the advantage granted against fae magic gained by brandishing an iron object or weapon.

This particular faerie lady's name is Elunad. She's been active in the Torengar for some time now, and is obsessed with finding and possessing the Hall of Judgment. She was recently bested in a riddle contest by a Paladin of Tyr, which lost her possession of a *tiwstakn*—she's likely to hold a grudge about that for a very long time.

FAE POWERS AND ACTIONS

The following powers are common among the fae, and consolidated here for easy reference. The fae vulnerability to iron is collected here as well.

Some are **actions**, designed to be used in combat. Some are **powers**, which are either typically used out of combat, or abilities that are either always on or in the background. As an example, **Confound** is a combat action. **Glamour** is usually used out of combat, and is considered a power. **Elf Shot** may be added to an attack, so is listed under **actions**.

CHANGE SHAPE (ACTION)

As an action, the fae magically polymorphs into a creature of its size or smaller and its challenge rating or less, or back into its true form. It retains its Intelligence, Wisdom, and Charisma, its Vigor, and its traits and actions—except for armed melee attacks, if the form lacks hands for holding weapons, and natural weaponry, if the form lacks those weapons. Otherwise, it takes on the physical (but not mental or magical) traits of the creature it changes into. The fae's equipment can polymorph with it, remain carried or worn, or fall to the ground, at the fae's option.

A fae cannot change shape if in contact with iron.

CONFOUND (ACTION)

The fae targets one creature within 30 feet, who must pass a Wisdom save or become temporarily confused about one fact. The DC is fae's spellcasting DC (if no DC is listed, use 8 + Proficiency + the larger of the fae's Intelligence, Wisdom, or Charisma bonus). This is commonly used to cause a person to take a wrong turn or lose their direction, or to lose track of time and not pay attention to what they are doing for up to a minute, but it can also be used to make a person have any other simple momentary lapse the GM is willing to allow. Used in combat, it will make the target lose his next action. This is considered a charm, and creatures immune to charm are not affected by it.

ELF-SHOT (ACTION)

Any physical attack by the fae, unarmed, melee, or ranged, can inflict an additional magical malady. This can be delivered as a touch attack, if no weapon damage is to be caused. Choose from:

Elf-stroke. The attack deals extra **necrotic** damage. Roll a number of d6 equal to the fae's proficiency, and take this damage in addition to any weapon damage. DR subtracts from weapon damage first, and then necrotic damage.

Intoxication. The target must succeed on a Constitution saving throw against the fae's Spell Save DC or gain the **Poisoned** condition for 1 hour.

Slumber. The target must succeed on a Constitution saving throw against the fae's Spell Save DC or fall **unconscious**, sleeping for long enough to take a long rest, until it takes damage, or another creature takes an action to shake it awake.

FAE CHARM (POWER)

Many fae can charm creatures, making them regard the fae as a trusted friend to be heeded and protected. The target must be in range, and the fae and the target must be able to see each other. The target gets a Wisdom saving throw against the fae's spellcasting DC (if no DC is listed, use 8 + Proficiency + the larger of the fae's Intelligence, Wisdom, or Charisma bonuses). The saving throw has advantage if the target is in combat with the Fae and its allies. Although the target isn't under the fae's *control*, it takes the fae's requests or actions in the most favorable way it can.

Each time the fae or its allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the fae dies, is in a different realm of Yggdrasil from the target, or ends the effect as a bonus action. If a target's saving throw is successful, it is immune to the fae's charm until the next sunset.

FAE VEIL (ACTION)

By taking an action, most fae can confuse foes' senses so that the faerie is hard to notice even if standing in plain sight. This requires concentration, and the effect ends as soon as the fae attacks or casts a spell. The fae can make Dexterity (Stealth) checks to go unnoticed at a bonus of the fae's proficiency plus the bonus of the fae's spellcasting ability (usually the higher of Intelligence, Wisdom, and Charisma). A fae veil is considered a type of **charm**, and cannot be used on those immune to being charmed.

Advantage on rolls against charm magic give advantage on perception rolls to see through a veil (if the fae also hiding in the usual sense, the fae veil bonus must make the difference between success and failure on the first roll to allow a second roll. This does not apply if the fae is in plain sight).

GLAMOUR (POWER)

The fae covers itself or another creature or object with a glamour that makes it seem like another creature or object of the same general size and shape. The glamour ends if the fae takes a bonus action to end it, at sunrise, or if the fae dies or the underlying subject killed or destroyed. A fae can continually renew a glamour on itself or an object it is in contact with to avoid the termination of the effect at sunrise. The glamour fools perception rather than causing physical changes or producing a mere visual illusion—an observer's awareness of appearance, sound, taste, feel, and smell of the glamoured subject all conform to the changes of the glamour. A leaf glamoured to seem as a gold coin would feel heavy in the hand, but a stiff breeze could blow it away.

Common uses for glamour are to disguise the fae's appearance, make worthless items such as nuts, leaves, or straw appear to be gold, or make a miserable hovel appear to be a luxurious cabin.

A glamour can be penetrated and the subject underneath perceived for what it is by taking an action and succeeding an Intelligence (Investigation) check against a DC given by the fae's Spell Save DC. Touching a glamour with iron gives advantage on this roll, as does brandishing an iron object. Once a person has seen past the glamour, she can discern the underlying truth and can ignore the glamour if she wishes. *Dispel magic* and similar anti-magic spells will remove a glamour.

A glamour is considered a **charm**-like effect. Creatures immune to charm will not be fooled, although they can perceive both the glamoured form and the underlying object or creature. Those who have advantage against charms also have advantage to overcome a glamour.

All faerie with the glamour power have advantage against charms and glammers as well.

LIGHT FOOTED (ACTION)

The fae can take a dash or disengage action as a bonus action. Climbing does not cost the fae extra movement. Difficult terrain is treated as normal terrain. The fae leaves no tracks while using **Light Footed**; nor does it leave a mundane scent trail.

MAGIC RESISTANCE (POWER)

The fae has advantage on saving throws against spells and other magical effects. This power does not work if the fae is in contact with iron or steel.

VULNERABILITY TO IRON

Fae are vulnerable to iron, and take double damage from iron or steel weapons. Their iron vulnerability cancels out their general resistance to mundane damage types (bludgeoning, piercing, and slashing) such that iron and steel weapons do normal damage to them (a steel sword that does 1d8+2 normally will do 1d8+2 vs. fae; if the sword were made of bronze, or if the weapon were instead a 1d6+3 wooden club, the fae resistance reduces rolled damage by half).





INNATE SPELLCASTING

The alfar's innate spellcasting ability is Charisma (spell save DC 18, spell attack modifier +10). The alfar can innately cast the following spells, requiring no material components, as a 14th level sorcerer:

The alfar has 14 sorcery points, and the **Heightened Spell**, **Quickened Spell**, and **Extended Spell** metamagic abilities. For spells not listed in the **DRAGON HERESY INTRODUCTORY SET**, see the **MONSTER SPELL DESCRIPTIONS** at the end of this chapter.

- Cantrips: *dancing lights*, *mage hand*, *mending*, *message*, *minor illusion*, *ray of frost* (3d10), *prestidigitation*
- 1st level (4 slots): *detect magic*, *fog cloud*, *identify*, *mage armor*, *magic missile*, *sleep*, *shield*
- 2nd level (3 slots): *hold person*, *suggestion*
- 3rd level (3 slots): *clairvoyance*, *counterspell*, *dispel magic*, *lightning bolt*, *major image*, *nondetection*
- 4th level (3 slots): *arcane eye*, *polymorph*
- 5th level (2 slots): *animate object*, *geas*, *scrying*, *seeming*
- 6th level (1 slot): *true seeing*, *disintegrate*
- 7th level (1 slot): *mirage arcane*, *teleport*

Alfar Sorceress

CR: 12 (8,400 XP)

Medium fae, chaotic neutral,
Speed 30 ft.

STR	13	+1	Defenses				
DEX	20	+5	Threat DC	Hit DC	DR	Vigor	Vigor Dice
			15	28	0	124	19d8+38
CON	15	+2	Wound Thresholds				
INT	18	+4	Morale	Injury	KO	Death	
			1-4	5-8	9-16	17+	
WIS	18	+4	Control Thresholds				
CHA	20	+5	Grab	Grapple	Restr.	Incap.	
			1-4	5-9	10-18	19+	
Proficiency: +5			Passive Perception: 19				

Saving Throws: Con +7, Wis +9, Cha +10

Skills: Acrobatics +10, Arcana +9, Deception +10, Insight +9, Investigation +9, Perception +9, Persuasion +10

Immunities: charmed, sleep

Vulnerabilities: Iron and steel weapons

Resistances: bludgeoning, piercing, slashing

Senses: darkvision 60 ft.

Languages: Sylvan, Common

Actions

Alfar Actions: **Change Shape**, **Elf-Shot** (5d6 damage or DC 16), **Fae Veil** (+15), **Light Footed**.

Multiattack. The alfar makes two attacks.

Dagger, Magical. Melee or Ranged Weapon Attack: +10 to hit, reach 5 ft. or range 20/60, one target. Hit: 1d4+5 piercing damage plus Elf-Shot ability.

Grapple. Melee Weapon Attack: +6 to hit, reach 5', one target. Hit: 1d6+1 control damage plus Elf-Shot ability.





GHoul

Ghouls are undead formed when a creature willingly feeds on, and enjoys, the flesh of other intelligent creatures. The ghoul is sustained, but never nourished, by the consumption, and lives for eternity so long as it can feed. Ghouls pursue living creatures to create such food if they must; carrion will do, but isn't desirable.

Ghouls resemble bloated and starving humanoid creatures. They carry the stench of rotting flesh, and their hairless, sagging skin has an oily pallor. They have long, distorted hands with claws or claw like appendages. Ghouls derived from those lost or drowned at sea are puffy and eternally waterlogged instead of saggy.

These creatures emerge in locations that have been depopulated due to starvation, as the temptation to indulge in the only available food supply becomes irresistible. They take up residence or swarm around recently-populated burial mounds or bogs where corpses were disposed. The tendency for the recently-dead to attract ghouls and other undesirable creatures is responsible for the custom of burning the dead in Torengar.

