

DUNGEON
GRAPPLING

LOST HALL OF TYA

WRISTENH

BY DOUGLAS COLE





A CHALLENGING ADVENTURE FOR 4 TO 8 CHARACTERS OF LEVEL 4-7

THE KEYS TO THE LOST HALL ARE FOUND!

Deep in the Frostharrow, near the northwest border of Torengar, a band of adventurers is deceived and nearly destroyed by a powerful Alfar sorceress as they pursue raiding hobgoblins. Through bravery and sacrifice, they deny her possession of a lost holy relic. The Tiwstakn: the key to finding the legendary Lost Hall of Tyr.

With most of the jarl's warriors and freeholders called south by the King's need, the priests of Tyr call for the stalwart to venture into the Frostharrow, rediscover the Lost Hall, and return the holy writings from within. They must journey into the wilds, guided only by their wits, old legends, and a warning:

*Strength and Sacrifice from those
who seek the Domstollinn*

Lost Hall of Tyr is a Fifth Edition and Swords & Wizardry-compatible adventure scenario designed for four to eight characters of level 4-7 (28-32 total levels are recommended). Within the book you will find:

-  A BRIEF INTRODUCTORY SETTING AND BACKSTORY FROM WHICH TO LAUNCH THE ADVENTURE
-  ADVICE ON MODIFYING THE SCENARIO FOR OTHER SETTINGS
-  RULES FOR WILDERNESS SURVIVAL
-  A TWO-PAGE **DUNGEON GRAPPLING™** QUICK-START
-  A BESTIARY CONTAINING EVERY CREATURE ENCOUNTERED IN THE ADVENTURE

**Survive the journey
Vanquish your foes
Rediscover the lost hall
Claim your reward**



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**DUNGEON
GRAPPLING**
LOST HALL OF TYR
 DOMSTOLLINN

**AN RPG ADVENTURE SCENARIO
WITH SUPPORT FOR DUNGEON GRAPPLING.
FOR FIFTH EDITION AND SWORDS & WIZARDRY**

SUBSYSTEM DESIGN: Douglas H. Cole

WRITING: Douglas H. Cole

EDITING: John Adamus

PUBLISHER: Gaming Ballistic, LLC

ART DIRECTION: Douglas H. Cole

COVER ART: Juan Ochoa (art) and Todd Crapper (layout)

INTERNAL ART: John Blaszczyk, Michael Clarke, Gerasimos Kolokas, Juan Ochoa, Rick Troula, and Roland Warzecha

LAYOUT AND TITLE DESIGN: Todd Crapper

CARTOGRAPHY: Cornelia Yoder

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STYÐJA (CHARACTER AND PORTRAIT)

Arthur Von Eschen, Vaughn Romero





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— RERHPIHTT TRR —





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 5e, the *PATHFINDER ROLEPLAYING GAME*, and *SWORDS & WIZARDRY* (and as a result, it applies with modifications to similar rulesets, such as *ACKS* or even *GAMMA WORLD*). 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.

DUNGEON GRAPPLING grabs the same concepts used to smite a foe with your sword and finds them perfectly appropriate when applied to grappling. The attack roll, target number, and effect roll are all unified with the primary attack mechanic in the context of grappling to minimize special cases and maximize speed of play and fun.

Grapple by making a normal hit roll (adding your bonus if you are proficient in Athletics, the 5e grappling skill), and if you exceed the Grapple DC—think of it as ‘Armor Class for grappling’—you roll damage, based on the hit die for your class and your Strength modifier. *DUNGEON GRAPPLING* introduces the “control” damage type. The more control damage you accrue, the more restrained the foe.

Each monster in *LOST HALL OF TYR* is detailed in its Bestiary, complete with stats for grappling attacks (and the equivalent of a hit point maximum for grappling) that will be instantly familiar to even novice players of the game in any edition.

You can immobilize, trade control for injury (representing a wrenched limb or joint lock), execute takedowns, throws, or disarms, and many other dynamic options. A simplified two-page version of the alternate rules for *DUNGEON GRAPPLING* appear at the end of this book. The options are deliberately kept to the most common choices.





The **LOST HALL OF TYR** scenario can also be run as-is without **DUNGEON GRAPPLING**, though of course that's not recommended, wouldn't be prudent, and might cause Yellowstone to erupt at any moment.

GRAPPLE TO VICTORY

Grappling inflicts control damage, and this pathway to incapacitating your foe does not depend on their hit points. As a result, some challenges are surprisingly tricky. An encounter involving 12 or 15 goblins is a Hard encounter for a half-dozen 4th level characters using the regular rules, but a suit of heavy armor does not help you avoid being grappled. Being “dogpiled” by many small foes quickly becomes a dangerous impairment if one isn't careful and fails to mind their surroundings. Characters that are poor grapplers should keep foes at a distance; others who are optimized as grapplers can render helpless and freely slay an otherwise dangerous monster through solid teamwork. Incapacitated means *incapacitated*, after all.

Magical spells with binding or restrictive effects are re-cast to inflict control damage as well: *web*, for example, throws down a potent grapple on foes (spell conversions are in the full **DUNGEON GRAPPLING** book). These things change the flavor of the encounter to be a bit more variable, and are resolved on a different scale than the usual Hit Points or saving throws.

LOST HALL CONVENTION PLAY

Designed to offer several pathways that arrive at a McGuffin—holy writings that the local priesthood thought lost—the choices were few by design. The party would find the hidden portal, or they would not. They would either choose to head for the back entrance and complete a difficult physical challenge to gain entry to the tower, or they would head for the front door.

Along the way, each pathway presented several encounters, each slightly different, though all of them could make extensive use of the control point mechanic presented as the core conceit of **DUNGEON GRAPPLING**. Bypassing or avoiding some of the encounters were viable options: While the choices

were few, they were real.

Why could? Well, while the monsters made use of them where appropriate, the player characters were not forced to do so. They could hack and slash to their hearts content, should they have so desired.

THE SWORDS AND WIZARDY CONVERSION

The **SWORDS & WIZARDRY conversion** was created during the Kickstarter for Lost Hall, and featured conversions in spirit as well as **re-imagining some of the creatures in the more parsimonious stat-block style of the S&W rules**. Most of the adventure stands as-is, but guidance has been provided for converting skill tasks to simpler, optional rules where desired. Player skill rather than character abilities play a larger role in the old-school gaming experience, so skipping the die rolls and just letting the players stew in their own juices is a viable option.

CLOSING TO GRIPS

I hope you enjoy **LOST HALL OF TYR**. It highlights the differences that the control damage type induces, and provides hours of fun play that can be expanded if desired and truncated if needed.

A final word: the scenario location is set in Etera, which is part of the original setting that is embedded in the forthcoming **DRAGON HERESY RPG**. **DRAGON HERESY** originated the rules for **DUNGEON GRAPPLING**, and so it was a natural to showcase the rules in their native setting.

For more monsters, more adventure, and a whole bunch of alternate awesomeness that builds on the very good **SRD5.1** rules base . . . stay tuned!

Douglas Cole
Gaming Ballistic, LLC

Aug 2017





SWORDS & WIZARDRY CONVERSION NOTES

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.

SKILL TESTS

Old-school rules do not rely on skills or skill tests except for a few special cases (bending bars, thieves’ skills, etc.). **FIFTH EDITION** makes skills subsets of an attribute. Grafting a skill-challenge system onto the core rules requires little fuss.

SKILL BASIS. The **FIFTH EDITION** 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

| 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 |

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.



INTRODUCTION

The following background information sets the stage for the upcoming quest. If dropping the adventure into an existing campaign, see *Alternate Settings* for how to tweak the circumstances to allow an easier fit.

ISFJALL (BACKGROUND)

The quest to find the Dómstóllinn begins in the realm of Torengar, at its northwestern border. Torengar is perhaps 250 miles east to west, and 400 miles north-to-south, situated at between 45 and 51 degrees latitude. While the eastern border meets the ocean at the Reithur Sea, the western border is entirely mountainous. The winters in the west of the country are very, very cold. To the northwest of Torengar sits the Vesturham mountain range, the northern portions of which are called “The Frostharrow.” They are tall, perpetually ice-covered crags.

ISFJALL AND SURROUNDS

The city of Isfjall is the second-most northerly in all Torengar, and is unquestionably the farthest west. Nestled at the foot of the Vesturham Range, venturing north 20 or 30 miles will put a traveler within the

grip of the Frostharrow, ancestral stronghold and homeland of the powerful and capricious Winterfae. 120 miles to the north and east is the river Leithá, beyond which lies the dangerous wastes of Tanalor, home to fae, lizardfolk, kobolds, and the occasional ormur or dragon.

The realm of Torengar is “Norse-like” in culture and background. They worship and commune with the Asgardians, and the culture of independence and boldness common to those that go Viking for fun and profit is a good backdrop for adventure.

In short, venturing North from Isfjall is dangerous and gets more so with each mile traveled. There are valuable minerals and rocks (the granite of the Vesturham range and lower Frostharrow is highly sought after, called “goldstone” for its remarkable appearance) to be had, and the Wodenain (Odin’s



River) can be used to transport the take hundreds of miles east . . . all the way to Raven's Bay and the port city of Leira. Even isolated as it is, it is a wealthy and prosperous city, producing ores, building stone, and fine lumber from two old-growth forests. It would grow overpopulated and crowded . . . except it is the farthest population center in the north and west, and its bitterly cold winters keep all but the hardiest away.

GYRID'S SACRIFICE

The scenario begins immediately following the return of the remnants of a deadly excursion into the forest north of Mosfell and Isfjall. The usual town guard and huscarls, personal household troops of the jarls, were called away far to the south to satisfy the King's urgent appeal—it greatly behooved the hajarls and jarls of the great houses to honor this royal request. As a result, there were only enough guards to maintain a fragile order. Adventurers and freemen (karls) are frequently called on to perform expeditionary tasks, taking the fight to the enemy whenever a threat appears.

In this case, the threat was dozens of hobgoblins raiding, despoiling and destroying farmsteads, killing livestock, and generally making a deadly nuisance of themselves. The adventurers, a party eight strong and all devotees of Tyr, volunteered for the job. They made reasonable work of nine of the hobgoblins, catching them after a raid in a well-planned ambush. Equipped with bronze mail, light wooden shields, and carrying mediocre bows and bronze single-edged swords, spears, and axes, the hobgoblins left a trail that presumably led back to the main force. The party followed these tracks.

It was following this ambush that the party came across a young woman calling herself Una. She looked harried and battered. She'd survived through clever and rough action, but was rightfully fearful of running across more hobgoblins. Aeirik, a warrior from Tyr's temple guard, was completely taken with her, insisting Una travel with them under the party's protection. Gyrid, a fledgling paladin of Tyr, was more skeptical, but could detect nothing about her that would either confirm nor deny anyone's fears. They

ventured on, more north and more west by the day.

As she became more comfortable with the adventurers, Una revealed that the hobgoblins were looking for something: a fabled lost key to the Dómstóllinn, a stronghold of Tyr, god of War, Law, and Justice. It was said to contain prose, poetic verse, and notes written by Tyr personally. The hall could only be found and entered if one had a key or special token, which could penetrate the illusion disguising the place. As a devotee and paladin of Tyr, Gyrid was especially familiar with this tale. If the hobgoblins knew of where to find this key, she was duty-bound to get there first.

A storm screamed out of the mountains; it was somewhat early for that kind of weather, but not unheard of. The hobgoblins were forced to make camp, and the party was then able to catch up to them, and slaughter the nearly-frozen monsters to the last creature, though two of the companions fell to hobgoblin arrows and axes. One of the slain hobgoblins had a fragment of old verse on its corpse; Gyrid deciphered it, and together they all set a hard pace towards the location.

Una's bond with Aeirik strengthened over the distance, and when they arrived at the still, mirror-like lake that Gyrid claimed was likely to be the repository of the key, Aeirik claimed the task of retrieving it. He dove into the surprisingly deep, cold glacial pool, and the water made not a ripple as he entered: it was clearly enchanted. The water heaved and become naturally fluid again after some time: Aeirik had the key, ending whatever spell had been lain on the place. His arm and head broke the surface of the water, a victorious cry on his lips.

The "key" in his raised fist didn't much look like a key at all, but rather a short rod of iron inlaid with runes in copper and silver, perhaps an inch in diameter and less than a foot long,

Without warning, winter exploded through the glade. Aeirik was flash-frozen in unnatural ice, his arm still extended from its now-solid surface, his face frozen in interrupted triumph. Una had cast aside a



GYRID'S OATHBLADE

The act of sacrifice Gyrid performed to see to it that Tyr's key made it back to his servants in Isfjall was communicated to Tyr by several Valkyries who were watching the events of the negotiation with Elunad unfold. The bravery and sacrifice—much like his own to Fenris—pleased him greatly, and he personally blessed her sword.

The oathblade is treated as a magical longsword against all foes, and as a +1 magical weapon against creatures of fae origins. Its damascene workings show sharply in any sort of light, and in the moonlight, the runic sign of Tyr glitters on the blade.

powerful glamour and blasted the adventurers with cold power. She revealed herself as Elunad, High Lady of the Winterfae, a powerful and dangerous fae sorceress, the subject of stories in the northwest told to frighten children. And adults, for that matter. Elunad destroyed the druid and wizard in the next instant, lashing them with the power of winter made manifest. The party was reduced to three.

Before Elunad could seize the treasure, Gyrid claimed it formally in the name of Tyr, naming the object,



Tyr, and sealing it to herself through Tyr's blessing with prayer. It was a risky move, but Tyr had intervened personally. Elunad could not claim the key, and thus Tyr's hall and its contents, unless Gyrid parted with it willingly, which she was clearly not prepared to do. A traditional riddle challenge was offered and accepted; should Gyrid lose, Elunad would kill them all. If Gyrid should win, the key would remain in the human world and the party would be allowed to depart unmolested.

Gyrid won and prepared to depart, but not before Elunad claimed that safe conduct only applied to Gyrid's friends, not to herself. Gyrid found this grim but fitting: the sacrifice of body in exchange for law and agreement was Tyr's hallmark. Gyrid charged the two remaining companions to deliver the key to the high priest of Tyr in Isfjall. In a cold and splendid flash of light Gyrid's sword and the key fell to the ground unmolested, as Elunad disappeared to her own pocket faerie dimension, taking Gyrid with her.

Taking up the holy artifact along with Gyrid's sword, the two survivors set out for Isfjall.