The ghoul is animated and driven by its hunger, and attacks any living creatures that it encounters unless it has recently fed. While not weakened by sunlight, they move around during the night. Ruins with many shadows are a good compromise, as are long-forgotten barrow complexes. And dungeons.

Ghouls engage in limited pack tactics—usually involving picking out a single target and trying to swarm it.



Ghoul

CR: 1 (200 XP)

Medium undead, chaotic evil,
Speed 30 ft.

STR 13	+1	Defenses				
DEX 15	+2	Threat DC	Hit DC	DR	Vigor	Vigor Dice
		12	22	0	22	5d8
CON 10	+0	Wound Thresholds				
INT 7	-2	Morale	Injury	KO	Death	
		1-2	3-5	6-11	12+	
WIS 10	+0	Control Thresholds				
CHA 6	-2	Grab	Grapple	Restr.	Incap.	
		1-3	4-7	8-15	16+	
Proficiency: +2		Passive Perception: 10				

Immunities: poison, charmed, exhaustion, poisoned

Senses: darkvision 60 ft.

Languages: Common

Actions

Bite. Melee Weapon Attack: +2 to hit, reach 5 ft., one creature. Hit: 2d6+2 piercing damage.

Claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 2d4+2 slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be **paralyzed** for 1 minute. The target repeats the saving throw at the end of each of its turns, ending the effect on a success.



If Grimmdars and Istyranns are the pinnacle of tyrann hierarchy, hrogn are the lowest. Errand-runners, fodder for magical experiments, and occasionally food, the hrogn is the groundhog and the rat of the tyrann world. They are everywhere, yet given no more attention than boring scenery.

Hrogn vary in appearance, though they share some common themes. Their skin resembles the hide of a rhinoceros in texture and rigidity, but can be nearly any color. They have bat-shaped wings; some sport multiple pairs. The number and configuration of limbs and heads varies, but none are particularly attractive—their above-average Charisma represents their loyalty and conviction to their superiors, not their appearance. Hrogn are venomous, delivering their venom with claws, teeth, or a scorpion-like tail.

If threatened with direct violence, a hrogn flees if possible—they are messengers and lackeys, not combatants. If forced to fight, they use their poison to weaken their foes...and flight to break off combat. Lethal injuries from hrogn attacks are incidental or accidental.



HROGN

CR: 1 (200 XP)

Tiny fiend (tyrann, shapechanger), lawful evil,
Speed 20 ft., fly 40 ft.

STR	6	-2	Defenses				
DEX	17	+3	Threat DC	Hit DC	DR	Vigor	Vigor Dice
CON	13	+1	13	23	0	10	3d4+3
INT	11	0	Wound Thresholds				
WIS	12	+1	Morale	Injury	KO	Death	
CHA	14	+2	1	2	3-5	6+	
			Control Thresholds				
			Grab	Grapple	Restr.	Incap.	
			1	2	3-4	5+	
Proficiency: +2			Passive Perception: 11				

Skills: Deception +4, Insight +3, Persuasion +4, Stealth +5

Immunities: fire, poison, poisoned

Senses: darkvision 120 ft.

Resistances: cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Languages: Infernal, Common

Shapechanger. The hrogn can use its action to polymorph into a beast form resembling a rat (speed 20 ft.), a raven (20 ft., fly 60 ft.), or a spider (20 ft., climb 20 ft.), or back into its true form. Its statistics are the same in each form, except for the speed changes noted. Any equipment worn or carried isn't transformed. The fiend reverts to its true form if it dies.

Devil's Sight. Magical *darkness* doesn't impede the hrogn's darkvision.

Magic Resistance. The hrogn has advantage on saving throws against spells and other magical effects.

Actions

Sting (Bite in Beast Form). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1d4+3 piercing damage, and the target must make a DC 11 Constitution saving throw, taking 1d8 wounds as poison damage on a failed save, or as vigor on a successful one.

Grapple. Melee Weapon Attack: +0 to hit, reach 5 ft., one target. Hit: 1d4–1 control.

Invisibility. The hrogn magically turns invisible until it attacks or its concentration ends (as if concentrating on a spell). Any equipment the hrogn wears or carries is also invisible.



HULDER

The hulder, or hidden folk, are wardens of the wildlands and secretive dwellers in untamed places.

Hulder appear as very beautiful men (huldrekall) or women (huldra) with either the long tail of some animal (such as an ox or wolf) or legs covered in thick fur.

Hulder live in wild areas, walking among enchanted glens, bathing in pure mountain streams, and dancing under the full moon. Hulder make the entrance to their faerie homes in massive gnarled old trees, rock outcrops, standing stones, mushroom circles, and hill-mounds. Their chambers are elegantly furnished and comfortable, made of natural substances and incorporating native rocks and trees directly into the structure.

Capricious in nature, hulder can be helpful to those in need who are respectful of the wild lands around them. They can likewise be mischievous and cruel, playing harmful pranks for their amusement. Those harming the environment around their home, or showing it disrespect, earn their wrath. If a huldra sees an attractive young man, or a huldrekall a beautiful young woman, it charms the object of its interest and keeps him or her for its pleasure. Hulder do not like to show their physical animal traits (tail or hairy legs), disguising these features using their glamour.



Hulder

CR: 1 (200 XP)

Medium fae, chaotic neutral,
Speed 30 ft.

STR	16	+3	Defenses			
DEX	16	+3	Threat DC	Hit DC	DR	Vigor
			13	23	0	33
CON	14	+2	Wound Thresholds			
INT	14	+2	Morale	Injury	KO	Death
			1-4	5-8	9-17	18+
WIS	15	+2	Control Thresholds			
CHA	18	+4	Grab	Grapple	Restr.	Incap.
			1-4	5-9	10-19	20+
Proficiency: +2			Passive Perception: 14			

Skills: Perception +4,
Stealth +5, Nature +4,
Survival +4

Immunities: charmed,
sleep

Senses: darkvision 60 ft.

Resistances: bludgeoning,
piercing, and slashing

Languages: Elvish, Sylvan,
Common

Enchanting Dance. Any non-fae seeing hulder dance must succeed on a DC 14 Wisdom save or become entranced. If multiple hulder are dancing (or other enchanting fae present), only save once against the highest DC of the group (DC is based on 8+Charisma bonus + Proficiency). Entranced people and creatures join the dance; they save versus Constitution at DC 14 every hour or take one level of **exhaustion**, continuing until they fall **unconscious** or something ends the gathering. Unconsciousness occurs when the dancer gains a fifth level of **exhaustion**.

Innate Spellcasting. The hulder's innate spellcasting ability is Charisma (spell save DC 14, spell attack bonus +6). The hulder innately casts the following spells, requiring no material components:

- At Will: *mending*, *minor illusion*, *shillelagh*
- 3/day each: *entangle*, *sleep*, *fog cloud*, *goodberry*
- 1/day each: *barkskin*, *gust of wind*

Speak with Beasts and Plants. The hulder can communicate with beasts and plants as if they shared a language.

Hulder Powers

Fae Charm (30 ft., DC 14), **Glamour** (DC 14), **Magic Resistance**.

Actions

Hulder Actions: Elf-Shot. (2d6 damage or DC 14), Fae Veil (+11), Light Footed.

Club. Melee Weapon Attack: +5 to hit (+6 to hit with *shillelagh*), reach 5 ft., one target. Hit: 1d4+3 bludgeoning damage, or 1d4+6 bludgeoning damage with *shillelagh*, plus elf-shot ability.

Grapple. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1d8+3 control damage.



The ice alf, like the fire elemental, is one of those rare elementals that wants to be on the Realms of the Field. It is not an “alf” at all—it has no relationship to the fae, other than being of similar size to a goblin.

A time long ago, an air elemental and a water elemental met in the Frostharrow. Perhaps under the influence of the Winterfae, they combined, and from that union emerged a creature that not only embodied living ice, but wanted to see the world frozen.

The Ice Alf resembles a semi-humanoid cluster of icicles that settle naturally into a form indistinguishable from other ice formations around it when still. Ice alfs dwell near cliffs where icy runoff forms icicles and mounds of ice on the ground, taking advantage of the terrain to lay ambushes.

These elementals are “native” to the Frostharrow, but are found in any region where ice encrusts the land.

Universally hostile, ice alfs attack any warm-blooded creatures that come near. They do not attack Winterfae and Alfar, nor elves (half-elves seem to inspire no fear or aversion in them) if other potential targets are available.



Ice Alf

CR: 1/2 (100 XP)

Small elemental, neutral evil,
Speed 30 ft., fly 30 ft.

STR	7	-2	Defenses			
DEX	13	+1	Threat DC	Hit DC	DR	Vigor
CON	10	0	11	21	0	21
INT	9	-1	Wound Thresholds			
WIS	11	0	Morale	Injury	KO	Death
CHA	12	+1	1	2-3	4-6	7+
			Control Thresholds			
			Grab	Grapple	Restr.	Incap.
			1	2-3	4-6	7+
			Proficiency: +2 Passive Perception: 12			

Skills: Perception +2,
Stealth +3

Senses: Darkvision 60 ft.

Languages: Aquan, Auran

Immunities: cold, poison,
poisoned

Death Burst. When the alf dies, it explodes in a burst of jagged ice. Each creature within 5 feet makes a DC 10 Dexterity saving throw, taking 1d8 slashing damage on a failed save, or as vigor on a successful one.

False Appearance. While motionless, the alf is indistinguishable from an ordinary ice shard.

Innate Spellcasting (1/Day). The alf can innately cast *fog cloud*, requiring no material components. Its innate spellcasting ability is Charisma.

Actions

Claws. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 1d4+1 slashing damage plus 1d4 cold damage.

Frost Breath (Recharge 6). The alf exhales a 15-foot cone of cold air. Creature in that area must succeed on a DC 10 Dexterity saving throw, taking 2d4 cold damage on a failed save, or as vigor on a successful one.

This coleopteran kvoldomur sows chaos through temptation and ruin as much as through direct action. By offering and denying glimpses of power, wealth, and debauchery to its targets, and occasionally providing real samples, the krabbári lures the temptable into its grip, where these useful fools can be used to destroy Midgard from within. A krabbári's favorite trick to enter Etera is to convince an arcanist that they are summoning a much less powerful creature—and then remorselessly possessing the summoner. From there, discord grows within the shadows of its influence.