They traveled south with no small degree of fear, arriving at Isfjall and claiming a meeting with Geirolf Tyrthegn, High Priest of Tyr. Expressing wonder and gratitude that the lost key had been found, he accepted her sword, naming it an Oathblade, and took the key.



A NEW QUEST

With a deft twist and a whispered prayer, Geirolf opened the rod-like key: it was hollow. It contained four rings, called Tiwstakn, which would allow the wearer to see through the warding hiding the fabled Dómstóllinn.

A call went out for a group bold enough to undertake the quest in Tyr's name.

Geirolf informs any volunteers of the location of the Hall—known to the priesthood, but doing them no good without the key and tokens, and charged them to fulfill Gyrid's quest to secure Tyr's treasure and return with the writings to Isfjall. Provisions and four pack animals will be provided, and a substantial reward would be offered up if they were successful: 1500 gp in coin or valuables. Any treasures found on the way would, of course, belong to the party, as was both custom and law.

There is also a great deal of both rumor and fact tangled and tethered amid this quest:

- The Hall lay a month's journey to the north and west, deep into the heart of the Frostharrow.
- A mystical portal, called a waybridge, was used to shortcut that journey. Its location had been lost to time, though a poem gave hints:

Yggdrasil
Balthur's Bane
Mountain Bowl
Vanquish Pain
River Deep
Mountain Strain
Hidden peak
Law Obtain

ALTERNATE SETTINGS

The adventure is written with a default setting for flavor. If inserting the adventure into an existing campaign:

- ◆ Alter the nature of the sought-after object. It should be valuable to those setting the quest, but not inherently valuable to the adventurers. Sending a party after a magical weapon invites making off with the weapon, after all.
- ◆ The terrain and adversaries are hills and mountains, with the fae being the primary antagonists. This could easily be transformed into marshes or swamps, desert, or any other suitable hostile environment, with an appropriately-chosen motivation. Tune the random encounter table to suit.
- ◆ Moving the tower and hall underground to a subsection of a mega-dungeon would not be out of bounds, either.
- ◆ Adjust the deity or motivation for the quest to blend with the campaign themes. One might substitute Themis (Greek), Ma'at (Egyptian), Mitra and Veruna (Indian), or Bishamon (Japanese) if dealing with those pantheons, The Good God or the Lord of Law (speaking more generically), or an important historical object devoid of mystical significance.

- There were several pathways to the Hall, which could be entered through one of two gates: The Strong Gate, or the Sacrifice Gate.

The questers will depart with the aid and blessings of the clerics of Tyr. As they pass the town gates, ready to depart, Geirolf appears with a scabbarded sword in hand. It was Gyrid's, a rare Torengar-wrought two-handed longsword, and he asked the party to bear the Oathblade with them on their quest. Gyrid's sacrifice gave the sword power, as would sometimes happen when Tyr was particularly pleased. Geirolf can spare no extra husscarls or other aid, and he presents the weapon to the party as a final blessing.



LOST HALL OF TYR

The quest begins at the walled city of Isfjall, with the adventurers being seen off in good fashion by the elders of the temple of Tyr.

1 DEPARTURE FROM ISFJALL

In addition to their usual kit, the party receives four pack mules each loaded with 20 man-days of rations (9 lbs. of water and 3 lbs. of food per man-day), bedding and blankets, torches, and other necessities. This water has been clerically cleansed and purified and as good as water gets (it is not holy water, however, just very clean and good water). The local priesthood of Tyr has turned out in fine style to see off the quest and bless its outcome.

The journey north moves first into the foothills of the Vesturham mountain range, where the mountains begin to soar into the sky, and ice dwells perpetually on the towering peaks: The Frostharrow, home of the Winterfae. It only gets more arduous from there.

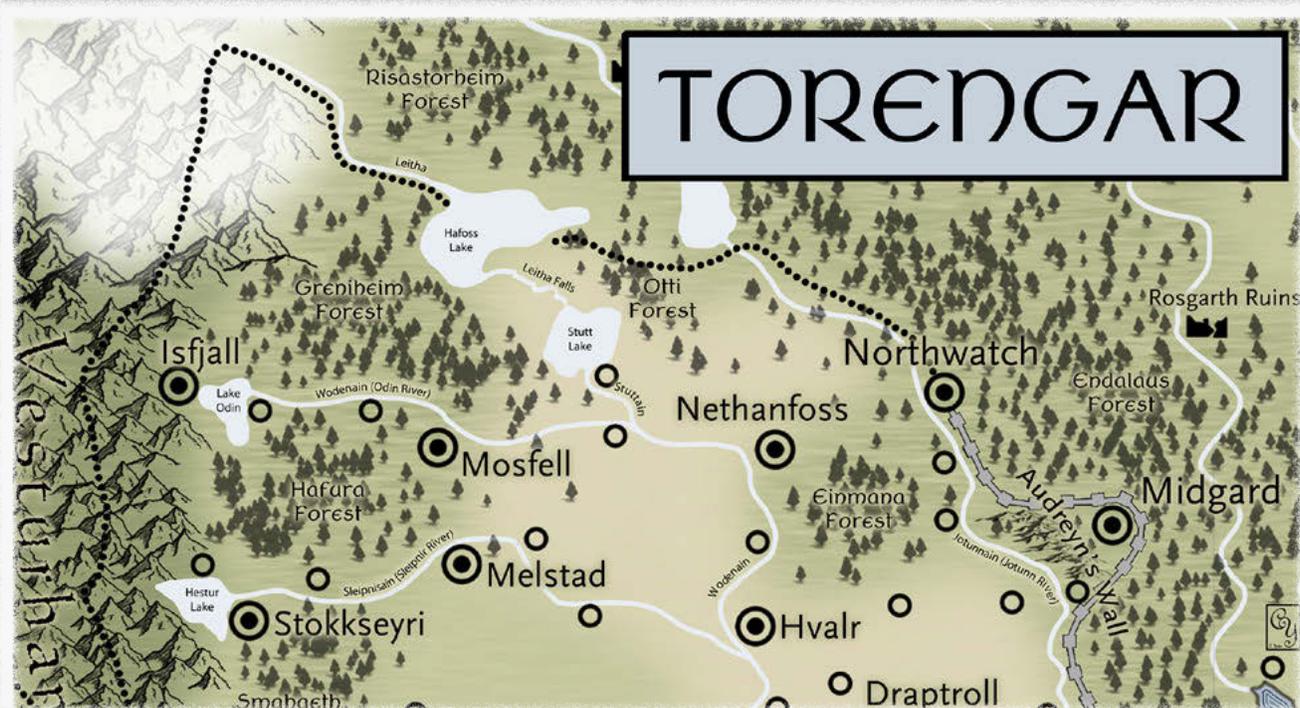
The foothills are hilly, forested terrain. That first stretch of the journey is expected to take roughly two days. The first day mostly on light hills and forests,

the second climbing into the hills, where the air starts to thin and the trees become evergreens.

CHALLENGES. This stage of travel is short, easy, and the party is well provisioned. There are no overt threats to be found; unpredictable weather is the only potential worry.

CONCEALED. If the players wish to gather more provisions (and they should), this is an excellent time to do so. Once the adventurers enter the foothills of the Vesturham range, and even more so at the Frostharrow, encounters with malicious fae may outnumber those with unwary food animals. Game will not simply present itself; it must be tracked and hunted.

REWARDS. Successful hunting will allow more provisions to be carried. The mules can be loaded to 420 lbs. each without unduly burdening the animals.



2 THREE ASH TREES AND MISTLETOE

Towards the end of the second day, as the party rounds a bend while following a game trail, they will note a striking rock formation combined with a seemingly out-of-place grouping of three individual trees standing apart from each other. Each is nestled among pine and aspen trees, which are native and common to this area.

CHALLENGES. The trick to finding the waybridge is to realize the trees point away from the general path north to the legendary location of the hall, instead in the direction of the mistletoe (the other direction is uninteresting).

CONCEALED. The following information is obtained with the right questions or skill rolls:

A character with a passive Perception score of 11 [WIS 10] or higher will notice that there are multiple species of trees present. Proficiency with Survival or Nature will identify the species of the trees [any Druid or Ranger will know this in **SWORDS & WIZARDRY**].

Inquiry as to the location and configuration of the trees will reveal that the three trees are spaced the same distance from each other, in a straight line.

There is nothing magical or otherworldly about the trees; if one can speak to plants or get a sense of the “feelings” of the glade and the trees, the best description is “contentment.”

- A DC 8 Religion, History, or Arcana roll [INT +3] will provide the information that Yggdrasil was said to be an ash tree
- A DC 13 Nature [INT +0] check will identify the unique trees as ash trees, and that the line in the poem quoted by the priests of Isfjall refers to these trees.
- A DC 14 passive Perception [WIS 11] or active Nature check [INT +0] will notice the mistletoe in the branches of one of the trees.
- A DC 15 Religion [INT +0] check will confirm that the ash tree is also associated with war, and thus with deities including Odin, Heimdall, Sif, Thor, and Tyr.

ALTERNATE TRAVEL PLANS

If these don't suit, the general approach is that some encounters should be nuisances or logistical challenges. Food loss, travel delays, or weather events that trigger survival rolls. Others should be low-level threats that could be fended off without fighting—most hunting predators can be Intimidated away. A few should be low-grade violent threats, CR 1/8 through maybe CR 2, events that may deplete resources but otherwise only serve to spice up the journey.

RANDOM HAZARD TABLE

| 1D8 ROLL | ENCOUNTER RESULT |
|----------|---|
| 1 | A heavy, soaking rain is followed by a significant temperature drop. Not only is the path washed out and a new trail needs to be found, but the weather will remain below freezing for 1d6 days. |
| 2 | A sudden, mysteriously heavy snowstorm screams out of the north, halving travel speed. It will remain below freezing for 1d4+2 days. |
| 3 | The party spooks a wild boar ; If the party loses a contest of Intimidation, the boar attacks! |
| 4 | The party comes across a herd of elk , scattering them. This greatly annoys the mountain cat that was looking for dinner. |
| 5 | A brown bear charges the pack mules; it will attempt to down one and make off with the provisions and water contained within the packs |
| 6 | The party comes across 1d4+3 bandits who have made a poorly concealed camp in the woods. The bandits are hungry, weak, and desperate, but poorly armed. |
| 7 | A medium crushing worm (alger ormur) 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 mules. |
| 8 | The night is filled with howling creatures, and lurid glowing eyes appear all around the party. None attack, but the party is kept awake all night. Make a DC 15 CON saving throw or pick up a level of Exhaustion. |

A DC 15 Arcana or Insight [INT +0 or WIS +0] check will inform the players that the three ash trees, the third with mistletoe on it, form a “go this way” directional sign should the players not figure it out on their own.

It would be somewhat common knowledge among natives of Torengar that a twig, branch, or spear of mistletoe was what Loki gave to Hothr, the blind god, to throw at and accidentally slay Odin's son: Balthur's Bane.

The three trees, with mistletoe at the tip, are an arrow or spear that points to the location of the waybridge.

The GM shouldn't necessarily provide a lot of help here—the adventure does not depend on finding the waybridge, but it certainly speeds things along if they do.

ALTERNATIVES. Keep journeying north, following the guidance from the clerics. Creatures with flying familiars or some sort of enhanced senses can better see the spacing of the trees and how they stand out. Unless a creature has truesight, the nature of the waybridge will remain concealed.

THE LONG MARCH NORTH

If the waybridge is bypassed, either through not finding it or by not trusting in Tyr enough to insert the key into the slot ([see \[4\]](#)), but the only remaining way to continue is to hike into the mountains.



CHALLENGE. The natural world is challenging all by itself, even without the help of monsters and magic. Trekking across the wilds, days or perhaps even weeks from any sort of settlement, carries difficulties aplenty. See *Wilderness Survival* for additional rules.

The journey will take roughly a month. For the first three weeks, journeying through the Vesturham Range, have the party scout (if there is one) make a DC 14 Survival [WIS +o] check every second or third day. If the check is failed, an encounter results: roll 1d8 on the *Alternate Travel Plans* table. There aren't any "no result" values—this is for when something is going to happen.

4 THE WAYBRIDGE

The three trees will direct the party a few miles away, towards some low hills that come together to form a bit of a sharp cleft in the land. The trail subtly dips and winds its way into a circular bowl. There are boulders strewn seemingly haphazardly about the glen. The trail continues through the area, emerging on the other side of the line of hills.

CHALLENGE. Discover the location of the waybridge.

CONCEALED. Anyone wearing their ring tokens from Tyr's key sees the true contents of the glen. A boulder in the center of the area has an indentation in it that clearly accepts the butt of Tyr's key, and a runic inscription reads as follows:

*Strength and Sacrifice From Those Who Seek
the Dómstóllinn*

If pushed to find greater meaning behind the warning, the GM informs the players that many of Tyr's quests and tests involve great exertion and serious risk of bodily harm. Much as with Odin's eye and Tyr's hand, physical maiming is an expected hazard. The path to the Sacrifice Gate is arduous and risky, it's a test of devotion and skill. The Strong Gate requires a feat of prowess to enter.

If the players insert the key into the slot, everyone in the glen is bathed in a scintillating rainbow of color, and has visions of each of the nine realms, a dragon, an eagle, an agitated squirrel, and a calm, wise man with a battle-horn in one hand. He is standing next to a towering one-armed man holding a scepter with a mighty sword at his side (some may see a spear instead).

They reappear in a much starker rock semi-enclosure far to the north, the air thin and biting cold, with a disused trail leading through a cleft in the rock to the west.

Upon exiting the waybridge, the party is treated first to the sight of a mighty rock formation climbing into the sky. To the left, a gradual slope leads to the mountain. On the right, a gently sloped green valley ends at a vertical rock wall.

Any who are wearing the rings—the Tiwstakn—will see beyond the impressive sight, and note that the rock formation hides a tower embedded into the mountain itself, with a low structure that meets the gentle slope. The top of the sheer cliff has a flat ledge and an opening in the rock face.

After this settles in, the party sees the trail leads down through a coniferous forest and emerges in front of a deep gorge, across which lies a rope-and-wood bridge in a shocking state of disrepair.

ALTERNATIVES. No power short of the Tiwstakn, truesight, or equivalent powerful magic will can see that which Tyr and Heimdall have hidden. As with missing the directional signal of *the ash trees in [3]*, the party can bypass the waybridge, and continue the journey north—it will just take longer.



5 THE ROPE BRIDGE

Eventually the party arrives at a deep gorge, 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 drooping 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.