The krabbári stands eight to ten feet tall in its true form, with six limbs: Two legs and four arms. The kvoldomur is crablike, with a hard, layered carapace on its back, and slabs of chitin and husk serving as reasonably effective armor. Two powerful humanoid arms are used for fine manipulation, striking, and wielding weapons if desired. The other four limbs are more crablike, with two oddly-hinged thick legs on which it walks upright matched up with powerful snapping pincers that grapples and crush.

This particular type of kvoldomur is one of the more-frequently encountered in the civilized realms of Etera, but as frequently as it might be *encountered*, it is rarely *seen*, as it makes frequent use of its innate *darkness* spell to mask the fact that its soothing, melodious voice is attached to a visage neither soothing or attractive in any way. It will frequently make use of *falleglygi* as tempting go-betweens, enough so that the clerics of Torengar know that where several lust-fiends are found working in concert, it is time to start looking for the krabbári controlling them.

Possession (Recharge 6). The krabbári can take control of a host. The target must make a DC 19 saving throw or be possessed. The fiend retains its skills, spells, Intelligence, Wisdom, and Charisma. It does not gain the proficiencies of the host. It controls the victim unless the body dies or it is forced out by Turning, dispel evil, or similar, or it chooses to leave. If forced out, it will do its level best to kill its prior host by way of thanks.



KRABBÁRI

CR: 9 (5,000 XP)

Large fiend (kvoldomur), chaotic evil,
Speed 40 ft.

STR	20	+5	Defenses			
DEX	15	+2	Threat DC	Hit DC	DR	Vigor
			12	24	4	157
CON	21	+5	Wound Thresholds			
INT	19	+4	Morale	Injury	KO	Death
			1-9	10-19	20-39	40+
WIS	17	+3	Control Thresholds			
CHA	16	+3	Grab	Grapple	Restr.	Incap.
			1-8	9-16	17-33	34+

Proficiency: +4 Passive Perception: 13

Skills: Arcana +8, Deception +7, Performance +7, Persuasion +7, Stealth +6

Resistances: cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks.

Immunities. Poison, Poisoned Condition

Vulnerability: radiant damage

Senses: truesight 120 ft

Languages: Abyssal, Common, telepathy 120 ft.

Innate Spellcasting. The krabbári's spellcasting ability is Intelligence (spell save DC 16). The krabbári can innately cast the following spells, requiring no material components:

- At will: *darkness* (lvl 3), *detect magic*, *dispel magic*, *magic weapon*
- 1/day: *fear*

Magic Resistance. The krabbári has advantage on saving throws against spells and other magical effects.

Confusion. Once per day, the krabbári can befuddle foes in a 10' radius if they fail a DC 16 Wisdom save. Each turn, on a failed save roll 1d6: (1) move in a random direction, (2-3) do nothing, (4-5) attack the nearest creature within range, (6) take a normal action. Roll each turn until a save breaks the spell.

Stun. Once per day, the krabbári can instantly stun a foe (no saving throw!) At the *end* of each turn, the victim may attempt a DC 16 Constitution save to recover.

Actions

Multiattack. The krabbári makes four attacks: two with its pincers and two with its fists. Alternatively, it makes two attacks with pincers or fists, and casts one spell.

Pincer. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 2d10+5 bludgeoning and control damage. The krabbári has two pincers, each of which can grapple only one target.

Fist. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 2d4+2 bludgeoning damage.

Weapon. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 2d8+5 with a sword, battle axe, or broad-bladed spear, enhanced with *magic weapon* at +2 potency.



Mountain cats are big, tawny cats with a robust build and tufted tails. They live in woodlands, hills, and low mountains. Mountain cats live in social groups called prides of to up to a dozen. Mountain cats native to the Frostharrow are white-colored, with dark spots.

During the day they are usually lazing about, they do most (but not all) of their hunting at night. They often hunt in groups, with pride members creeping under stealth to cut off escape routes, and then several lions charging and driving their prey into ambush. The lions will single out the most vulnerable victim if there are multiple targets (use the lion's Perception skill for this). A hunting lion will try to drag its victim down with its claws (grapple for a takedown) and then bite.

Mountain cats rarely intentionally hunt people, but anyone out after dark in lion territory risks being taken as a target of opportunity. They are a far greater threat to livestock and mounts.

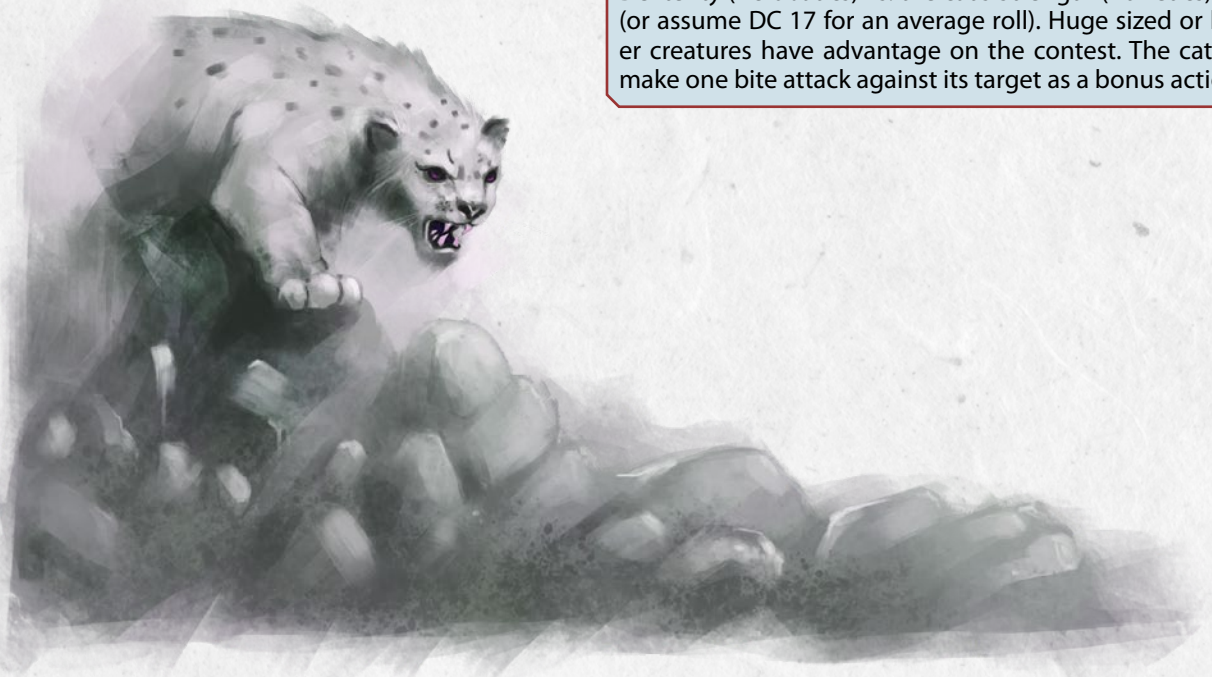
They weigh 300-450 lbs, but like most predators, they're not terribly tasty.

Fuzzy Sight. The lion has difficulty making out fine visual details (such as writing) and has disadvantage on Intelligence (Investigation) checks based only on sight.

Keen Hearing. The lion has advantage on Wisdom (Perception) checks that rely on hearing.

Leap. The lion can double the distance it covers when it jumps. It can treat a standing jump as a running jump.

Pinpoint Hearing. The lion can determine the location of anything that it can hear. It can attack and defend from anything it can hear without regard to whether or not it can see it.



MOUNTAIN CAT

CR: 1 (200 XP)

Medium beast, unaligned
Speed 50 ft., climb 40 ft.

STR	20	+5	Defenses			
DEX	13	+1	Threat DC	Hit DC	DR	Vigor
			11	21	0	26
CON	13	+1	Wound Thresholds			
INT	3	-4	Morale	Injury	KO	Death
			1-6	7-13	14-27	28+
WIS	12	+1	Control Thresholds			
CHA	7	-2	Grab	Grapple	Restr.	Incap.
			1-7	8-15	16-31	32+
Proficiency: +2			Passive Perception: 15			

Skills: Athletics +7, Intimidation +7, Perception +5, Stealth +5, Survival +3

Senses: blindsight 5 ft., darkvision 60 ft.

Languages: —

Actions

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 1d8+5 piercing and control damage.

Claws. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 2d6+5 slashing and control damage.

Pack Tactics. A cat can **Help** a fellow pride member in combat as a bonus action. This bonus action can only aid an ally to hit in combat.

Pounce. If the cat moves toward a target, attacks it with its claws, and exceeds the Threat DC, the target is knocked down unless they win a contest of Strength (Athletics) or Dexterity (Acrobatics) vs. the cat's Strength (Athletics) skill (or assume DC 17 for an average roll). Huge sized or larger creatures have advantage on the contest. The cat can make one bite attack against its target as a bonus action.



MOUNTAIN GOAT

Mountain goats seem to be magical when they're in their native environment, moving up sheer near-vertical surfaces and never putting a hoof wrong. They are grazers that eat the foliage that sprouts from mountainsides.

The males are solitary and belligerent, and may attack without warning. When in danger, they run up cliffs that few others can follow. The females tend to travel in small herds with their young.

A male goat will typically weigh about 200 lbs; a female about 150 (-1 to STR for the smaller sheep).

Keen Hearing and Smell. The goat has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Sure-Footed. The goat has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Weak Eyes. The goat has disadvantage on Wisdom (Perception) checks that rely only on sight against stationary creatures or objects, or to identify a creature or object based only on sight. It cannot make out fine details (such as writing) and will automatically fail Intelligence (Investigation) checks based only on sight.

MOUNTAIN GOAT

CR: 0 (10 XP)

Medium beast, unaligned

Speed 40 ft., climb 40 ft.