CHALLENGE. Cross the bridge without falling. The mules are too heavy to cross the bridge naturally. A fall into the river threatens an impact of up to 8d6 bludgeoning damage (see *Sploosh*, below). [The falling damage is the same in **SWORDS & WIZARDRY**.]

CONCEALED. It is possible to cross the bridge. It will support 150 lbs. + 1d20x10 lbs. (160-300 lbs.), but because of the nature of the bridge's decay and how the ropes and boards will 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.

The mules weigh on the order of 700-900 lbs. each (if it's important, an individual is 700 + 1d20x10 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 will partially give way. The break happens after the lead character has traveled (1d8-1)x10 feet across



the bridge. A character who causes a bridge failure must make a DC 12 Acrobatics check [DEX +1]. If the check is failed, he falls into the water and will be swept downstream by the current, which moves at 50' per 6-second combat turn 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 fall away. That's it for the bridge.

If the 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 yet another Acrobatics check, this time at Disadvantage [DEX -1]. 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.

-  **FEATHER FALL.** *Feather fall* will save the recipient from any falling damage . . . if they're within range of the spell when it goes off (the spell has a 60' range, but the gorge is 80' across).
-  **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.
-  **LEVITATION.** The *levitation* spell will hoist 500 lbs. 20' into the air. Two adventurers can be tied together and floated, and then pulled like a magical balloon across by a third. Likewise, casting the spell on a platform allows up to 500 lbs. to be levitated and dragged.
-  **NEW ROPES.** The characters may wish to try to string new ropes across the 80' gorge. This isn't a great plan, but new rope is better than old rope. Add 125 lbs. to the carrying capacity of the bridge for each rope successfully strung. Unless there is a helper on the far side to tie off any ropes that make it, a ranged weapon cannot be used to string new ropes. It would take a light or heavy crossbow, or a longbow, to make it in any case.
-  **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, and let the raft deal with 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 would be possible, though would represent a lot of work and a lengthy delay.

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 (6d6 bludgeoning on a fall).

6 SPLOOSH

Falling into water can be worse than landing on soft earth, but if one can skillfully break the surface tension (such as how cliff divers do it), the water can cushion the fall dramatically. To determine the potential damage due to a fall:

Subtract 20' from the distance fallen, and then figure the potential damage per usual: 1d6 bludgeoning per 10'. The 100' fall in question is thus a maximum of 8d6 HP of damage. Carried weight of equipment, including armor, adds to damage: for every STR pounds of gear carried, increase damage by 1 point!

Make an Acrobatics check with DC equal to 10 + 1 for each full 20' of the fall. In this case, the 100' fall is +5, so DC 15 [DEX +0].

If the check is successful, halve the rolled damage. Additionally, subtract 1 point of damage for each point by which the person falling made the roll.

A character with DEX 14 (+2) and proficiency in Acrobatics (+2) will make the DC 15 check for the fall in question 50% of the time. If she rolls a 14 on the dice, an 18 total, she makes the roll by 3. She will roll 4d6-3 for damage, taking 2-21 HP, averaging 11 damage.

A monk with Slow Fall reduces the total distance fallen by 20 feet. The potential damage into water is from a 60' fall, or 6d6. The Slow Fall ability also lowers the DC of the Acrobatic check by 1, to DC 14. If the monk has DEX 16 (+3) and is proficient at Acrobatics (+2 at 4th level), the roll is 1d20+5 vs DC 14. If she fails the roll, she will take 6d6 damage. If she makes it exactly, she will take 3d6. A best-case roll of 25 succeeds by 9, and she'll take 3d6-9, or 0-9 damage, with no damage occurring just under 40% of the time.



THE RIDGE PATH

The pathway to the Strong Gate lies along a fairly well-defined trail running along the ridge of a hill. 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.

7 RIVAL CLAIM

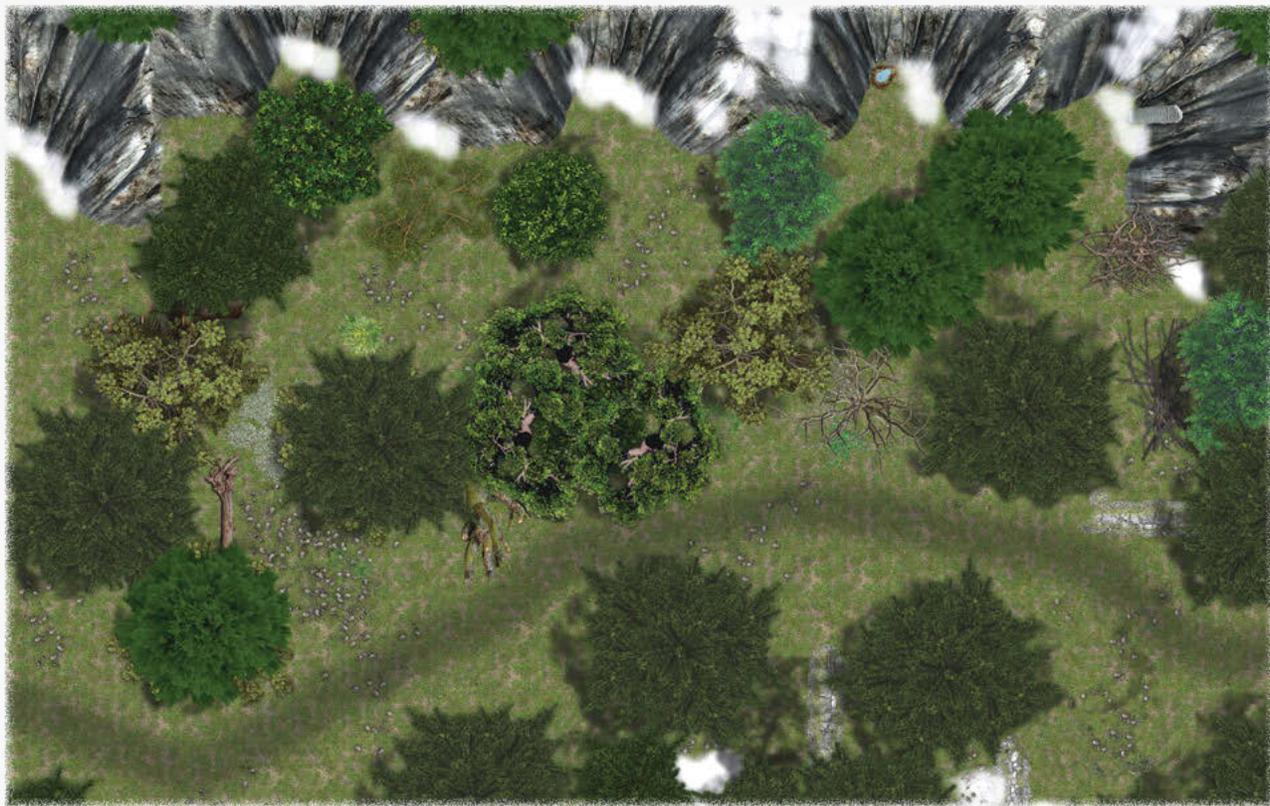
Elunad, High Lady of the Winterfae, has given her word not to pursue the Tiwstakn herself. That doesn't mean her minions cannot bring it to her: she will not meekly give up her desire to possess the Hall, thereby enhancing her status among the Winterfae nobility.

The opposite side of the rickety bridge across the gorge places the group on the crest of a wide sway of hilly 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 is 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 Elunad will spring her trap.

CHALLENGE. Elunad 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 is mobile: Elunad will use her command of ways in and out of Alfheim to deliver the attacking force into the party's line of advance once their path into one of the valleys is determined.

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 will use his fae glamour and stealth skills to remain hidden if possible. He has been given a glass and bronze bead that, if crushed, will cast *greater invisibility* on himself. He will use 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 will pummel 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 8 Charisma check [CHA +3]; success has their fear of Elunad 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.

ALTERNATIVES. The fluid nature of this encounter, and the fact that a powerful fae noble has it in for the party, makes it hard to avoid. The thurs will start attacking from concealment if they can, but poor perception and low stealth—even with the fae veil—gives the players a very real chance to either avoid the encounter or stage a counter-ambush.

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

REWARDS. The three thurs carry 6 silver pieces, 16 silver pieces, and 1 lb. of cooking spices worth 2gp. The hobgoblin has a bronze mace in addition to a bronze shortsword and compact short bow, and has a bloodstone pendant worth 50gp around his neck. The charm that will cast *greater invisibility* will only work on those with fae ancestry, but is worth 150-200 gp if intact.

8 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 tower again becomes visible coming around the bend of the trail next to a hill. The party must cross a broad, flat valley filled with aspen and spruce trees, then ascend what looks to be a set of stairs branching off the trail. Only those wearing Tyr's tokens or physically carrying Tyr's key will see the staircase and tower; anyone else will simply see mountainous or hilly terrain.

As they pass through a strand of trees, anyone with a passive Perception score of 14 [WIS 11] or higher will notice some irregular shapes and lumps scattered about the trail.

If the party stops, they will 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 crosses the valley through the trees, some of these trees will awaken and attack the party (use three-quarters as many trees as party members).

CONCEALED. The trees are not fae 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 react to anyone carrying a Tiwstakn past a certain point on the way to the Strong Gate.

Whoever is closest to the remains will draw the attention of 1d4 **awakened trees** immediately. The remainder attack whomever is nearest to them.

The trees will 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' 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—their roots are very secure—and the best way to get free of their strong grapple is to hack at it with slashing weapons. Remove control equal to half the slashing damage 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 \[16\]](#)), so simply fleeing faster than the trees can keep up will avoid the encounter.

They will pursue mindlessly. If any character takes the Hide action in an appropriate place (ducking behind other trees, for example) and beats each tree's passive Perception 10 [WIS 10], the tree loses track of them and either pursue someone else, or simply stops moving, rooted in place once more.

REWARDS. 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, at the gorge or thereabouts, 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 **hobs** (more brutal and stronger than hobgoblins) is wandering around. They may be fought or avoided en route to the Strong Gate.

9 THE RAPIDS

Anyone that falls in the water will be carried downstream at 50' 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 100' per six seconds (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 minute represents time swimming, floating, or being dashed into rocks. 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, imposing an Athletics test. Successfully making DC 13 Athletics (Swimming) [STR +0] checks will keep the character above water; a failure subjects them to a minute of suffocation. Once 1 + the Constitution modifier minutes of suffocation have accumulated, the conflict enters combat time, and six-second rounds start, with the drowning character taking 2 Hit Dice of damage per combat round (a wizard suffers 2d6, a fighter 2d10). Friends can assist a drowning person, and if they can reach their companion, they add their own margin of success (or failure!) to their drowning partner's next Athletics roll.

Once the rapids start, each minute the river “attacks” twice: once to try and drown a swimmer (DC 18 [STR -2] instead of DC 13), and then the PC must make a DC 20 Strength (Swimming) saving throw [STR -3]. The character takes 2d8 bludgeoning damage on a failure.

On a successful skill test, the damage is reduced to 1d8 minus the margin of success of the skill check.

Once the ten “rounds” have elapsed, the current will deposit 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 is traveling down the river on a raft, the water attacks the raft instead. Treat a raft as rolling its saving throws at 1d20+7, and if piloted by someone with water vehicles proficiency, they may add their proficiency to the saving throw. A raft can carry up to 1,000 lbs., and has 30HP.

10 DIRE STRAITS

After (hopefully) surviving passage down the river, or bypassing it, survivors will 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, they will be menaced by a pack of **dire wolves**. There are 4+2d4/2 (6) animals in the pack. Each minute that a PC washes up on the beach, make a DC 16 Perception check [WIS -1], -1 for every PC who was nearly drowned just now. Once the dire wolves detect the party, they will maneuver for a minute (DC 12 [WIS +1] 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 11 Charisma check (Dire Wolves have proficiency with morale checks and roll at $1d20+1$), and if it fails, it will break and flee. [Roll CHA +1 for **S&W**.]

- 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 subject to thunder damage, the pack makes a morale check
- If any wolf is outnumbered three-to-one, that wolf must check morale
- If any wolf takes fire or lightning damage, that wolf must check morale

This will tend to snowball; once the pack starts to run, eventually they will break. If that happens, make one final DC 15 intimidation check [CHA +0]. If they succeed, they will shadow the PCs, and will try again later in the same day or evening. If they fail, they will slink off, becoming a wandering monster.

During the fight, the wolves will attempt to achieve a flanking position (two on one), and then one will attack a limb or a throat, doing both control and piercing damage, while the other will attempt to savage the grappled target. If the control damage is insufficient to restrain the foe, they will first disengage, and then lunge in to attack again.

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, $1d4$ wolves will attack an incapacitated target; they have advantage while doing so.

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

11 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 fae seeking the Hall, but as yet only she has located the Tiwstakn. Parties of **hobs**, 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, but at the very least harass the party.

The hobs are actively searching for trouble. Their passive perception score of 10 [WIS 10] is unimpressive: They are easy to surprise if the party can detect them first. But that will be tricky given their skill with the fae veil and stealth they maintain: treat it as DC 16 [WIS -1] if done passively against the PCs die rolls; 1d20+6 Stealth if they actively try and hide or disappear.

There are perhaps two or three dozen hobs scattered throughout the valley. They will be encountered in groups of 1d4+3 (5).

CONCEALED. If the hobs can detect the PCs, they will absolutely lay an ambush. A pair of hobs will 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 PCs 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 will note that they tend to travel in pairs, with perhaps 15’ between each pair. An odd number of hobs deploy a scout with a bow 30–60’ ahead of the rest of his fellows.

GOBLIN VALLEY

The tower itself can be seen by those wearing Tiwstakn, visible across a heavily wooded area spanning a valley from the river strand to the back side of the mountain into which the hall is built. It is always visible, looming above the valley.

12 THE VALLEY PATH

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

CHALLENGE. Navigating to the base of the cliff requires a DC 14 Survival or Nature check [INT +0 or WIS +0], or some other method of passing 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 cliff [15] 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 goblins’ passive Perception 9 [WIS 9], they will be attacked by a group of them [14].

The valley is disorienting and annoying, and astute PCs (A DC 15 Nature, Insight, or Investigation check [INT +0 or WIS +0]) will realize that it has been “enhanced” by fae 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 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 [8]**, and will force them to deal with **the awakened trees [9]**.



13 WHEN GOBLINS ATTACK

The thickets and brambles of the valley below the Sacrifice Gate conceal many goblin warrens.

CHALLENGE. The **goblins** are canny and numerous: $8+3d4$ of them (16 on the average). 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 will first target any elves or part-elves. Once they amass sufficient control to restrain, they will use their Sneak Attack ability to inflict HP of damage instead of extra control. When the opportunity presents itself, goblins will 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 holes in the ground to either side of any pathway that the players happen to follow. A DC 18 Perception (or passive perception) check [WIS 13 passive, or WIS -2 active] is required to detect them before they emerge from their tunnels: they are veiled with a glamour.

If any magic is brought to bear that can penetrate or counter the glamour (which is also DC 18 [Skill test at -2]), detecting the goblins without the benefit of their veil requires passive Perception 14 [WIS 11].

REWARDS. If the party is bold enough to track a goblin squad back to their burrow, inside they will find $2d10 \times 100$ (1100) cp, $1d10 \times 100$ (550) sp, $2d6 \times 10$ (70) gp, $1d4$ (3) gemstones worth 50gp each, and $1d4$ (3) potions of healing.

14 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 those wearing the Tiwstakn.

CHALLENGE. The wall must be scaled to reach the doorway of the Sacrifice Gate.

Make a special climbing test: Roll $1d20$, and add the best climber's Athletics [STR] proficiency (Acrobatics for rogues with Second-Story Work [DEX for Thieves] if it's better), plus the control damage roll for the





worst climber. This is will be compared to the DC of any given node. [In **SWARDS & WIZARDRY**, thieves may use DEX instead of STR, or the usual rules for Climb Walls.]

The climb is conducted in three stages, all are DC 16 [STR -1 or DEX -1]

Stage 1 is 60' of textured vertical surface, with reasonable hand and footholds. Scaling the surface requires two minutes per climber simultaneously making the attempt.

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. It is only 30' of distance, and requires four minutes per climber.

If a climbing test is successful, the segment is traversed in the listed time without incident. If the test is made by 5 or more, halve the duration.

On a failed climbing roll, a mishap occurs $1d4 \times 10\%$ of the way into the node. Each climber rolls their own climbing score (Athletics plus control damage roll), and the lowest total falls (more than one if there's a tie!). See *Alternatives*, below, for how to arrest a fall! The node must be tried again until it is complete.

A climb is attempted by six adventurers, led by a barbarian with Athletics +6. The worst climber is a mage with a control point roll of $1d6 - 1$ control damage. The climbing check is $1d20 + 6 + 1d6 - 1$, or $1d20 + 1d6 + 5$. This will roll between 7 and 31, averaging 19. The first node rolls a 9 on the d20, 2 on the d6: a total of 16 vs DC 16. This makes the check exactly, and the six characters require 12 minutes to complete the node.

The second node sees the leader only roll 11, failing the roll. A mishap occurs 30% ($1d4 \times 10$, roll of 3) up the node, or 18'. The party wizard rolls only $1d20 + 1d6$, compared to the barbarian's $1d20 + 1d6 + 10$, and rolls the lowest total of all the adventurers. He falls, but the party rogue grabs him (attacks to grapple, and exceeds the requirement for a solid grip) and returns him to the wall. They must re-attempt the second node . . .

CONCEALED. Tyr isn't stupid: he is well aware of magical spells. There is a *dispel magic* zone halfway up the climb (75') that will neutralize any active spells passing through the zone. The disc-shaped area of effect extends to a 60' radius from the cliff wall.

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

Setting ropes for each node, or even the entire length of the climb, will lower the difficulty of each node by 5. Magic can be used to levitate or assist with some of the nodes, but that runs afoul of the anti-magic zone in node 2.

If a fall occurs, characters below the plummeting adventurer can try and grab their now-ballistic fellow. Make grappling attacks vs Grapple DC 11; on a hit, the character is caught if the cumulative control damage is 7 or higher for small creatures, or 9 for medium-sized ones. On a failure, the would-be rescuer falls as well!

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 DÓMSTÓLLINN

The tower itself has been cunningly built into the mountainside, such that even with the Tiwstakn, 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.

15 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: ᚱ ᚦ ᚷ ᚦ.

To the left of the door lies a heavy stone, marked with the eihwaz rune (ᚦ) for strength; to the right sits a stone marked with (<) 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 will remain barred unless a sacrifice is made. The runes ᚱ ᚦ ᚷ ᚦ—uruz, thuriszaz, 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 is DC 18 to lift [STR -2], while the fire stone will inflict 2d4 fire damage if touched.

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 (Odin’s eye, Tyr’s hand) is very strongly associated with rites of passage, so it’s in keeping to offer up that challenge.

16 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 unrusted, 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 **quasits** serve as a warning system, brought from Muspelheim, the realm of fire, by the Glabrezu dwelling inside.

CONCEALED. The doorway and waiting chamber are not trapped or dangerous in any way. The quasits are dangerous, and use their powers to get the jump on an incoming party.

Roll 1d6. On a roll of 1-2, the quasits 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 quasits approach invisibly, hopefully unseen, polymorphed to look like a centipede (during daylight), or a bat (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, and use scare on those coated in metal. They cannot see or sense dexterity, unarmored defense, or magical enhancement of AC or Grapple DC; they may make a poor choice in attacking an unarmored monk or barbarian, or a high dexterity rogue 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

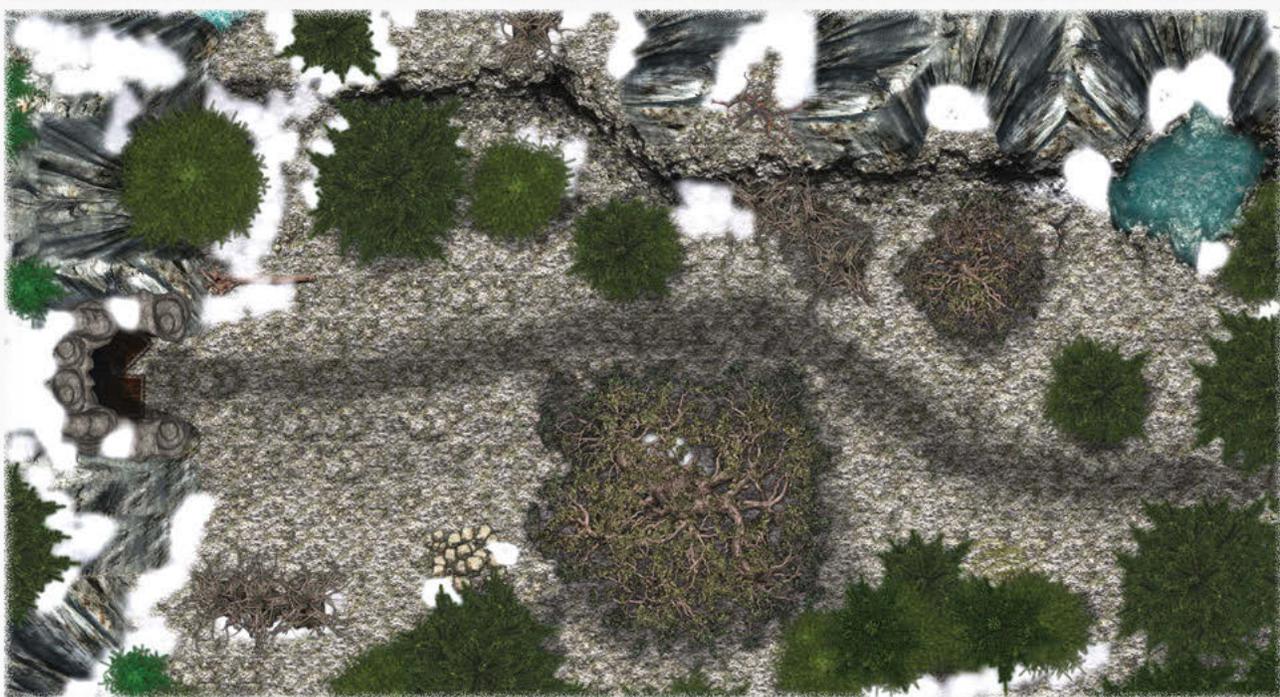


(you can't hit the fiend without risking your friends), but mostly hit and run, letting poison and attrition do the work.

Enslaved and controlled by the glabrezu 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 warlock would need to have a pact with a demon, and be a credible threat (10th level or higher) to simply command the quasits to obey. The quasits 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 will require a distraction sufficient to remove them from the inner waiting chamber, followed by moving quickly outside of their view. Even then, the quasits wander upstairs to communicate with the glabrezu on a roll of 1 on 1d6, moving a dangerous fight with flying creatures into a narrow stairway.

| IDIO ROLL | COINAGE | ITEMS |
|-----------|---------|--|
| 1 | 14 sp | Rotted cloth armor, sacks, and other unusable goods |
| 2 | 3 pp | Two shortswords, rusted breastplate |
| 3 | 13 sp | |
| 4 | 6 pp | |
| 5 | 12 cp | 3 bronze knives, small goblin-style bracers |
| 6 | 13 sp | Iron spikes, tarnished silver mirror |
| 7 | 9 sp | Broken pan flute, some dice, and a surprisingly good iron crowbar |
| 8 | 16 ep | Magnifying glass and a crushed abacus |
| 9 | 14 ep | A rotted (empty) scroll case, and a well-preserved iron battleaxe head (the handle is rotted away) |
| 10 | 14 cp | |





NEED ANOTHER CHALLENGE?

The lower hall is empty . . . or is it? While the original scenario focused on the battle with the quasits and the encounter with the demon at the top of the tower, it is likely that the players will have the party search each and every room. It may be anticlimactic to find nothing.

Any suitable creature might have been allowed by the glabrezu to take up residence in the lower hall, from hobs to wild animals . . . to a vulnerable-looking succubus in disguise.

REWARDS. A careful search of the area around the entranceway reveals a smattering of weapons and armor, some bronze and clearly of fae origin, and some iron and steel, rusted or in poor repair (roll 1-2 on 1d6 and they can be made as new with the mend cantrip). A smattering of coinage and non-magical loot is also lying around for the finding. There are 2d4 (5) areas where loot might be found; finding one is a DC 18 check [WIS -2] (make the roll once, for the best active searcher). Roll on the following table to determine what is there, or use a CR 1-4 individual treasure of your own making.

17 INSIDE THE HALL

The hall itself is a very simple affair. It consists of a lower level, with a large waiting area carved from 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 glabrezu'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.

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

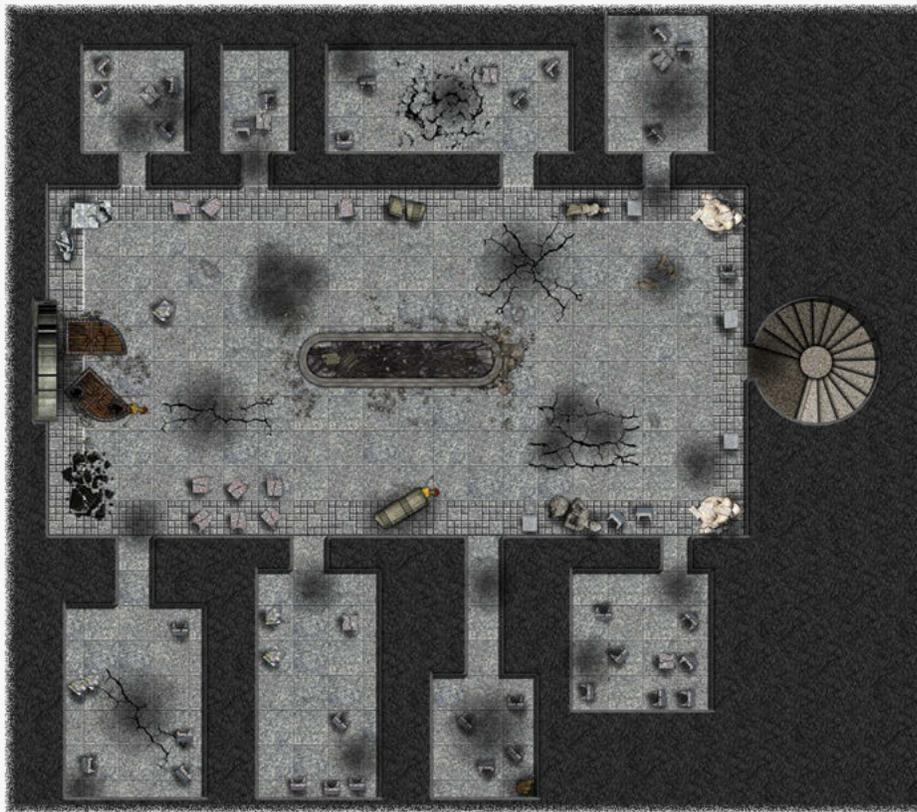
CHALLENGE. A fiend—a **glabrezu** demon—is trapped by the protective runes on the other side of the archway. It may not pass the arch, and must be defeated before the doors to the primary chamber housing Tyr's writings can be accessed. If the demon is not destroyed or removed from the Hall, the doors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

CONCEALED. The field is divine in nature, and Tyr placed it there himself—one cannot bring down the field save by equal godlike power, nor will Tyr respond to request to lower the barrier.

The field extends in a 30' radius from the far doors, from wall to wall. Magical energy will 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 magical field complicates things for both sides. The demon's powers of flight and detect magic are not terribly useful in the confined terrain. Its other spells will not reach beyond the archway.

The glabrezu fills the area around the entrance with magical *darkness*, forcing adventurers into a blind



zone. Should a group of characters conveniently cluster into a 10' radius, it drops that spell and strikes with *confusion*. The *darkness* will be put back up the following turn. It holds *power word stun* in reserve for creatures that seem to be of particular threat—a paladin with a magical sword or an overly-clever spellcaster are good targets.

While under cover of *darkness*, using its truesight, the demon will rush a likely victim, seizing it in its pincers first, and striking with its clawed fists. It grapple and strike 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; treat this as an Intimidation attempt if it's visible to the other PCs.

This is a straight-up physical fight on the part of the demon, who will do everything it can to keep the battle under cover of magical *darkness*, making use of *dispel magic* as needed to counter low-level spell casting attempts.

The demon found the place using its truesight, the only ability that will naturally see through 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, the warding snapped into place, trapping it.

ALTERNATIVES. The glabrezu wants out. It is willing to bargain for release, but the adventurers need a way to get the creature out of the room it is trapped in without passing through the field. The walls of the hall are essentially

impenetrable, and deep gouges and scratches in the walls, floor, and ceiling attest to centuries of attempts by the fiend to tunnel out to no avail. There are small ducts (which can accommodate a tiny creature, but no larger) which lead to open air. If the players somehow can grant the glabrezu access to *gaseous form*, that allows escape, which is good for the demon, but bad for Torengar.