STR	10	+0	Defenses			
DEX	11	+0	Threat DC	Hit DC	DR	Vigor
			10	19	0	5
CON	12	+1	Wound Thresholds			
INT	3	-4	Morale	Injury	KO	Death
			1-3	4-6	7-12	13+
WIS	12	+1	Control Thresholds			
CHA	7	-2	Grab	Grapple	Restr.	Incap.
			1-2	3-5	6-10	11+
Proficiency: +2			Passive Perception: 11			

Skills: Athletics +2, Intimidation +2 (rams only), Stealth +2, Survival +3

Actions

Charge (billy goats only). If the goat moves toward a target, uses its ram attack, and exceeds the target's Threat DC, the target takes an extra 1d4 bludgeoning damage, and is knocked down unless they win a contest of Strength (Athletics) or Dexterity (Acrobatics) vs. the goat's Strength (Athletics) skill (or assume DC 12 for an average roll). Targets of lower size than the goat have disadvantage on the contest; larger creatures have advantage.

Ram (billy goats only). Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 1d4 bludgeoning damage.

Gore (nanny goats only). Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 1d4 piercing damage.





Mountain sheep, as with their fellow climbers the mountain goat, are grazers that eat the foliage that sprouts from mountainsides. They are solid and powerfully built, sporting large, backward-curved horns that promise pain and suffering to those that provoke a head butt.

The males are mostly harmless unless it's mating season, where they will engage in ramming contests with other males, or convenient adventurers.

A male sheep will typically weigh about 240 lbs; a female about 150 (-1 to STR for the smaller sheep).

Keen Hearing and Smell. The sheep has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Sure-Footed. The sheep has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Weak Eyes. The sheep has disadvantage on Wisdom (Perception) checks that rely only on sight against stationary creatures or objects, or to identify a creature or object based only on sight. It cannot make out fine details (such as writing) and will automatically fail Intelligence (Investigation) checks based only on sight.

MOUNTAIN SHEEP

CR: 0 (10 XP)

Medium beast, unaligned
Speed 40 ft., climb 40 ft.

STR 12	+1	Defenses				
DEX 11	+0	Threat DC	Hit DC	DR	Vigor	Vigor Dice
CON 12	+1	10	19	0	5	1d8+1
INT 3	-4	Wound Thresholds				
WIS 12	+1	Morale	Injury	KO	Death	
		1-3	4-6	7-13	14+	
CHA 7	-2	Control Thresholds				
		Grab	Grapple	Restr.	Incap.	
		1-3	4-6	7-12	13+	
Proficiency: +2		Passive Perception: 11				

Skills: Athletics +3, Intimidation +3 (rams only), Stealth +2, Survival +3

Actions

Charge (rams only). If the goat moves toward a target, uses its ram attack, and exceeds the target's Threat DC, the target takes an extra 1d6 bludgeoning damage, and is knocked down unless they win a contest of Strength (Athletics) or Dexterity (Acrobatics) vs. the goat's Strength (Athletics) skill (or assume DC 13 for an average roll). Targets of lower size than the goat have disadvantage on the contest; larger creatures have advantage.

Ram (rams only). Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 1d4+1 bludgeoning damage.

Gore (females only). Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 1d4 piercing damage.





MYLJA ORMUR (CRUSHING WORM)

A coiling, serpentine dragon, the mylja ormur's thick scales coat its body, with hardened bony plates along its back. The craggy head has jaws lined with jutting snaggle teeth, and a forked tongue flicks in and out of its mouth. Many varieties have crests, frills, or other decorations, and they come in an assortment of colors that blend in well with their environment.

Mylja orma lurk in thickets, swamps, and rocky jumbles; anywhere likely to impede the mobility of its prey while its slender, elongated form and low ground pressure let it move freely. They are excellent swimmers, found in lakes or ponds, and easily climb up walls, sheer cliffs, and tall trees to strike from above.

An mylja ormur tracks prey by scent trail, striking from ambush to envelop its victim in a muscular embrace, then squeezing the life out of it while ripping with its venomous fangs. A typical surprise attack occurs while the ormur is under cover—partially buried, hidden by brush, under the water's surface near shore, or from an overhanging branch.

If harassed, the ormur retreats down crevices or burrows where antagonists can't follow, or to difficult terrain where it has mobility advantage. If escape is impossible, the ormur coils and rears, growling, spitting, and hissing, while striking at anyone who comes too close. If engaged in close combat it wriggles and grapples while biting repeatedly.

Mylja Ormur Powers

All mylja orma have the following powers (see the **DRAGON HERESY INTRODUCTORY SET**, p. 208)

Ambush attack, **Camouflage**, **Hold Breath** (30 minutes), **Keen Smell**, **Slither**, **Swallow Whole**.

MYLJA ORMUR, HUGE

CR: 4 (1100 XP)

Huge dragon (lindorm), unaligned,
Speed 20 ft., swim 20 ft., climb 20 ft.

STR	24	+7	Defenses				
DEX	14	+2	Threat DC	Hit DC	DR	Vigor	Vigor Dice
			12	23	10	82	7d10+42
CON	22	+6	Wound Thresholds				
INT	5	-3	Morale	Injury	KO	Death	
			1-14	15-29	30-58	59+	
WIS	12	+1	Control Thresholds				
CHA	6	-2	Grab	Grapple	Restr.	Incap.	
			1-13	14-26	27-52	53+	
Proficiency: +3			Passive Perception: 13				

Skills: Intimidation +10,
Perception +4, Stealth +5,
Survival +4

Senses: blindsight 20
ft., darkvision 60 ft.,
tremorsense 120 ft.

Mylja Ormur Powers

Ambush attack (2d6), **Camouflage**, **Hold Breath** (30 minutes), **Keen Smell**, **Slither**, **Swallow Whole**, **Wrap**.

Actions

Multiattack. The ormur can attack once with its bite and once with constriction. It can simultaneously constrict up to two previously grabbed creatures of large size or smaller.

Bite. Melee Weapon Attack: +10 to hit, reach 15 ft., one creature. Hit: 2d6+7 piercing and control damage and 1d10 poison damage. If wounded, the target makes a DC 15 Constitution saving throw, taking an additional 1d10 poison damage and 1d4 levels of **exhaustion** on a failed save.

Constrict. Melee Weapon Attack: +10 to hit, reach 5 ft., one creature. Hit: 4d6+7 control damage.





Nasty-spirited minor fae, the goblinoids are used as thugs, minions, and troops by more powerful faerie lords. Left to their own devices, they become menaces and hooligans—doing mischief ranging from theft and cruel tricks to murder, and in large gangs, raids and warfare. Unfettered goblin bands are formed when an alfar or Winterfae forms a band for a task, and then abandons them, leaderless, when that task is completed or forgotten.

Goblinoids are a varied lot of diverse appearance. One may be green-skinned, with beady red eyes and an unnaturally wide mouth filled with shark-like teeth; another has an enormous nose making up most of its face, a hunched posture, scrawny-looking limbs, a pot belly, and an ox-tail; a third might be covered in thick fur, with snaggly protruding tusks and eyes of mismatched size.

Those not under the command of a greater fae will lair in faerie worlds made up of networks of tunnels. These can be located in nearly any terrestrial environment. They are not particularly fancy—goblinoids don't seem to have the knack or patience for creating faerie-land wonders. Instead, you have mazes full of hidden doors and secret passages, well defended with murder-holes, gates, and magic tricks.

They are mischievous and cruel. They delight in leading people into sucking bogs, getting them hopelessly lost, kidnapping people, and stealing babies. Those they capture are tormented gleefully. Some hunt alone, confounding and waylaying travelers, frolicking in their blood, and feasting on their corpses. Others roam in martial bands, raiding, burning, raping, and looting. Under the hand of a strong leader, they form the backbone of fae armies.

Goblinoids respect strength, toadying up to powerful leaders. Goblins in positions of authority love lording over underlings and abusing their position for personal gain. They are not the most reliable minions, and without supervision are easily side-tracked by mischief-making

GOBLIN ACTIONS AND POWERS

All goblinoids use the **glamour** power of the fae, and may have the following powers and drawbacks.

Creature of the Night (Power). The goblinoid has disadvantage on attack rolls and Wisdom (Perception) rolls based on vision when in full sunlight.

Innate Spellcasting (Action). The goblinoid's innate spellcasting ability is the higher of its Intelligence, Wisdom, and Charisma. The goblinoid innately can cast the following spells, requiring no material components:

- ♣ **At will:** *dancing lights, minor illusion, prestidigitation*
- ♣ **3/day each:** *silent image, detect magic*
- ♣ **1/day each:** *dispel magic*

Sneaky Step (Action). If unobserved by its prey, a goblinoid can go from its current location to a space large enough for the goblinoid to squeeze into up to its walking speed away, even if it seems impossible to get there (such as on the other side of a wall, or inside a locked cupboard). The goblinoid must be aware of its destination, but need not be able to see it at the time of the movement. If the space is too small for the goblinoid to fit or otherwise does not exist (or is within the protection of a ward) the goblinoid goes nowhere. This ability does not work if the goblinoid is in contact with iron.





GOBLIN

The smallest of the goblinoids, goblins are fast, sneaky, and clever. Consummate trap-makers, goblins have proficiencies with thieves' tools, the poisoner's kit, and the artisan tools needed to riddle goblin lairs with traps.

GOBLIN

CR: 1/4 (50 XP)

Small fae, chaotic evil,
Speed 30 ft.

STR	8	-1	Defenses				
DEX	14	+2	Threat DC	Hit DC	DR	Vigor	Vigor Dice
			12	22	1	7	2d6
CON	10	0	Wound Thresholds				
INT	13	+1	Morale	Injury	KO	Death	
			1	2-3	4-6	7+	
WIS	8	-1	Control Thresholds				
CHA	8	-1	Grab	Grapple	Restr.	Incap.	
			1	2-3	4-7	8+	
Proficiency: +2			Passive Perception: 9				

Skills: Sleight of Hand +4,
Stealth +4

Senses: darkvision 60 ft.

Resistances: bludgeoning,
piercing, and slashing

Languages: Common,
Sylvan

Immunities: charmed,
sleep

Goblin Powers

Creature of the Night, Glamour (DC 11)

Sneak Attack. 1d6 extra sneak attack damage.

Actions

Goblin Actions: Confound (1/day, DC 11), Fae Veil (+7), Sneaky Step (Recharge 6).