The glabrezu fight may be overwhelming against lower-level foes, and the glabrezu's magic may prove difficult to overcome should the characters enter into the zone in which it works. If the party is simply no match for the demon, there are options:

- The GM can adjust the difficulty of the encounter by having Tyr's divine power nullify all of the glabrezu's spell casting abilities. This will turn the encounter into a bit of a turkey shoot, and a boring one at that: the long list of damage resistances will make it a frustrating exercise.



- The players might also leave and come back with reinforcements.
- Ropes and other mundane restraints might be used to grapple and drag the demon flush up against the magical barrier, which will pin it in place and allow it to be eventually dispatched with close-range hacking, and free the party spellcasters to leave the no-magic zone to unleash their power on the trussed demon.
- Dogpiling the demon is possible, and with enough low-level grapplers, will prove effective if very dangerous (the glabrezu's pincers can rip an unlucky character pretty much in half).

In short: for some parties this fight might not be about power, but clever use of the terrain and creating advantages that the demon can't counter. Good luck!



18 THE VAULT OF TYR'S 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 keys.

A pristine metal-cased chest, perhaps eighteen inches deep, two feet wide and 18" deep, weighing perhaps 25 lbs., lies on a polished goldstone pedestal in the center of the room.

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 will start to crumble or crack—best leave the work to a real clerical staff to re-copy the books.

This is not a treasure vault. The only thing of value in the room is the book that the party was sent to retrieve.

19 JOURNEY HOME

The journey home will reverse the path taken on the way in. Encounters will also include surviving monsters from the journey in. The "cleansing" of the hall will radiate through the valley, and fae will start to avoid the location instead of setting up camp.



WILDERNESS SURVIVAL

Travelling overland, especially if schlepping your own gear, is hard, hard work.

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 two pounds of concentrated rations and nine 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 have less energy content than more domesticated meats. Treat four pounds of fresh deer meat (or similar) or three pounds of beef or bison (or similar) as equivalent to two pounds of rations if the party cannot supplement the meal with grains or other starches. If the party

can supplement with beans, hard-tack, or other high-energy starches, drop the daily (raw) meat requirement by half. Or for simplicity, treat each three pounds of meat as one day's rations—20 lbs. per week of travel per person travelling is required in good weather.

Water is rather easier to figure, in that you need about a gallon of it per day—just shy of nine pounds, and that's where most of the required weight of rations comes from (60 lbs. per person-week!). So long as someone in the group knows *purify food and drink*, a 1st-level spell, they can be sure that any water they gather from streams, rivers, and puddles can be rendered potable. It's even a spell that can be cast as a ritual.

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



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 (found on the cleric, druid, and paladin 1st-level spell lists, but not the ranger's!) 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 will 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 40% of its live weight as edible meat and get on with the game.

If it is critical—hunting and feeding the party has become a major plot point—amp up the drama by asking for Survival rolls to turn the animal carcass into edible food. Make a DC 8 Survival check [WIS +3] to get any good meat at all, obtaining 1/5 of the animal's live weight as easily-accessible delver-chow. If you roll 12 or higher [make the roll by 2], you get 1/3 of the meat as boneless, edible potential meals, and 16 or higher [make the roll by 4] gains you 1/2 the live weight as food.

If the party has access to Purify Food and Water, and they fail the basic DC 8 check [WIS +3], 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.

PRESERVING MEAT

Meat spoils quickly if not preserved. The field-expedient method to do this is to immediately cut it into thin strips and smoke it using a fire, wet wood or greens, and an enclosed mini-tent (often a tepee-like construction). An expert can do this in four hours

with a DC 5 Survival roll [WIS +4], two hours with a roll of 10 [success by 3], and one hour with a roll of 15 [success by 5]. Increase the difficulty in bad weather or due to limited supply of wood or suitable fuel.

WEATHER AND CLIMATE

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.)

There are effectively only three temperature ranges that the party will be concerned with, since "too hot" isn't on the menu in the Frostharrow.

COMFORTABLE. Temperatures higher than freezing are easily tolerated with the right clothing. By and large so long as felt temperatures are in the comfortable zone, they should be ignored.

UNCOMFORTABLY COLD. From freezing down to roughly -10F/-23C, it's definitely cold outside. Winter clothing is required, but for all that, proper precautions will allow extended excursions outdoors. Woolen or fur-lined gloves or mittens and face-scarves are recommended, and being trapped unprepared can rapidly lead to injury by exposure. Freezing to death—especially while resting at night—is very possible.

LETHALLY COLD. At -10F and colder, exposed skin will suffer frostbite (cold damage) in 30 minutes or less. Much less if the wind is blowing, and even more so if you get wet. These are dangerous temperature conditions, and while it is possible to move around and travel in them, it is usually unwise—though perhaps it is more dangerous to be trapped while not moving.

These temperature conditions are either worsened or moderated by two other factors: wind and water.

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. Being wet makes any climate condition one level colder—people have died at temperatures between 35 and 45 F walking outside on a windy, rainy moor. Immersion in water lower than body temperature is very dangerous, and drastically increases the frequency of Constitution saving throws to prevent exhaustion.

TEMPERATURE EFFECTS

There are two effects of exposure to temperature—exhaustion and damage.

FROSTBITE. Frostbite only matters for the game if the temperatures are lethally cold. Every 30 minutes of exposure, make a Constitution saving throw with DC 10 [CON +2] . . . or worse, if the GM decides it's colder. Winter clothing should be assumed in the roll; you have disadvantage without it. Furs and blankets would give advantage to the Survival check, as would a roaring fire. A failed roll inflicts 2d4 cold damage.

The other effects of extreme temperatures can be modeled as exhaustion.

COLD WEATHER. Cold weather exposure will lead to gaining levels of exhaustion until one freezes to death. The counter to excessive cold is generally movement, keeping the body temperature elevated through the burning of energy, increasing the effective comfort level. This requires more food—double the food and water requirements when moving about to keep warm in dangerously or lethally cold weather.

The real hazard is when the party must stop moving, whether for the night, or because conditions are too difficult to travel, or frostbite has become such a significant problem that taking shelter is required.

When this happens, if the party cannot make a fire and utilize winter clothing and extreme weather gear, a character must make a DC 15 Constitution check [CON +0] in uncomfortably cold weather, DC 20 [CON -3] if it is lethally cold. As with frostbite, a fire or sufficient cold-weather clothing will give advantage on the roll, with disadvantage if the character lacks winter clothing and a heat source. Roll every 3 hours for uncomfortably cold, and every 30 minutes for lethally cold. Cold weather can kill you very quickly if you are caught unprepared, but the mitigators (blankets, fire, and movement) are easy to come by.





BESTIARY

This section contains all of the monsters and creatures needed to run Dómstóllinn. Some have been modified to fit the scenario: particularly, goblins, hobgoblins, and hobs are all classified as fae creatures in this game, and they all have certain powers of glamour and deception as befitting their origins.



ALGER ORMUR (CRUSHING WORM)

Medium dragon, unaligned

A coiling, serpentine dragon, the alger ormur is a slithery menace. Thick scales coat its body with hardened scutes along its back. The craggy head has jaws lined with jutting snaggle teeth, and a forked tongue flicks in and out of its mouth.

Alger orma lurk in thickets and rocky jumbles; anywhere that is likely to impede the mobility of its prey while it can move freely. They are excellent swimmers and climbers.

An alger ormur prefers to strike from ambush and envelop its victim while ripping with its venomous fangs. A typical attack occurs by surprise while the ormur is under cover. It will strike and drag its victim back so that it can be wrapped up in the ormur's coils. Once immobilized, the ormur will squeeze, converting control to damage, until its victim's heartbeat and breathing stop.

STR

16 (+3)

DEX

14 (+2)

CON

14 (+2)

INT

5 (-3)

WIS

12 (+1)

CHA

6 (-2)

Armor Class: 14; **Grapple**

DC: 13

Hit Points: 52 (7d10 + 14)

Speed: 20 ft., swim 20 ft., climb 20 ft.

Proficiency: +2

Skills: Intimidation +5, Perception +3, Stealth +4, Survival +3

Senses: blindsight 10 ft., darkvision 60 ft., tremmorsense 60 ft., passive Perception 13

Languages: —

Challenge: 1 (200 XP)

ACTIONS

Multiattack: The ormur can attack once with its bite and once with constriction. It can simultaneously constrict up to two creatures of small size or smaller that it had previously grabbed.

Bite: Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 1d6+3 piercing and control damage and 1d8 poison damage. The target must make a DC 11 Constitution saving throw or suffer an additional 1d8 poison damage and 1d2 levels of the Exhaustion condition.

Constriction (Grapple): Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 8 (1d10+3) control damage.

GRAPPLING THRESHOLDS

| GRABBED | GRAPPLED |
|------------|---------------|
| 1-4 | 5-11 |
| RESTRAINED | INCAPACITATED |
| 12-22 | 23+ |

SWORDS & WIZARDRY STATS

Hit Dice: 4+3

Armor Class: 5 [14]; Grapple DC 6 [13]

Attacks: Bite (1d6+1); Grapple (1d8+1)

Saving Throw: 13

Special: 1d6 poison damage per round until successful poison save

Move: 9

Alignment: Neutrality

Size: Medium

Challenge Level/XP: 6/400



AWAKENED TREE

Huge plant, unaligned

An awakened tree 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 slashing attacks, and willow trees are found in both "whipping" and "whomping" varieties.

STR

19 (+4)

DEX

6 (-2)

CON

15 (+2)

INT

10 (+0)

WIS

10 (+0)

CHA

7 (-2)

Armor Class: 13 (natural armor); **Grapple DC:** 14

Hit Points: 59 (7d12 + 14)

Speed: 20 ft.

Proficiency: +2

Damage Vulnerabilities: fire

Damage Resistances: bludgeoning, piercing, control

Senses: passive Perception 10

Languages: one language known by its creator

Challenge: 2 (450 XP)

False Appearance: While the tree remains motionless, it is indistinguishable from a normal tree.

ACTIONS

Grapple: Melee Weapon Attack: +6 to hit, reach 10', one target. Hit: 2d8+4 control damage.

Slam: Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 3d6+4 bludgeoning damage.

GRAPPLING THRESHOLDS

| GRABBED | GRAPPLED |
|------------|---------------|
| 1-8 | 9-21 |
| RESTRAINED | INCAPACITATED |
| 22-42 | 43+ |

SWORDS & WIZARDRY STATS

Hit Dice: 4+3

Armor Class: 6 [13]; Grapple DC 5 [14]

Attacks: Grapple (2d6+2); Slam (1d12)

Saving Throw: 12

Special: Immune to blunt/piercing weapons; half-damage from control

Move: 9

Alignment: Neutrality

Size: Huge

Challenge Level/XP: 5/240



BANDIT

Medium humanoid (any race), any non-lawful alignment

Bandits rove in gangs and are sometimes led by thugs, veterans, or spellcasters. Not all bandits are strictly and selfishly evil. Oppression, drought, disease, or famine can often drive otherwise honest folk to a life of banditry. Some grow to love it, though—and they are evil.

STR 16 (+3)
DEX 14 (+2)
CON 14 (+2)
INT 5 (-3)
WIS 12 (+1)
CHA 6 (-2)

Armor Class: 12 (leather armor); **Grapple DC:** 11
Hit Points: 11 (2d8 + 2)
Speed: 30 ft.
Proficiency: +2
Senses: passive Perception 10
Languages: any one language (usually Common)
Challenge: 1/8 (25 XP)

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: +2 to hit, reach 5 ft., one target. Hit: 1d8 control damage.

GRAPPLING THRESHOLDS

| GRABBED | GRAPPLED |
|------------|---------------|
| 1-3 | 4-8 |
| RESTRAINED | INCAPACITATED |
| 9-16 | 17+ |

SWORDS & WIZARDRY STATS

Hit Dice: 1
Armor Class: 7 [12]; **Grapple DC:** 8 [11]
Attacks: Weapon (1d8); Grapple (1d8)
Saving Throw: 17
Special: None
Move: 12
Alignment: Chaos
Size: Medium
Challenge Level/XP: 1/15



BROWN BEAR

Large beast, unaligned, 300 to 500 pounds

Bears are massive omnivores, often cranky and always hungry. They are usually encountered alone, but females will often be followed by one to three cubs who were born in winter and grow up under her care over the course of the year. Mother bears are very protective of their cubs. Even getting in between the mother bruin and the babes can trigger an attack.

Bears are a threat when they see people as food. Usually, however, bears avoid people or ignore them. Scared bears run away, or defend themselves if they have nowhere to run. Baby bears cry and scream for their mommy—a very effective tactic.

Bears universally represent great strength and courage. They are admired and emulated by certain warriors in Torengar in particular, and feared by the common man. When hunted, a bear often lays down false trails and doubles back on those pursuing them.

| | |
|------------|--|
| STR | Armor Class: 11 (natural armor); Grapple DC: 16 |
| 19 (+4) | Hit Points: 34 (4d10 + 12) |
| DEX | Speed: 40 ft., climb 30 ft. |
| 10 (+0) | Proficiency: +2 |
| CON | Skills: Athletics +6, Intimidation +6, Perception +3, Survival +3 |
| 16 (+3) | Senses: darkvision 30 ft., passive Perception 13 |
| INT | Languages: — |
| 3 (-4) | Challenge: 1 (200 XP) |
| WIS | |
| 13 (+1) | |
| CHA | |
| 5 (-3) | |

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

ACTIONS

Multiattack: The bear makes two attacks: one with its bite and one with its claws.

Bite: Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1d8+4 piercing and control damage.

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

GRAPPLING THRESHOLDS

| GRABBED | GRAPPLED |
|------------|---------------|
| 1-6 | 7-17 |
| RESTRAINED | INCAPACITATED |
| 18-34 | 35+ |

SWORDS & WIZARDRY STATS

Hit Dice: 4+1

Armor Class: 7 [12]; **Grapple DC:** 3 [16]

Attacks: 2 Claws (1d3) and bite (1d6)

Saving Throw: 13

Special: Hug (1d8+2 control)

Move: 9

Alignment: Neutrality

Size: Large, 300 to 500 pounds

Challenge Level/XP: 4/120



BOAR

Medium beast, unaligned, 130 to 220 pounds

These wild swine are not your typical domestic pig. They have longer legs, larger tusks, upright ears, straight tails, more 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 among themselves and squeal when alarmed or excited. Young boar are striped, but they become a uniform gray-brown as they mature.

Wild boars are fast and nimble creatures. Most will flee from danger if at all possible. A cornered, trapped, or wounded boar will attack, as will a sow defending her piglets or a male in rut. They are notorious for bursting from cover and slashing with their tusks as they run past, often while knocking over their assailant. A frightened boar will then run away, but one that is aggressive will continue to attack with repeated charges as long as its foe is still moving.

STR

14 (+2)

DEX

11 (+0)

CON

14 (+2)

INT

4 (-3)

WIS

12 (+1)

CHA

7 (-2)

Armor Class: 11 (natural armor); **Grapple DC:** 14

Hit Points: 13 (2d8 + 4)

Speed: 50 ft.

Proficiency: +2

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

Senses: darkvision 30 ft., passive Perception 13

Languages: —

Challenge: 1/4 (50 XP)

Charge: If the boar moves toward a target and then 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, which must make 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.

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

ACTIONS

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

GRAPPLING THRESHOLDS

| GRABBED | GRAPPLED |
|------------|---------------|
| 1-3 | 4-9 |
| RESTRAINED | INCAPACITATED |
| 10-18 | 19+ |

SWORDS & WIZARDRY STATS

Hit Dice: 3+3

Armor Class: 7 [12]; **Grapple DC:** 5 [14]

Attacks: Gore (3d4)

Saving Throw: 14

Special: Continues attacking 2 rounds after being “killed”

Move: 15

Alignment: Neutrality

Challenge Level/XP: 4/120

Size: Medium, 130 to 220 pounds



MOUNTAIN CAT

Large beast, unaligned, 400 to 600 pounds

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 up to a dozen.

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 Insight skill for this). A hunting lion will try to drag its victim down with its claws 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.

| | |
|------------|--|
| STR | Armor Class: 11; Grapple DC: 17 |
| 20 (+5) | Hit Points: 26 (4d10 + 4) |
| DEX | Speed: 45 ft. |
| 13 (+1) | Proficiency: +2 |
| CON | Skills: Athletics +7, Insight +3, Intimidation +7, Perception +3, Stealth +3, Survival +3 |
| 13 (+1) | Senses: blindsight 5 ft., darkvision 60 ft., passive Perception 13 |
| INT | Languages: — |
| 3 (-4) | Challenge: 1 (200 XP) |
| WIS | |
| 12 (+1) | |
| CHA | |
| 7 (-2) | |

Keen Hearing: The lion has advantage on Wisdom (Perception) checks that rely on hearing.

Pack Tactics: A lion can Help a fellow pride member in combat as a bonus action. This bonus action can only aid an ally to hit in combat.

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

Pounce: If the lion 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 lion's Strength (Athletics) skill (or assume DC 17 for an average roll). Huge sized or larger creatures have advantage on the contest. The lion can make one bite attack against its target as a bonus action..

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.

GRAPPLING THRESHOLDS

| GRABBED | GRAPPLED |
|------------|---------------|
| 1-7 | 8-18 |
| RESTRAINED | INCAPACITATED |
| 19-37 | 38+ |

SWORDS & WIZARDRY STATS

Hit Dice: 5+2

Armor Class: 6 [13]; **Grapple DC:** 2 [17]

Attacks: 2 claws (1d4 HP and control), 1 bite (1d8 HP and control)

Saving Throw: 12

Special: None

Move: 12

Alignment: Neutrality

Challenge Level/XP: 5/240

Size: Large, 400 to 600 pounds





ELK (RED DEER)

Large beast, unaligned, 350 to 550 pounds (stag), 250 to 350 pounds (hind)

A larger deer of the uplands, migrating to lower areas in winter. Although primarily forest dwellers, they can be found in moors and open areas. The males have large branchy antlers, and roar loudly during the rut to claim their harem and announce their presence. In fall and winter, they develop a shaggy coat giving them the appearance of a mane.

| | |
|------------|---|
| STR | Armor Class: 12; Grapple DC: 15 |
| 19 (+4) | Hit Points: 13 (2d10 + 2) |
| DEX | Speed: 60 ft. |
| 13 (+1) | Proficiency: +2 |
| CON | Skills: Acrobatics: +2, Intimidation +4 (Stags only), Perception +3, Survival +3 |
| 13 (+1) | Senses: darkvision 30 ft., passive Perception 14 |
| INT | Languages: — |
| 3 (-4) | Challenge: 1/4 (50 XP) |
| WIS | |
| 12 (+1) | |
| CHA | |
| 7 (-2) | |

Charge (only with antlers): If the deer moves toward a target, attacks it with its antlers, and exceeds 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.

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.

ACTIONS

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

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

GRAPPLING THRESHOLDS

| GRABBED | GRAPPLED |
|------------|---------------|
| 1-6 | 7-16 |
| RESTRAINED | INCAPACITATED |
| 17-33 | 34+ |

SWORDS & WIZARDRY STATS

Hit Dice: 2

Armor Class: 7 [12]; **Grapple DC:** 5 [14]

Attacks: Antlers (1d4)

Saving Throw: 16

Special: -

Move: 12

Alignment: Neutrality

Challenge Level/XP: 1/15

Size: Large



10

DIRE WOLF

Large beast, unaligned, 400 to 600 pounds

Larger than normal wolves, dire wolves target larger and more powerful prey using the same pack tactics of their smaller brethren. They will attack humanoids if they are hungry.

Dire 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 dire wolf 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.

STR

17 (+3)

DEX

15 (+2)

CON

15 (+2)

INT

3 (-4)

WIS

12 (+1)

CHA

7 (-2)

Armor Class: 14 (natural armor); **Grapple DC:** 15

Hit Points: 37 (5d10 + 10)

Speed: 50 ft.

Proficiency: +2

Skills: Athletics +5, Intimidation +5, Morale: +1, Perception +3, Stealth +4

Senses: darkvision 30 ft., passive Perception 13

Languages: —

Challenge: 1 (200 XP)

Chase: The wolf can take a dash action as a bonus action.

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

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.

ACTIONS

Bite: Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 2d6+3 piercing and control damage.

GRAPPLING THRESHOLDS

| GRABBED | GRAPPLED |
|------------|---------------|
| 1-6 | 7-17 |
| RESTRAINED | INCAPACITATED |
| 18-34 | 35+ |

SWORDS & WIZARDRY STATS

Hit Dice: 4

Armor Class: 6 [13]; **Grapple DC:** 4 [15]

Attacks: Bite (1d6+1 HP and control)

Saving Throw: 13

Special: None

Move: 18

Alignment: Chaos

Challenge Level/XP: 4/120

Size: Large, 400 to 600 pounds



17

GLABREZU

Large fiend (demon), chaotic evil

A beast as fearsome as the glabrezu could get a lot of mileage out of simply ripping foes to bits. This particular species of demon goes the extra mile, sowing chaos through temptation and ruin as much as through direct action.

The glabrezu stands eight to ten feet tall, with four limbs, only two of which vaguely resemble something humanoid. The demon is coleopteran in nature—like a crab—with a hard, layered carapace on its back. Slabs of chitin and husk serve as effective armor. The humanoid limbs are two powerful arms, used for fine manipulation and striking. The other two are crablike, with powerful snapping pincers that will grapple and crush. It walks on oddly-hinged but thick legs.

While the glabrezu is a fearsome combatant, it prefers to use its spellcasting abilities to confuse, hide, and stun its foes. It will rely on *dispel magic* and its innate magical resistance to deal with spellcasters, casting *stun* on them when it can, and picking off foes one by one, from within magical *darkness*. In melee, it will grapple with its pincers and pummel its victim to death.

STR

17 (+3)

DEX

15 (+2)

CON

15 (+2)

INT

3 (-4)

WIS

12 (+1)

CHA

7 (-2)

Armor Class: 17 (natural armor); **Grapple DC:** 15

Hit Points: 157 (15d10 + 75)

Speed: 40 ft.

Proficiency: +4

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

Skills: Arcana +8, Deception +7, Performance +7, Persuasion +7, Stealth +6

Damage Resistances: cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities: poison

Condition Immunities: poisoned

Senses: truesight 120 ft., passive Perception 13

SWORDS & WIZARDRY STATS

Hit Dice: 10

Armor Class: -4 [23]; **Grapple DC:** 4 [15]

Attacks: 2 pincers (2d6 HP and control), 2 claws (1d3), 1 bite 1d6

Special: Magic resistance (60%), immune to fire, magical abilities

Move: 9

Saving Throw: 5

Alignment: Chaos

Challenge Level/XP: 15/2,900

Size: Large

Languages: Abyssal, telepathy 120 ft.

Challenge: 9 (5,000 XP)

Innate Spellcasting: The glabrezu's spellcasting ability is Intelligence (spell save DC 16). The glabrezu can innately cast the following spells, requiring no material components:

At will: *darkness*, *detect magic*, *dispel magic*

1/day each: *confusion*, *fly*, *power word stun*

Magic Resistance: The glabrezu has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack: The glabrezu makes four attacks: two with its pincers and two with its fists. Alternatively, it makes two attacks with its pincers and casts one spell.

Fist: Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 2d4+2 bludgeoning damage.

Pincer: Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 2d10+5 bludgeoning and control damage. The glabrezu has two pincers, each of which can grapple only one target.

GRAPPLING THRESHOLDS

| GRABBED | GRAPPLED |
|------------|---------------|
| 1-9 | 10-22 |
| RESTRAINED | INCAPACITATED |
| 23-45 | 46+ |



GOBLINOIDS

Nasty-spirited minor fae, the goblinoids act as thugs, minions, and troops by more powerful faerie lords. Left to their own devices, they become menaces and hooligans—with mischief ranging from cruel tricks and theft to murder and, in large gangs, raids and warfare.

Those not under the command of a greater fae lair in faerie worlds made up of networks of tunnels. They are not particularly fancy: 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. Under the hand of a strong leader, they form the backbone of fae armies.

All fae have certain limited powers of deception and guile. These magical powers, called glamours, are most frequently encountered as the fae veil, a clouding of the mind to not see what is there.

FAE VEIL (ACTION): FAE MAY TAKE AN ACTION TO CAST A GLAMOUR, CONFUSING THE SENSES. They are hard to notice even if standing in plain sight. The effect ends as soon as the fae attacks or casts a spell. The Fae Veil effectively increases the Stealth skill. A fae veil is considered a type of charm, and cannot be used on those immune to being charmed.

Goblins are night creatures—they find direct sunlight highly distressing.





GOBLIN

Small fae, chaotic evil

The smallest of the goblinoids, goblins tend to be fast, sneaky, and clever. Consummate trap-makers, goblins have proficiencies with Thieves Tools, the Poisoner's Kit, and the Artisan Tools needed to make traps. Consequently, goblin lairs are riddled with traps.

| | |
|------------|---|
| STR | Armor Class: 15 (leather armor, shield); Grapple DC: 12 |
| 8 (-1) | |
| DEX | Hit Points: 7 (2d6) |
| 14 (+2) | Speed: 30 ft. |
| CON | Proficiency: +2 |
| 10 (+0) | Skills: Sleight of Hand +4, Stealth +4 |
| INT | Condition Immunities: Charmed, sleep |
| 13 (+1) | Senses: darkvision 60 ft., passive Perception 9 |
| WIS | Languages: Common, Sylvan |
| 8 (-1) | Challenge: 1/4 (50 XP) |
| CHA | |
| 8 (-1) | |

Creature of the Night: The goblinoid is at disadvantage on attack rolls and Wisdom (Perception) rolls based on vision when in full sunlight.

Sneak Attack: As a rogue, 1d6 extra sneak attack damage.

SWORDS & WIZARDRY STATS

Hit Dice: 1d6 hit points

Armor Class: 6 [13]; Grapple DC: 7 [12]

Attacks: 1 of Weapon (1d6), Shortbow (1d6), Grapple (1d6)

Saving Throw: 18

Special: -1 to hit in sunlight

Move: 9

Alignment: Chaos

Challenge Level/XP: B/10

Size: Small

ACTIONS

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: 2 (1d6-1) control damage and half that amount slashing damage.

Fae Veil (+7): The goblinoid weaves a glamour to increase its Stealth skill while it concentrates.

Grapple: Melee Weapon Attack: +1 to hit, reach 5 ft., one target. Hit: 1d6-1 control damage.

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.

GRAPPLING THRESHOLDS

| | |
|-------------------|----------------------|
| GRABBED | GRAPPLED |
| 1-2 | 3-5 |
| RESTRAINED | INCAPACITATED |
| 6-10 | 11+ |



HOB

Medium fae, chaotic evil

A Hob is 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, often under the command of a more powerful fae. In appearance, they tend to be muscular, hairy, with protruding tusks, recessed black beady eyes, and large, pointed ears.

| | |
|------------|--|
| STR | Armor Class: 18 (chain mail, shield); Grapple DC: 14 |
| 15 (+2) | Hit Points: 11 (2d8 + 2) |
| DEX | Speed: 30 ft. |
| 12 (+1) | Proficiency: +2 |
| CON | Skills: Athletics +4, Intimidation +1, Stealth +2 (+3 without armor and shield) |
| 12 (+1) | Condition Immunities: |
| INT | Charmed, sleep |
| 10 (+0) | Senses: darkvision 60 ft., passive Perception 10 |
| WIS | Languages: Common, Sylvan |
| 10 (+0) | Challenge: 1/2 (100 XP) |
| CHA | |
| 9 (-1) | |

Creature of the Night: The goblinoid is at disadvantage on attack rolls and Wisdom (Perception) rolls based on vision when in full sunlight.

ACTIONS

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

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.

Fae Veil (+4): The goblinoid weaves a glamour to increase its Stealth skill while it concentrates.

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

Longbow: Ranged Weapon Attack: +2 to hit (+3 without armor and shield), range 150/600 ft., one target. Hit: 1d8 piercing damage.

Martial Advantage: A hob can Help an ally in combat as a bonus action. This bonus action can only aid an ally to hit in combat.