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1d4-1 piercing and control damage.

Claw. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1d6-1 control damage plus slashing damage equal to half the amount rolled.

Grapple. Melee Weapon Attack: +1 to hit, reach 5 ft., one target. Hit: 1d6-1 control damage.

Innate Spellcasting. Spell save DC 11, spell attack bonus +3

- At will: *dancing lights*, *minor illusion*, *prestidigitation*
- 3/day each: *silent image*, *detect magic*
- 1/day each: *dispel magic*

Nimble Escape. The goblin can take the Dash, Disengage or Hide action as a bonus action on each of its turns.

Shortsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1d6+2 piercing damage.

Shortbow. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 1d6 piercing damage. Critical on 19-20.





A hobgoblin is a man-sized goblin. Hobgoblins are cruel and clever, delighting in causing mayhem and accidents. Like goblins, hobgoblins have proficiencies with thieves' tools, poisoner's kit, and trapmaking artisan tools.

Hobgoblin Elder. These goblinoids receive special training in glamour and illusion from their faerie masters. They gain +2 to STR, INT, WIS, and CHA.

HOBGOBLIN

CR: 1/2 (100 XP)

Medium fae, chaotic evil,
Speed 30 ft.

STR	11	0	Defenses			
DEX	14	+2	Threat DC	Hit DC	DR	Vigor
CON	12	+1	14	24	1	9
INT	12	+1	Wound Thresholds			
WIS	10	0	Morale	Injury	KO	Death
CHA	9	-1	1-3	4-6	7-13	14+
			Control Thresholds			
			Grab	Grapple	Restr.	Incap.
			1-3	4-7	8-14	15+
Proficiency: +2			Passive Perception: 10			

Skills: Sleight of Hand +4,
Stealth +4

Senses: darkvision 60 ft.

Resistances: bludgeoning,
piercing, and slashing

Languages: Common,
Sylvan

Immunities: charmed,
sleep

Goblin Powers

Creature of the Night, Glamour (DC 11).

Actions

Goblinoid Actions: Confound (1/day, DC 11), Fae Veil (+7), Sneaky Step (Recharge 6).

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 1d6 piercing and control damage.

Claw. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 1d8 control damage and half that amount slashing damage.

Innate Spellcasting. Spell save DC 11, spell attack bonus +3

- At will: *dancing lights*, *minor illusion*, *prestidigitation*
- 3/day each: *silent image*, *detect magic*
- 1/day each: *dispel magic*

Nimble Escape. The hobgoblin can take the Dash, Disengage or Hide action as a bonus action on each of its turns.

Shortsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1d6+2 piercing damage.

Shortbow. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 1d6 piercing damage. Critical on 19-20.

Sneak Attack. 1d6 extra sneak attack damage.



A specific lineage of hobgoblin bred for battle, hobs are martial, brutal, and better at following orders, maintaining discipline, and keeping to a plan than most of their goblin-kin. Hobs live in martial groups under the command of a more powerful fae. They are muscular, hairy, and have protruding tusks, recessed black beady eyes, and large, pointed ears.

HOB CR: 1/2 (100 XP)

Medium fae, chaotic evil,
Speed 30 ft.

STR	13	+1	Defenses			
DEX	12	+1	Threat DC	Hit DC	DR	Vigor
CON	12	+1	14	24	6	11
INT	10	0	Wound Thresholds			
WIS	10	0	Morale	Injury	KO	Death
CHA	9	-1	1-3	4-6	7-13	14+
			Control Thresholds			
			Grab	Grapple	Restr.	Incap.
			1-3	4-7	8-14	15+
Proficiency: +2			Passive Perception: 10			

Skills: Intimidation +1, Stealth +2 (+3 without armor and shield)
Senses: darkvision 60 ft.
Languages: Common, Sylvan

Resistances: bludgeoning, piercing, and slashing

Immunities: charmed, sleep

Goblin Powers

Creature of the Night, Glamour (DC 10).

Actions

Goblin Actions: Confound (1/day, DC 10), Fae Veil (+4, +5 without armor and shield), Sneaky Step (Recharge 6).

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 1d6+1 piercing and control damage.

Claw. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 1d8+1 control damage and half that amount slashing damage.

Battleaxe. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 1d8+1.

Longbow. Ranged Weapon Attack: +2 to hit (+3 without armor and shield), range 150/600 ft., one target. Hit: 1d8 piercing damage.

Grapple. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 1d10+1 control damage.

Innate Spellcasting. Spell save DC 10, spell attack bonus +2

- At will: *dancing lights*, *minor illusion*, *prestidigitation*
- 3/day each: *silent image*, *detect magic*
- 1/day each: *dispel magic*

Martial Advantage. A hob can Help an ally in combat as a bonus action. This bonus action only aids an ally to hit in combat.





Malevolent animations of violence and evil, skeletons are either purposefully created, or arise when a powerful magical force, such as the landvaettr of a broken leyferð, takes up residence underneath the site of a battlefield.

Skeletons are dead corpses of which only the bones remain. The dark magic that creates skeletons strips any remnants of flesh.

The skeletons go where they are told, and remain in any structure or area if commanded to do so. If they arise naturally, on a battlefield for instance, they lie dormant until they sense a cluster of living beings nearby. Then they rise to create more of their own by killing the living.

Skeletons are used by (evil and unholy) spellcasters as soldiers, servants, and laborers. They carry out their instructions with precision, employing slow but reliable problem-solving skills to avoid challenges and obstacles. They will attack any living things that are not exempted from such treatment by their master (if the skeletons self-form, they will simply attack). They attack until destroyed, and use formation tactics if they knew them in life.



SKELETON

CR: 1/4 (50 XP)

Medium undead, lawful evil,
Speed 30 ft.

STR	10	0	Defenses			
DEX	14	+2	Threat DC	Hit DC	DR	Vigor
			12	22	1	13
CON	15	+2	Wound Thresholds			
INT	6	-2	Morale	Injury	KO	Death
			1-3	4-7	8-15	16+
WIS	8	-1	Control Thresholds			
CHA	5	-3	Grab	Grapple	Restr.	Incap.
			1-3	4-6	7-12	13+
Proficiency: +2			Passive Perception: 9			

Immunities: poison, exhaustion, poisoned

Vulnerabilities: bludgeoning

Senses: darkvision 60 ft.

Languages: understands all languages it knew in life, but can't speak

Actions

Shortsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1d6+2 piercing damage.

Shortbow. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 1d6+2 piercing damage.



SKELETON WARHORSE

Animated skeletons are among the lowliest of necromantic servitors. Though utterly loyal and incorruptible, they lack initiative, are unable to learn, and can't even speak.

Thus, they're mostly good for fighting, which they do as well as any warrior with similar stats. While unliving and tough (DR 1), they suffer double injury from crushing blows.

The skeletal warhorse either rises due to being created by necromantic magic, or through a poorly conducted or rejected sacrifice by impious scoundrels burying a coward or other damned soul. This particular mount was a sacrifice offered by a demon cult, and animated by the power of a dark ritual. The powerful animal knows how to fight, and really, what else is there for a skeletal warhorse?

SKELETON WARHORSE

CR: 1/2 (100 XP)

Medium undead, lawful evil,
Speed 60 ft.

STR	18	+4	Defenses				
DEX	12	+1	Threat DC	Hit DC	DR	Vigor	Vigor Dice
			11	21	1	22	3d10+6
CON	15	+2	Wound Thresholds				
INT	2	-4	Morale	Injury	KO	Death	
			1-7	8-14	15-28	29+	
WIS	8	-1	Control Thresholds				
CHA	5	-3	Grab	Grapple	Restr.	Incap.	
			1-7	8-14	15-28	29+	
Proficiency: +2			Passive Perception: 9				

Immunities: poison, exhaustion, poisoned

Senses: darkvision 60 ft.

Vulnerabilities: bludgeoning

Languages: —

Actions

Hooves. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 2d6+4 bludgeoning damage.





The Torengur are already strongly individualistic, and the solitary trapper takes that tendency to extremes. Eschewing even the rough society of Isfjall, they wander the countryside trapping animals for their meat and pelts. They provide much-needed animal products to folks, and a source of rumor and information about the goings-on in the wilds. All Torengur know that what goes on in the frontier eventually slithers, stomps, or phase-shifts into the more civilized parts of town.

The trappers tend to venture into the extensive woodlands north and east of Isfjall, and can be encountered at any time of year: their hardiness and survival skills are legendary.



SOLITARY TRAPPER

CR: 1/2 (100 XP)

Medium humanoid (any race), any alignment,
Speed 30 ft.

STR	11	0	Defenses			
DEX	16	+3	Threat DC	Hit DC	DR	Vigor
			12	22	1	31
CON	12	+1	Wound Thresholds			
INT	11	0	Morale	Injury	KO	Death
			1-3	4-6	7-12	13+
WIS	15	+2	Control Thresholds			
CHA	9	-1	Grab	Grapple	Restr.	Incap.
			1-3	4-7	8-14	15+
Proficiency: +3			Passive Perception: 15			

Skills: Nature +5, Perception +5, Stealth +6, Survival +5

Languages: any one language (usually Common)

Keen Hearing and Sight. The scout has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Actions

Multiattack. The scout makes two melee attacks or two ranged attacks.

Shortsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1d6+2 piercing damage.

Longbow. Ranged Weapon Attack: +4 to hit, ranged 150/600 ft., one target. Hit: 1d8+2 piercing damage.

Grapple. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 1d8 control damage.



THURS

Trolls are large and physically powerful fae. They have a stocky, muscular build, thick-fingered hands with rough claws, and short legs. They usually have pointed ears, a large nose, thick callused skin, sharp fangs or tusks, horns on their heads, shaggy hair, or animal-like tails.

Common in the mountains and deep forests, trolls make the entrance to their faerie homes among rock outcrops, standing stones, inside caves, or under bridges.

Trolls have a proclivity for kidnapping and eating people, thieving, and raiding homesteads. They shun sunlight, and mostly come out when it is twilight or overcast. Alfar or Winterfae use them as guards or warriors, and some hags take them for husbands. Trolls are more solitary and independent than goblins; They are willful and hard to control.