GRAPPLING THRESHOLDS

| GRABBED | GRAPPLED |
|------------|---------------|
| 1-4 | 5-10 |
| RESTRAINED | INCAPACITATED |
| 11-20 | 21+ |

SWORDS & WIZARDRY STATS

Hit Dice: 3+1

Armor Class: 5 [14]; Grapple DC 5 [14]

Attacks: Bite (2d4) or by weapon; Grapple (1d8)

Saving Throw: 14

Special: Surprise opponents on a 1-3

Move: 9

Alignment: Chaos

Challenge Level/XP: 4/120

Size: Medium



HOBGOBLIN

Medium fae, chaotic evil

A hobgoblin is essentially 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.

| | |
|------------|--|
| STR | Armor Class: 18 (chain mail, shield); Grapple DC: 11 |
| 13 (+1) | Hit Points: 11 (2d8 + 2) |
| DEX | Speed: 30 ft. |
| 12 (+1) | Proficiency: +2 |
| CON | Skills: Sleight of Hand +4, Stealth +6 (Expertise) |
| 12 (+1) | Condition Immunities: Charmed, sleep |
| INT | Senses: darkvision 60 ft., passive Perception 10 |
| 10 (+0) | Languages: Common, Sylvan |
| WIS | Challenge: 1/2 (100 XP) |
| 10 (+0) | |
| CHA | |
| 9 (-1) | |

Creature of the Night: The goblinoid is at disadvantage on attack rolls and Wisdom (Perception) rolls based on vision when in full sunlight.

SWORDS & WIZARDRY STATS

Hit Dice: 1+1
Armor Class: 5 [14]; Grapple DC 8 [11]
Attacks: Weapon (1d8); Grapple (1d8)
Saving Throw: 17
Special: None
Move: 9
Alignment: Chaos
Challenge Level/XP: 1/15
Size: Medium

ACTIONS

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.

Fae Veil (+7): The goblinoid weaves a glamour to increase its Stealth skill while it concentrates.

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: As a rogue, 1d6 extra sneak attack damage.

GRAPPLING THRESHOLDS

| GRABBED | GRAPPLED |
|------------|---------------|
| 1-3 | 4-9 |
| RESTRAINED | INCAPACITATED |
| 10-18 | 19+ |



HOBGOBLIN ELDER

Medium fae, chaotic evil

The elder hobgoblins are chosen by fae nobility as being a cut above the rest. Fearsome combatants, they nonetheless tend to eschew battle, serving as reliable eyes and ears for their powerful masters. They are more tricksome and have more powerful glamours than their hobgoblin kin.

| | |
|----------------|--|
| STR | Armor Class: 18 (chain mail, shield); Grapple DC: 11 |
| 13 (+1) | Hit Points: 16 (3d8 + 3) |
| DEX | Speed: 30 ft. |
| 14 (+2) | Proficiency: +2 |
| CON | Skills: Sleight of Hand +4, Stealth +6 (Expertise) |
| 12 (+1) | Condition Immunities: Charmed, sleep |
| INT | Senses: darkvision 60 ft., passive Perception 10 |
| 14 (+2) | Languages: Common, Sylvan |
| WIS | Challenge: 1/2 (100 XP) |
| 12 (+1) | |
| CHA | |
| 12 (+1) | |

Creature of the Night: The goblinoid is at disadvantage on attack rolls and Wisdom (Perception) rolls based on vision when in full sunlight.

SWORDS & WIZARDRY STATS

Hit Dice: 2+2

Armor Class: 5 [14]; Grapple DC 8 [11]

Attacks: Weapon (1d8); Grapple (1d8)

Saving Throw: 17

Special: None

Move: 9

Alignment: Chaos

Challenge Level/XP: 1/15

Size: Medium

ACTIONS

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.

Fae Veil (+7): The goblinoid weaves a glamour to increase its Stealth skill while it concentrates.

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: As a rogue, 1d6 extra sneak attack damage.

GRAPPLING THRESHOLDS

| GRABBED | GRAPPLED |
|------------|---------------|
| 1-3 | 4-9 |
| RESTRAINED | INCAPACITATED |
| 10-19 | 20+ |



QUASIT

Tiny fiend (demon, shapechanger), chaotic evil

These small demons are the playthings, messengers, and servants of their more powerful brethren. Extremely varied in appearance, they perform simple tasks and act as scouts and nuisances around demon lairs and dwellings. When encountered in the wilds, they will shapeshift into one of their concealed forms, frequently maintaining invisibility as well.

| | |
|----------------|---|
| STR | Armor Class: 13; Grapple DC: 13 |
| 13 (+1) | Hit Points: 7 (3d4) |
| DEX | Speed: 40 ft. |
| 14 (+2) | Proficiency: +2 |
| CON | Skills: Stealth +5 |
| 12 (+1) | Damage Resistances: cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks |
| INT | Damage Immunities: poison |
| 14 (+2) | Condition Immunities: poisoned |
| WIS | Senses: darkvision 120 ft., passive Perception 10 |
| 12 (+1) | Languages: Abyssal, Common |
| CHA | Challenge: 1 (200 XP) |
| 12 (+1) | |

Shapechanger: The quasit can use its action to polymorph into a beast form that resembles a bat (speed 10 ft.; fly 40 ft.), a centipede (40 ft., climb 40 ft.), or a toad (40 ft., swim 40 ft.), or back into its true form. Its statistics are the same in each form, except for the speed changes noted. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Magic Resistance: The quasit has advantage on saving throws against spells and other magical effects.

ACTIONS

Claws (Bite in Beast Form): Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) piercing damage, and the target must succeed on a DC 10 Constitution saving throw or take 5 (2d4) poison damage and become poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Invisibility: The quasit magically turns invisible until it attacks or uses Scare, or until its concentration ends (as if concentrating on a spell). Any equipment the quasit wears or carries is invisible with it.

Scare (1/Day): One creature of the quasit's choice within 20 feet of it must succeed on a DC 10 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, with disadvantage if the quasit is within line of sight, ending the effect on itself on a success.

GRAPPLING THRESHOLDS

| GRABBED | GRAPPLED |
|------------|---------------|
| 1 | 2-3 |
| RESTRAINED | INCAPACITATED |
| 4-6 | 7+ |

SWORDS & WIZARDRY STATS

Hit Dice: 3

Armor Class: 2[17]; Grapple DC 6 [13]

Attack: 2 claws (1d2 + non-lethal poison), 1 bite (1d3); Grapple (1d3-1)

Special: Magic resistance (25%), regenerate (1 hp/round), non-lethal poison, magical abilities

Move: 14

Saving Throw: 14

Alignment: Chaos

Challenge Level/XP: 7/600

Size: Tiny



THURS

Large fae, chaotic evil

These troll-kin are dull-witted brutes. Although very violent, they can often be tricked by the quick thinking. They dress in rude furs and usually carry large clubs. Many will happily serve powerful masters in exchange for regular food, a comfortable place to sleep, and better equipment.

Trolls are dangerous, with 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 often use them as guards or warriors, but trolls are more solitary and independent than goblins: they are willful and hard to control.

| | |
|----------------|--|
| STR | Armor Class: 13 (hide armor, natural armor); |
| 19 (+4) | Grapple DC: 14 |
| DEX | Hit Points: 59 (7d10 + 21) |
| 8 (-1) | Speed: 40 ft. |
| CON | Proficiency: +2 |
| 16 (+3) | Skills: Intimidation +6, Stealth +1 |
| INT | Condition Immunities: Charmed, sleep |
| 5 (-3) | Senses: darkvision 60 ft., passive Perception 8 |
| WIS | Languages: Common, Giant, Sylvan |
| 7 (-2) | Challenge: 2 (450 XP) |
| CHA | |
| 7 (-2) | |

Creature of the Night: The thurs is at disadvantage on attack rolls and Wisdom (Perception) rolls based on vision when in full sunlight.

SWORDS & WIZARDRY STATS

| |
|--|
| Hit Dice: 4+1 |
| Armor Class: AC 6 [13]; Grapple DC: 5 [14] |
| Attacks: Weapon (1d10); Grapple (1d8) |
| Saving Throw: 13 |
| Special: None |
| Move: 9 |
| Alignment: Chaos |
| Challenge Level/XP: 4/120 |
| Size: Large |

ACTIONS

Bite: Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 1d6+4 slashing damage.

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

Fae Veil (+1): The goblinoid weaves a glamour to increase its Stealth skill while it concentrates.

Grapple: Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 2d6+4 control 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.

GRAPPLING THRESHOLDS

| GRABBED | GRAPPLED |
|------------|---------------|
| 1-6 | 7-16 |
| RESTRAINED | INCAPACITATED |
| 17-33 | 34+ |

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Never shall she bow before you



QUICK START: DUNGEON GRAPPLING

This quick-reference guide gives the basics of how to grapple using the **DUNGEON GRAPPLING** supplement. The rules break down into a few basic principles, and the first and most important is that grappling actions utilize the same kinds of die rolls and mechanics as primary weapons. Grappling is thus simply a variation on a melee attack rather than a Contest of ability scores or a complicated flowchart.

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.

GRAPPLE DC = 10 + ATHLETICS OR ACROBATICS BONUS + UNARMORED DEFENSE (IF ANY)

DESCENDING GRAPPLE DC [S&W] = 9 – 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

MONSTER SIZE ADJUSTMENT TABLE

| SIZE | CONTROL POINT MODIFIER | BASE GRAPPLING DAMAGE |
|--------|------------------------|-----------------------|
| Tiny | × ½ | 1d4 |
| Small | × ¾ | 1d6 |
| Medium | × 1 | 1d8 |
| Large | × 1.5 | 2d6 |
| Huge | × 2 | 2d8 |

[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.

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 |



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.

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**.

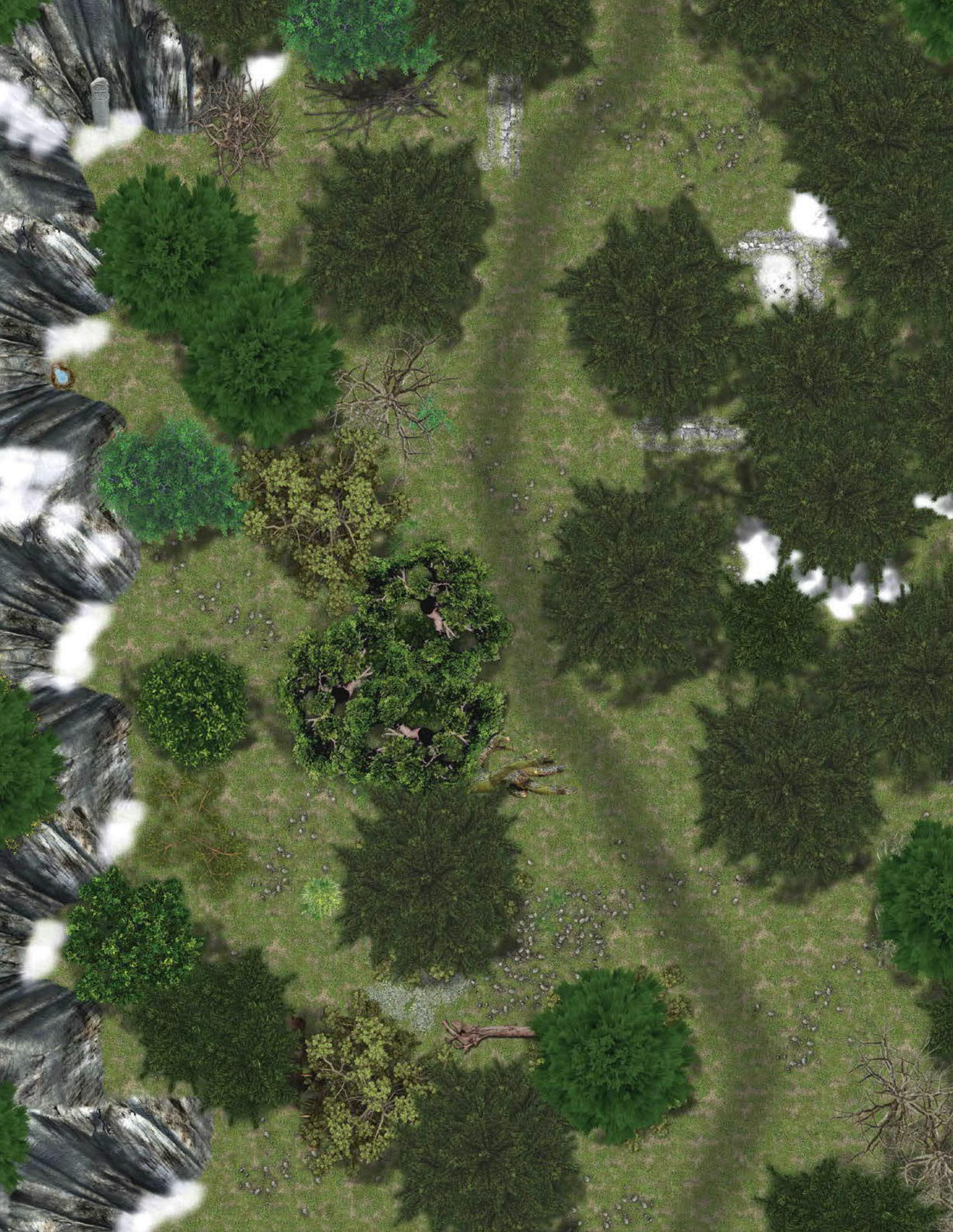
- **ATTACK (GRAPPLE).** Attack to build up more control. Make a grappling attack vs. the Grapple DC. If you hit, inflict your usual control damage.
- **COUNTER-GRAPPLING.** Attack to remove control points applied on you by foes. Counter-grappling does not provoke opportunity attacks. Make a grappling 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 foe's Condition.