Thurs are dull-witted brutes. Very violent, they can be tricked by the quick thinking. They dress in rude furs and usually carry large clubs. Many happily serve powerful masters in exchange for regular food, a comfortable place to sleep, and better equipment.



THURS

CR: 2 (450 XP)

Large fae, chaotic evil,
Speed 40 ft.

STR	19	+4	Defenses				
DEX	8	-1	Threat DC	Hit DC	DR	Vigor	Vigor Dice
			9	19	4	59	7d10+21
CON	16	+3	Wound Thresholds				
INT	5	-3	Morale	Injury	KO	Death	
			1-7	8-15	16-30	31+	
WIS	7	-2	Control Thresholds				
CHA	7	-2	Grab	Grapple	Restr.	Incap.	
			1-6	7-13	14-27	28+	
Proficiency: +2			Passive Perception: 8				

Skills: Intimidation +0,
Stealth +1

Immunities: charmed,
sleep

Resistances: bludgeoning,
piercing, and slashing

Senses: darkvision 60 ft.

Languages: Common,
Giant, Sylvan

Troll Powers

Creature of the Night. The troll has disadvantage on attack rolls and Wisdom (Perception) rolls based on vision when in full sunlight.

Actions

Troll Actions. Fae Veil (+1).

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 1d6+4 slashing and control damage.

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 1d8+4 slashing damage.

Greatclub. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 2d8+4 bludgeoning damage.

Rock. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 40/150 ft., one target. Hit: 2d6+4 bludgeoning damage.

Grapple. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 2d6+4 control damage.



Larger than normal wolves, úlfjarl (wolf lords) target larger and more powerful prey using the same pack tactics of their smaller brethren. They will attack humanoids if they are hungry.

Úlfjarl are skilled coursing predators that have been feared and hated since before the dawn of history for their depredations on livestock and occasional attacks on people. Large, rangy, covered in shaggy hair, with upright ears and intimidating yellow eyes, the úlfjarl has an unnerving feral look about it. They walk with an easy lope that covers ground quickly. Wolves use penetrating, eerie howls to establish pack boundaries and to contact other members of their pack over long distances. They growl and snarl in threat, and whine in distress or to show submission, but they do not bark.

Despite their size and keen intellect (for wolves), the úlfjarl is not a mutant or dire animal. The real difference between the úlfjarl and the related dire wolf is that the úlfjarl hasn't (yet) developed a taste for human flesh, so their behavior is more akin to their smaller wolfy cousins. Wolves can be tamed, but are never domestic animals. They retain a willful and independent nature, destructive of houses and property with their chewing and scent marking. Nonetheless, they consider their owners as pack, and fight and die for them if necessary.

Endurance Sprinter. The wolf has advantage on Constitution checks to avoid exhaustion from sprinting.

Fuzzy Sight. The wolf has difficulty making out fine visual details (such as writing) and has disadvantage on Intelligence (Investigation) checks based only on sight.

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pinpoint Hearing. The wolf can determine the location of anything that it can hear, attacking and defending regardless of whether it can see it

ÚLFJARC

CR: 1 (200 XP)

Large beast, unaligned, 400 to 600 pounds
Speed 60 ft.

STR	15	+2	Defenses			
DEX	15	+2	Threat DC	Hit DC	DR	Vigor
CON	14	+1	12	22	2	37
INT	3	-4	Wound Thresholds			
WIS	12	+1	Morale	Injury	KO	Death
CHA	7	-2	1-6	7-13	14-27	28+
			Control Thresholds			
			Grab	Grapple	Restr.	Incap.
			1-7	8-14	15-28	29+
Proficiency: +2			Passive Perception: 13			

Skills: Athletics +4, Insight +3, Intimidation +4, Perception +3, Survival +3
Senses: darkvision 30 ft.

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 2d6+2 piercing and control damage.

Chase. The wolf can take a dash action as a bonus action.

Pack Tactics. A wolf can Help a fellow pack member in combat as a bonus action. This bonus action can only aid an ally to hit in combat.





VAETTR

A vaettr is the restless corpse of a warrior animated by bloodlust and hatred. The vaettr is created when a warrior is so fond of killing, maiming, and fighting without a good cause, that upon its death the choosers of the slain reject even its presence in the Death God's domain. Clinging to its lust for violence, it rises each night to claim more victims.

They are withered husks of fallen warriors, but with plenty of flesh remaining. They do not rot naturally, nor do they heal. The wounds taken in life (and in undeath) lie gaping upon them. They are grey-colored, with tattered, wispy hair. Many wear armor made of scavenged pieces—treat DR as half its usual value.

These restless dead dwell in ancient burial mounds during the day. They know instinctively how far from their barrow-home they may roam at night until they must return to avoid the rising sun.

Vaettr rise at twilight and roam freely at night, searching for new fights and new death. They attempt to kill anything living, drawn to warriors first, seeking to add new corpses to their own throng.

Vaettr are intelligent and *angry*. They cannot be bargained with. They employ tactics befitting their weaponry, and engage in ambushes and withdrawals. Vaettr are determined, dangerous fighters, and keep coming at a party until the vaettr are destroyed. Destruction of the vaettr is most frequently and most effectively accomplished by burning them in daylight. Vaettr destroyed in body, but whose spirit is not quenched by daylight fire, rise as haturljós.

If a vaettr that has amassed a retinue of vaettrhrogn is killed, the zombies head off in random directions. If they encounter a living creature, they attack it.

VAETTR

CR: 3 (700 XP)

Medium undead, neutral evil,
Speed 30 ft.

STR	15	+2	Defenses			
DEX	14	+2	Threat DC	Hit DC	DR	Vigor
			12	22	1-3*	45
CON	16	+3	Wound Thresholds			
INT	10	0	Morale	Injury	KO	Death
			1-4	5-9	10-18	19+
WIS	13	+1	Control Thresholds			
CHA	15	+2	Grab	Grapple	Restr.	Incap.
			1-4	5-8	9-17	18+
Proficiency: +2			Passive Perception: 13			

Skills: Perception +3,
Stealth +4

Resistances: necrotic;
bludgeoning, pierc-
ing, and slashing from
nonmagical attacks that
aren't silvered

Immunities: poison, ex-
haustion, poisoned

Senses: darkvision 60 ft.

Languages: the languages
it knew in life

Sunlight Sensitivity. While in sunlight, the vaettr has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The vaettr makes two longsword attacks or two longbow attacks. It can use its Life Drain in place of one longsword attack.

Life Drain. Melee Wounding Spell Attack: +4 to hit, reach 5 ft., one creature. Hit: 1d6+2 necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its Wound Maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its Wound Maximum to 0.

A humanoid slain by this attack rises 24 hours later as a zombie under the vaettr's control, unless the humanoid is restored to life or its body is destroyed. The vaettr has no more than twelve zombies under its control at one time.

Broadsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1d8+2 slashing damage.

Longbow. Ranged Weapon Attack: +4 to hit, range 150/600 ft., one target. Hit: 1d8+2 piercing damage.

Grapple. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 1d12+2 control damage.



A *vaknatré* is an ordinary tree given sentience and mobility by the awaken spell or similar magic. They may be used as a defense mechanism or as a detection or surveillance tool. Their much larger size than awakened shrubbery means that not only can they provide useful information, but they're a threat to human-sized creatures as well.

Awakened trees may have other attack modes based on their natural configuration. Coniferous trees can have potent ranged cutting attacks, and willow trees are found in both "whipping" and "whomping" varieties.

False Appearance. While the tree remains motionless, it is indistinguishable from a normal tree.

Multiattack. The *vaknatré* can attack with one slam and two grapples each turn.

Actions

Slam. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 3d6+4 bludgeoning damage.

Grapple. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 2d8+4 control damage.

VAKNATRÉ

CR: 2 (100 XP)

Huge plant, unaligned
Speed 20 ft.

STR	19	+4	Defenses			
DEX	6	-2	Threat DC	Hit DC	DR	Vigor
			8	18	5	59
CON	15	+2	Wound Thresholds			
INT	10	0	Morale	Injury	KO	Death
			1-9	10-19	20-38	39+
WIS	10	0	Control Thresholds			
CHA	7	-2	Grab	Grapple	Restr.	Incap.
			1-8	9-17	18-34	35+
Proficiency: +2			Passive Perception: 10			

Vulnerabilities. fire

Resistances. bludgeoning, piercing

Languages: any one language (usually Common)





WOLF

Wolves are skilled coursing predators that have been feared and hated since before the dawn of history for its depredations on livestock and occasional attacks on people. Large, rangy, covered in shaggy hair, with upright ears and intimidating yellow eyes, the úlfjarl has an unnerving feral look about it. They walk with an easy lope that covers ground quickly. Wolves use penetrating, eerie howls to establish pack boundaries and to contact other members of their pack over long distances. They growl and snarl in threat, and whine in distress or to show submission, but they do not bark.

Their usual prey is deer and other meat animals common to humans, which is why humans find them a threat and a pest. Plus there's that whole Fenrir thing. They will attack humanoids if they are hungry.

The typical Torengar wolf weighs about 150 lbs.



Endurance Sprinter. The wolf has advantage on Constitution checks to avoid exhaustion from sprinting.

Fuzzy Sight. The wolf has difficulty making out fine visual details (such as writing) and has disadvantage on Intelligence (Investigation) checks based only on sight.

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pinpoint Hearing. The wolf can determine the location of anything that it can hear, attacking and defending regardless of whether it can see it.

Wolf

CR: 1/4 (50 XP)

Medium beast, unaligned, 80 to 100 pounds
Speed 60 ft.

STR	10	0	Defenses			
DEX	15	+2	Threat DC	Hit DC	DR	Vigor
			12	22	1	11
CON	12	+1	Wound Thresholds			
INT	3	-4	Morale	Injury	KO	Death
			1-3	4-6	7-12	13+
WIS	12	+1	Control Thresholds			
CHA	7	-2	Grab	Grapple	Restr.	Incap.
			1-3	4-6	7-12	13+
Proficiency: +2			Passive Perception: 13			

Skills: Athletics +3, Insight +3, Intimidation +3, Perception +3, Survival +3

Senses: darkvision 30 ft.

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1d8+2 piercing and control damage.

Chase. The wolf can take a dash action as a bonus action.

Pack Tactics. A wolf can Help a fellow pack member in combat as a bonus action. This bonus action can only aid an ally to hit in combat.



Zombies are shambling, clumsy, and have barely enough cognitive or animating function to move. They are frequently created as hordes for fell purposes, or as mindless labor for an inevitably-wicked purpose.

Vaettrhrogn (wight-spawn) are a particular type of zombie. Unlike arcane zombies, which are the product of purposeful dark magic, the vaettrhrogn arise because the animating power of a vaettr binds the spirit of a slain victim to the vaettr. They become animate corpses, preserved to serve in mute barbarism at the vaettr's command.

When the vaettr commanding the zombies die, the zombies wander off randomly, killing everything in their path. These creatures are mindless servants, not acting unless instructed to do so. When ordered to attack (or predisposed to do so by prior instructions), they take the most direct, obvious route to a target, regardless of impediments or terrain. If this results in a zombie walking off a ledge or clawing futilely at a victim it cannot reach due to an intervening obstacle, the zombie does not take action to avoid the barrier unless instructed by a more capable mind. A disarmed zombie will not stoop to recover a lost weapon.

ZOMBIE (VAETTRHROGN)

CR: 1/4 (50 XP)

Medium undead, neutral evil,
Speed 20 ft.

STR	13	+1	Defenses			
DEX	6	-2	Threat DC	Hit DC	DR	Vigor
			8	18	0	22
CON	16	+3	Wound Thresholds			
INT	3	-4	Morale	Injury	KO	Death
			1-4	5-8	9-17	18+
WIS	6	-2	Control Thresholds			
CHA	5	-3	Grab	Grapple	Restr.	Incap.
			1-2	3-5	6-11	12+
Proficiency: +2			Passive Perception: 8			

Immunities: poison, poisoned

Senses: darkvision 60 ft.

Languages: understands the languages it knew in life but can't speak

Undead Fortitude. If damage reduces the zombie to 0 vigor, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 vigor instead.

Actions

Slam. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 1d6+1 bludgeoning damage.

Grapple. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 1d8+1 control damage.



Rival Claim

NORTH



Feet

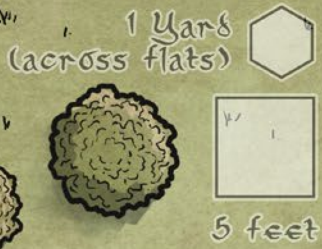


5 feet



1 Yards
(across flats)

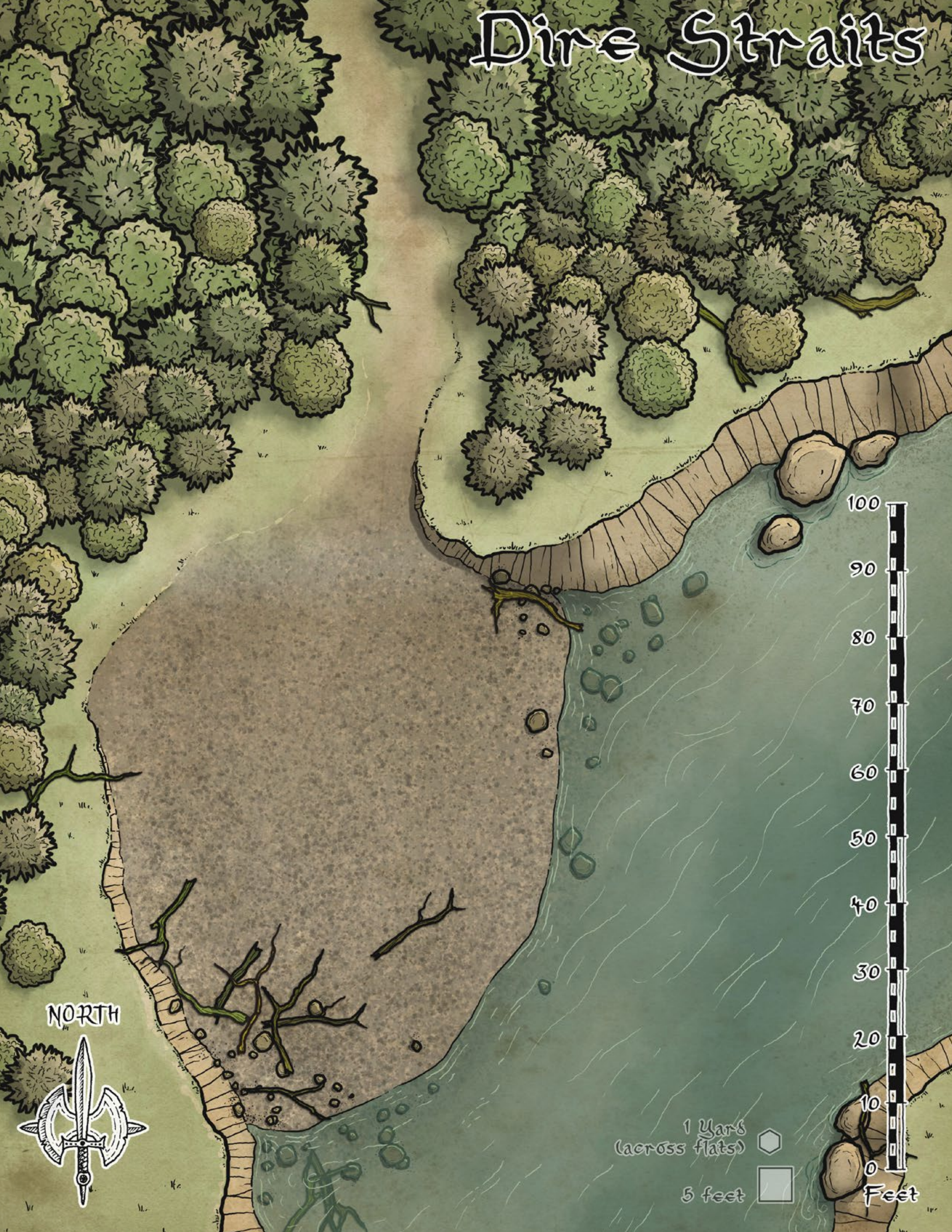
Graspin' Aspen Spruce Noose



NORTH



Dire Straits



NORTH



1 Yard
(across flats)



5 feet



Feet

1 Yard
(across flats)



5 feet



NORTH



When
Goblins
Attack

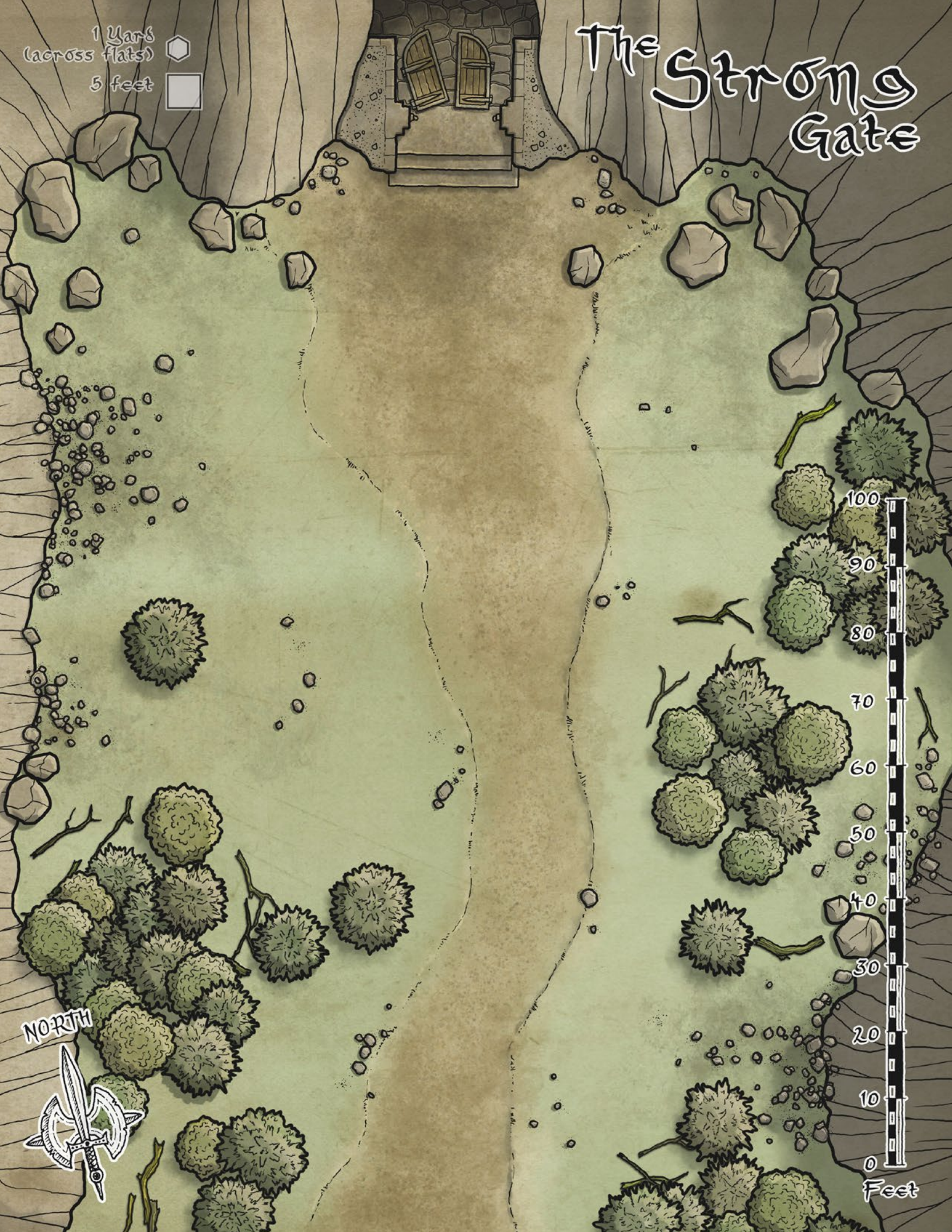
1 Yard
(across flats)



5 feet



The Strong Gate



100

90

80

70

60

50

40

30

20

10

0

Feet

NORTH



Inside the Hall Lower Level

5 feet
1 Yard
(across
flats)





Inside the Hall Upper Level



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DRAGON HERESY



INTRODUCTORY SET

by Douglas H. Cole



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- Rules refined from the 5th edition of the world's most popular fantasy RPG





If converting the adventure from Dragon Heresy to 5e on the fly, the only items that need to be figured are reverse conversions back to Armor Class, removing some of the more detailed stats from the Dragon Heresy rules, which provide a bit more gritty play.