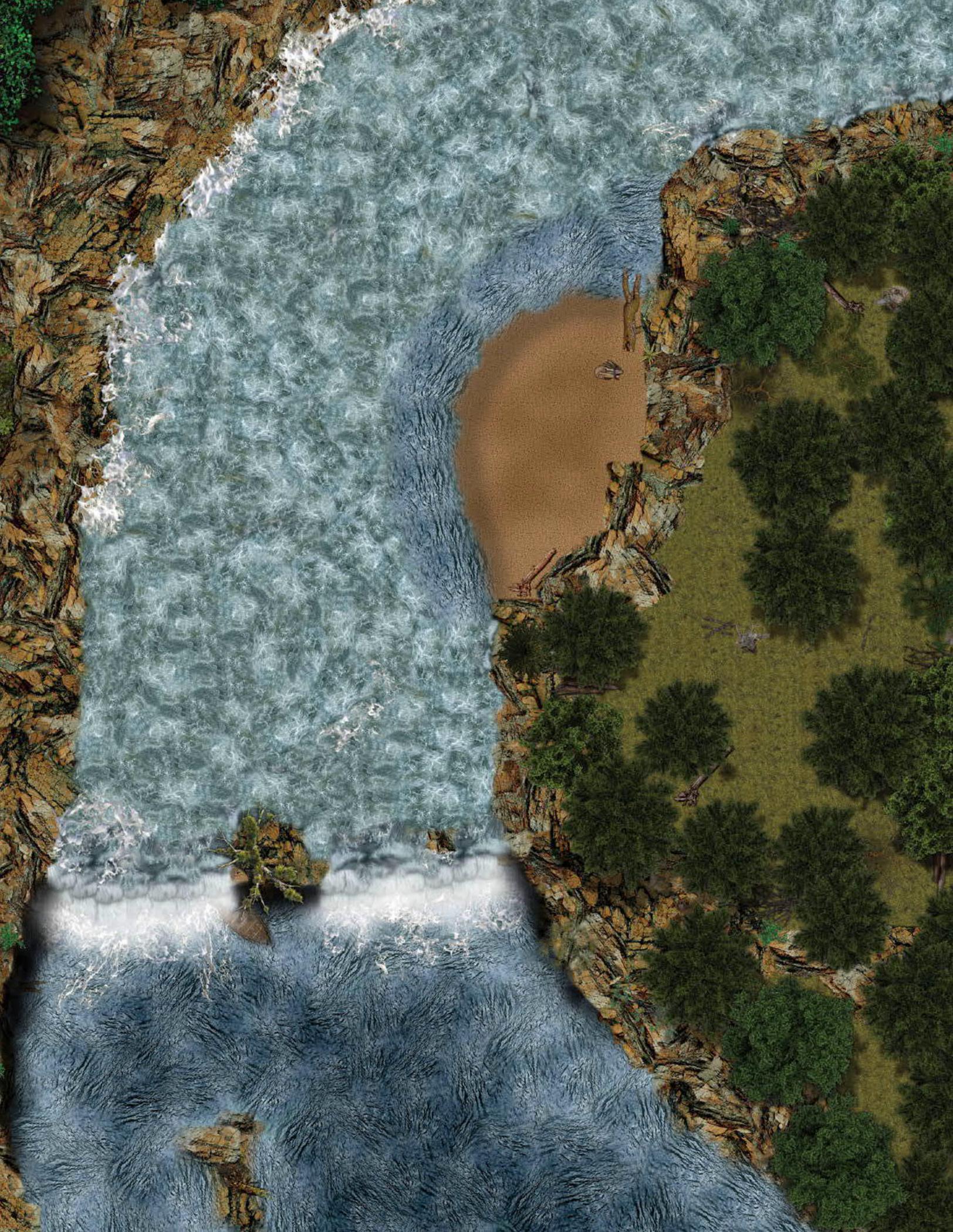
Example: A fighter has accumulated 23 control points on a foe. After a successful grappling attack roll, she elects to spend 12 of them, rolling 3d4 damage to HP, and retaining 11 control.

- **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

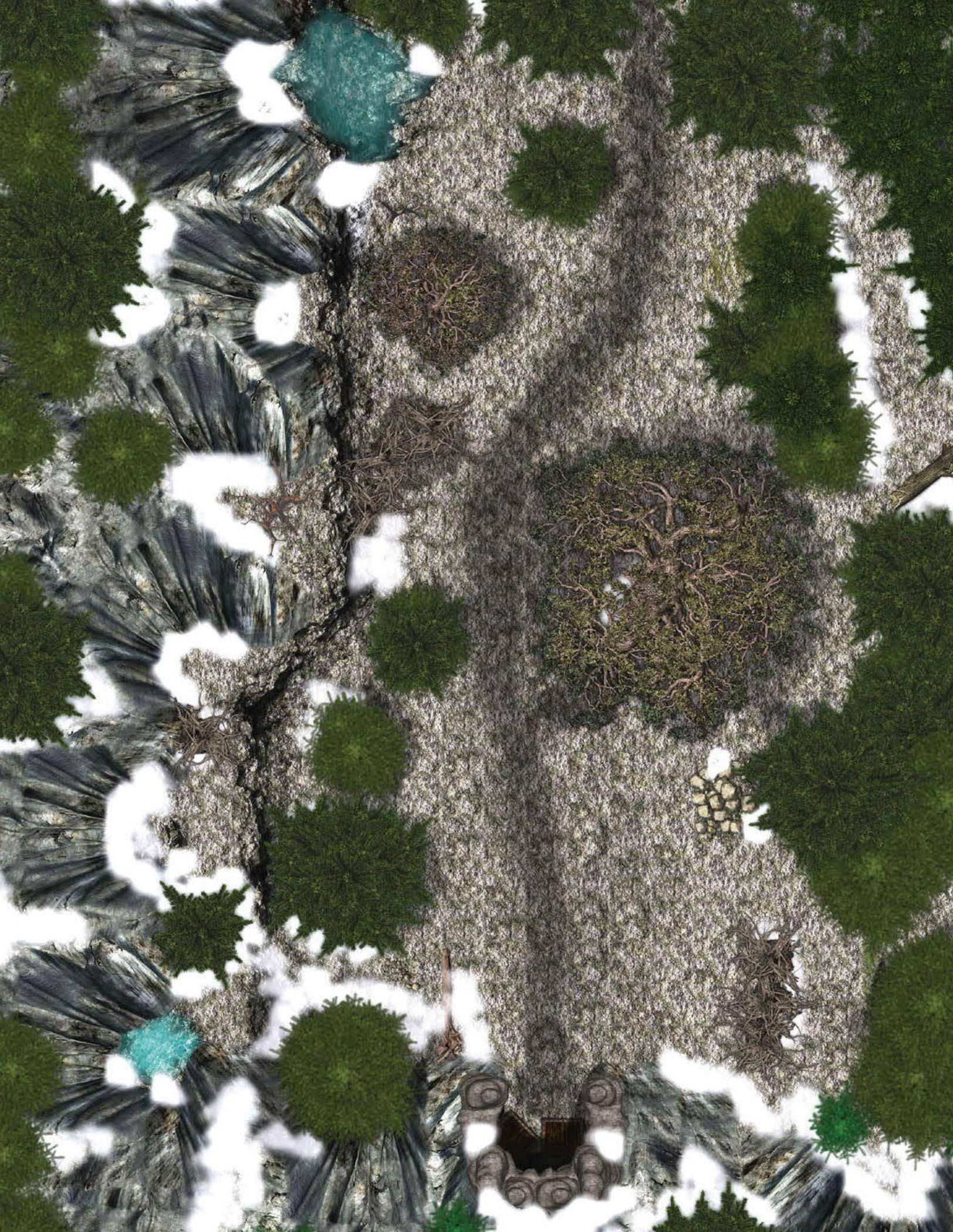
Compare the current total of applied control points vs the target's Control Maximum, and apply the effects shown on the Control Point Effects table.

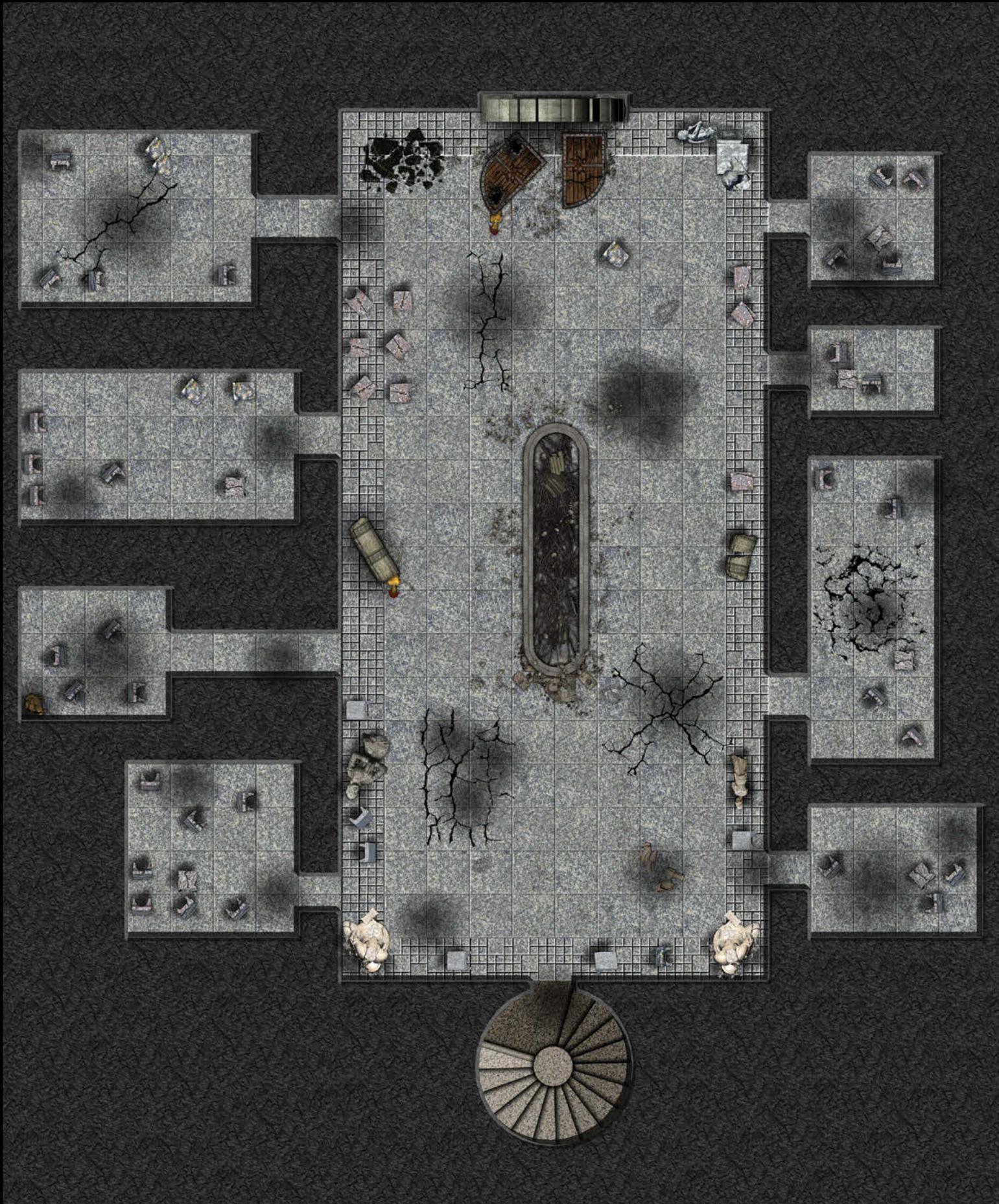


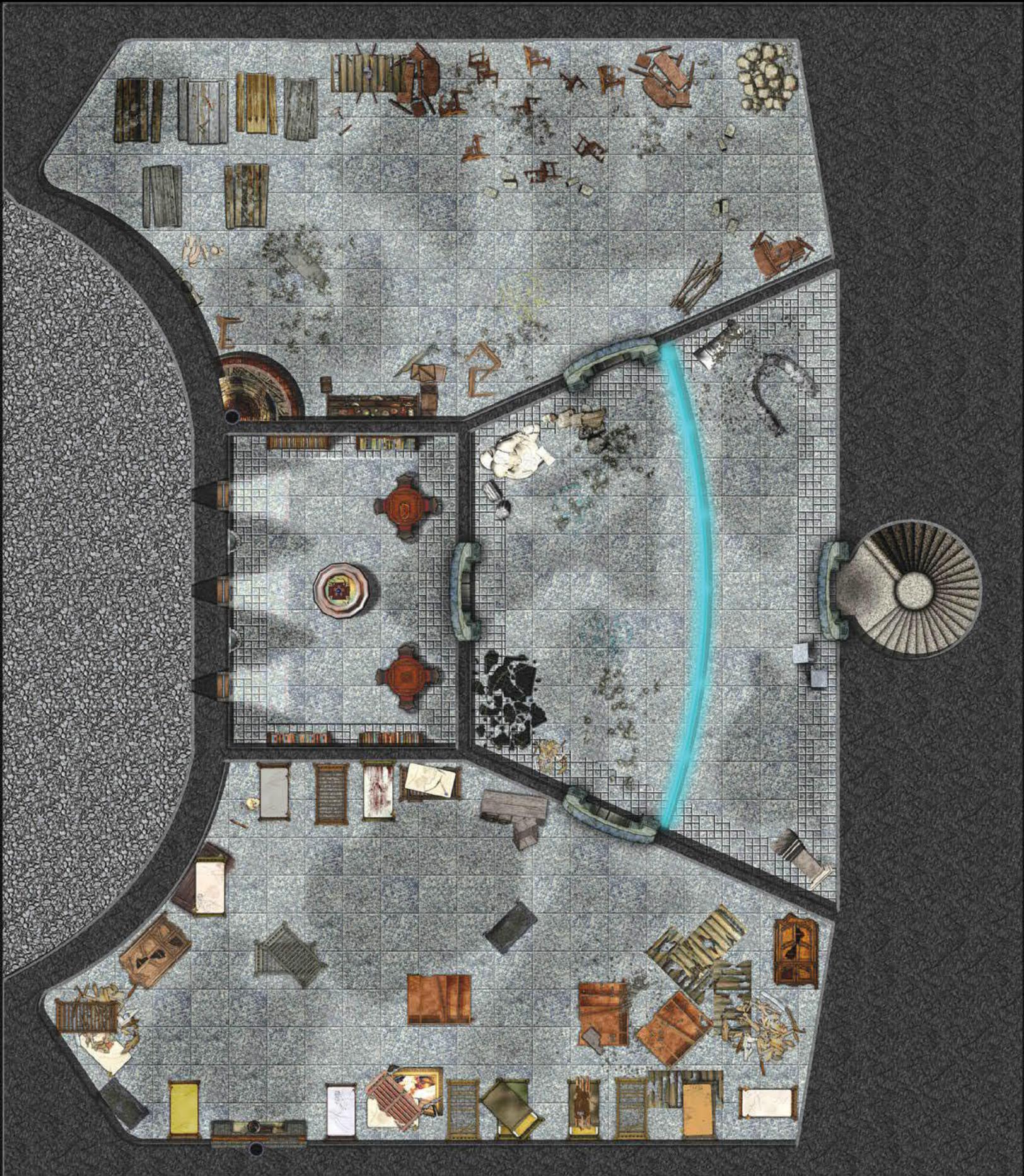














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