If converting a monster, if an equivalent creature can be found fully statted up in another book, save yourself the trouble: just use it. Where monsters are unique to the game system or the adventure, convert as follows:

ARMOR CLASS

Where Dragon Heresy uses Threat DC, Hit DC, and DR to describe how difficult it is to hit a creature, 5e just uses armor class.

Start with the creature's Threat DC. Then take the creature's DR, and divide it by the modifier for Size under the CM Modifier column on p. 102 (A large creature with DR 6 has an equivalent of DR 4 after normalizing for Size).

$$\text{ARMOR CLASS} = \text{THREAT DC} + \text{ADJUSTED DR}$$

WOUNDS, VIGOR, AND DAMAGE

Ignore wounds. A creature has Hit Dice equal to Vigor Dice, and Hit Points equal to vigor.

Damage. Attacks with “normal” or “mundane” damage types—bludgeoning, piercing, and slashing—carry over as is. Attack types that call for a saving throw have their damage doubled. A spell that does 2d10 wounds, or inflicts vigor on a successful saving throw, do 4d10 hit points, half-damage on a save instead.

Psychic damage is a special case: that damage carries through as is.

When in doubt, err on the side of scary. The Aesir frown on wimpy monsters.

The following page is brief introduction to the grappling rules, usable with 5e to make encounters with grabby monsters more entertaining.

EXAMPLES

A **Vaetttrhrogn** has Threat DC 8 and DR 0; it converts to Armor Class 8. It is a 3d8+9 Hit Die monster with 22 Hit Points. Its attacks translate as-is; the grappling attack can be used with the rules on the next page.

An **Úlfjarl** has Threat DC 12 and is a medium creature with DR 1. It's Armor Class is 13. It has 2d8+2 Hit Dice and 11 HP.

The **Ice Alf** has Threat DC 11, and is a small creature. It has DR 0, so it doesn't matter: Armor Class is 11. It is 6d6 Hit Dice and 21 Hit Points. It's Death Burst inflicts 2d8 slashing damage on a failed save, half damage if the save is successful.





ONE PAGE DUNGEON GRAPPLING

This quick-reference guide gives the basics of how to grapple in 5e using the alternate grappling rules presented in **DRAGON HERESY** or the **DUNGEON GRAPPLING** supplement. Grappling actions utilize the same kinds of die rolls and mechanics as primary weapons: A grapple is a variation of a melee attack that does damage with the *control* type.

HOW TO GRAPPLE

There are three important concepts: The attack roll, the defense target number, and the effect roll.

- Grappling Attack Roll.** Make a melee attack: Roll 1d20 + your Athletics proficiency to hit. You must overcome the Grapple DC. [S&W: roll 1d20 + Strength Bonus]

Attacks to establish a grapple (no control has yet been scored) provoke an opportunity attack, if available.

- Grapple DC.** This is the target number, analogous to Armor Class, that must be overcome to hit with a grappling attack.

$$\text{GRAPPLE DC} = 10 + \text{ATHLETICS OR ACROBATICS BONUS} + \text{UNARMORED DEFENSE (IF ANY)}$$

$$\text{DESCENDING GRAPPLE DC [S\&W]} = 9 - \text{STR OR DEX BONUS}$$

- If the target has one or more control points on them, the attacker may execute applicable techniques listed in After a Grapple. These follow-ups do not provoke opportunity attacks.
- Grappling Damage.** A successful hit deals damage, with the control damage type (called control points). Player characters roll based on their Hit Die type: Wizards roll 1d6 [Magic-Users roll 1d4 in S&W], Fighters roll 1d10 [1d8 in S&W], etc. Add the Strength bonus to grappling damage rolls.
- Monsters' grappling damage is based on their size, sometimes adjusted for capability, and also adds the Strength bonus to the damage. See the **Size Adjustment table**.

GRAPPLING EFFECTS

Compare the current total of applied control points vs the target's Control Maximum (CM), and apply the effects shown on the Control Point Effects table. [CM equals HP in S&W.]

$$\text{CM} = [\text{STR} + \text{DEX BONUS} + 2 \times \text{PROFICIENCY}] \times \text{CP MODIFIER}$$

AFTER A GRAPPLE

These are some possible actions after a grapple, with a brief explanation of the mechanics invoked. For more details, and more options, check out **DUNGEON GRAPPLING**.

- Attack (Grapple).** Attack to build up more control. Make a grappling attack vs. the Grapple DC. If you hit, inflict your usual control damage.
- Counter-Grappling.** Attack to remove control points applied on you by foes. Counter-grappling does not provoke opportunity attacks. Make a grappling attack against the foe's Grapple DC. If you hit, roll your control damage, and remove up to that many control points being applied to you.
- Injure the Foe (Grappling).** Once you have built up control, you may spend those points to injure your opponent. Make a grappling attack roll vs. the foe's Grapple DC. If you hit, you may roll damage as HP of injury, rolling an X-sided die for every X point spent. Spending CP may change your foes **Condition**.

Example: A fighter has accumulated 23 control points on a foe. After a successful grappling attack roll, she spends 12 of them, rolling 3d4 damage to HP, and retains 11 control.

- Takedown.** You must have your foe in at least the Grappled condition. After a successful Grappling Attack roll, spend control points equal to your foe's CM/5 and the foe is rendered prone.
- Shove.** A non-grappling method of knocking a foe down or away. If you win a Contest of Athletics, you may push your foe 5' away from you or knock it prone (attacker's choice).

GRAPPLING EFFECTS

Compare the current total of applied control points vs the target's Control Maximum, and apply the effects shown on the **Control Point Effects** table.

MONSTER SIZE ADJUSTMENT TABLE

SIZE	CM MODIFIER	BASE GRAPPLING DAMAGE
Tiny	× ½	1d4
Small	× ¾	1d6
Medium	× 1	1d8
Large	× 1.5	2d6
Huge	× 2	2d8

CONTROL POINT EFFECTS TABLE

CP INFLICTED UP TO CONDITION EFFECTS

1/5 Control Maximum	Grabbed	Can't move without dragging foe
1/2 Control Maximum	Grappled	Speed halved; speed bonus lost; no reactions
Control Maximum	Restrained	Speed 0; Attacks vs restrained have advantage; restrained has disadvantage when they make attacks or Strength/Dexterity saving throws
Greater than CM	Incapacitated	Can't take actions or reactions, or move; may be carried as pure encumbrance



LOST HALL OF TYR is easily converted to play with the **SWORDS & WIZARDRY COMPLETE** core rulebook, and therefore nearly any “old-school” ruleset. There are two areas that need tweaking: skill tests and monster stat blocks.

SKILLS AND ATTRIBUTES

Old-school rules do not rely on skills or skill tests except for a few special cases (bending bars, thieves’ skills, etc.). **DRAGON HERESY** and **FIFTH EDITION** make skills subsets of an attribute. Grafting a skill-challenge system onto the core rules requires little fuss.

Skill Basis. The **DRAGON HERESY** skills listed in the adventure main text are all rolled up into ability scores:

- ♣ **STR.** Athletics
- ♣ **DEX.** Acrobatics, Sleight of Hand, Stealth
- ♣ **CON.** There are no CON-based skills
- ♣ **INT.** Arcana, History, Investigation, Nature, Religion
- ♣ **WIS.** Animal Handling, Insight, Medicine, Perception, Survival
- ♣ **CHA.** Deception, Intimidation, Performance, Persuasion

Skill Tests. All skill tests are roll-under: 1d20 equal or lower than a modified ability score. Die roll targets are delineated in play in square brackets as [DEX +3] or [INT -2], indicating that the 1d20 is rolled against the character’s DEX+3 or INT-2, respectively.

Class and Level. All characters add one-quarter their hit dice (round normally, so at 3rd level you pick up a +1) to their ability scores (*not* passive perception). A 5th level character adds +1 to his target number for all active skill rolls.

Class bonuses are also provided due to practice and knowledge. Good attributes are their own reward. There are no special bonuses to skill tests for racial features.

Difficulty Class. Each test in the adventure is provided with a Difficulty Class (DC) that describes the level of challenge for the test. Convert the DC to an attribute modifier by subtracting the DC from 14 and dividing the result by two (drop fractions):

$$\text{TEST DIFFICULTY ADJUSTMENT} = (14 - \text{DC OF TEST})/2$$

A DC 8 test adjusts the target attribute by +3, a DC 14 check is no bonus, and a DC 19 check is performed at -2 to the attribute score.

Passive Perception. Convert a passive Perception requirement to a **S&W** wisdom requirement. As with skills, **S&W** Wisdom requirements are given in square brackets: [WIS 12].

$$\text{WISDOM} = 10 + (\text{PASSIVE PERCEPTION} - 11)/2$$

SPECIFIC TRUMPS GENERAL

The skill test guidelines above provide guidance for how challenging a task might be where a die roll is required—but if the system you are using already has rules for something (Bend Bars/Lift Gates, Find Traps or Climb Walls, etc), use those instead if they will provide a smoother game-play experience. As always, let the players be clever: if they come up with the answer themselves, no die roll is needed. This is

especially true for passive perception, where player-GM interaction often replaces die rolls.

ATTRIBUTE	+3 TO TARGET NUMBER	+1 TO TARGET NUMBER
Strength	Fighter, Paladin, Ranger	Assassin, Monk
Dexterity	Thief	Assassin, Monk
Constitution		Fighter, Druid, Monk
Intelligence	Magic-User	Assassin, Cleric, Druid
Wisdom	Cleric	Druid, Ranger, Magic-User, Monk
Charisma		Assassin, Druid, Paladin, Thief
Passive Perception	Assassin, Ranger, Thief	Druid, Fighter, Monk



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