

DRAGON HERESY

LOST HALL OF TYR

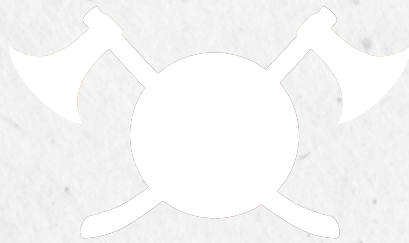
2ND EDITION

— TFROR HFXF —



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— RYRHPHHT TRR —



LOST HALL OF TYR

TFRXR HFXF

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TORENGUR GLOSSARY

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

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

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



FOREWORD

by Matt Finch

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

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

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

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

Matt Finch

December 21, 2018





PREFACE

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

THE DUNGEON FANTASY RPG

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

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

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

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

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

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

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



OF LENGI LAS ÉKKI

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

The adventure is in several parts:

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

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

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

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

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

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

THE SECOND EDITION

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

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

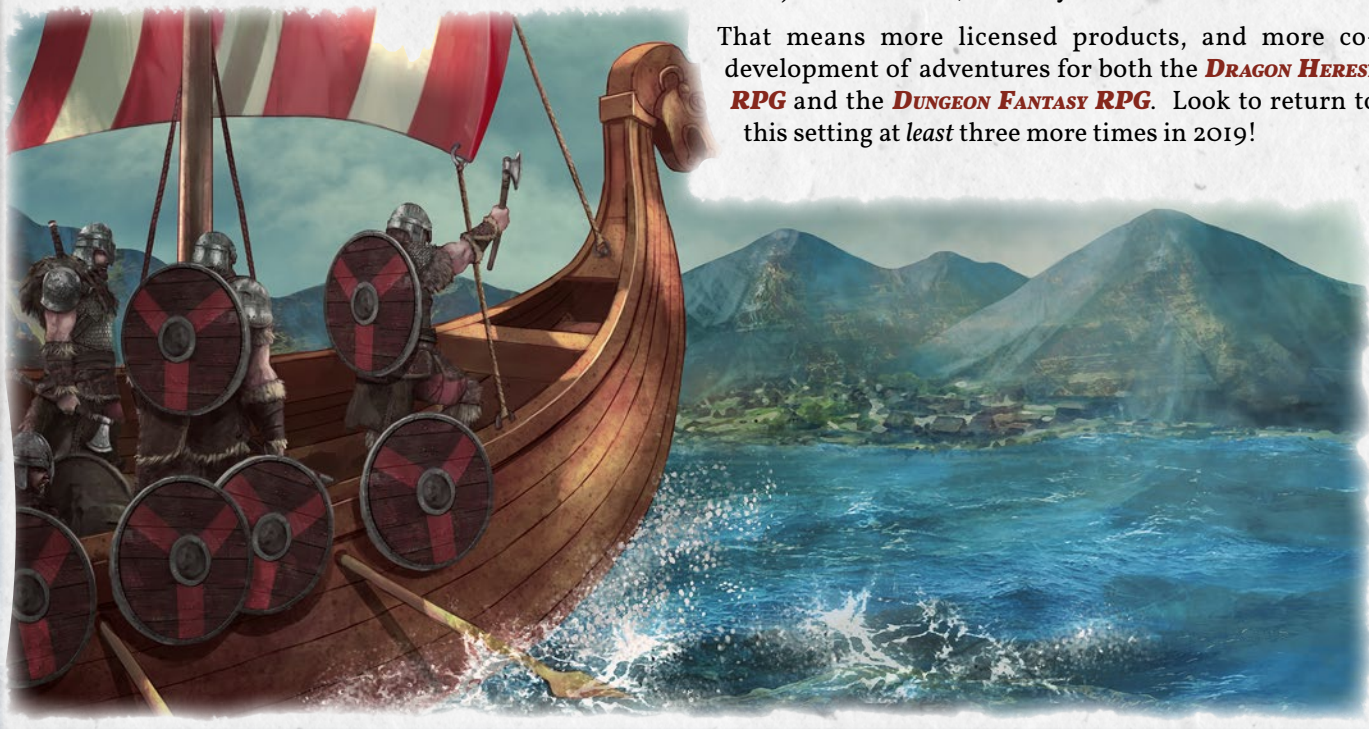
I resolved to quickly revise **LOST HALL OF TYR** into this new edition, and while print copies would have to be paid for, anyone who had previously purchased **LOST HALL OF TYR** would be receiving a free copy of the upgrade.

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

MORE WHERE THIS CAME FROM

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

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





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A CHALLENGING ADVENTURE FOR 4 TO 6 LEVEL 1-5 CHARACTERS

THE WAY TO THE LOST HALL IS FOUND

Deep in the glacial peaks northwest of Isfjall, past the northwest border of the realm, a band of adventurers is deceived and nearly destroyed by a powerful Winterfae sorceress as they pursue raiding hobgoblins. Through bravery and sacrifice, they retrieve and return a lost holy relic. The Tiwstakn: key to finding the legendary *Dómstóllinn*: the Lost Hall of Tyr.

With most of the hajarl's warriors and freeholders out trying to restore order to the Hunted Lands, a disgraced and desperate cleric of Tyr calls for stalwart thegns to venture into the Frostharrow, rediscover the Lost Hall, and return balance to the land.

They must journey into the wilds, guided only by their wits, old legends, and a warning:

***Strength and Sacrifice from those
who seek the Dómstóllinn***

Lost Hall of Tyr is an adventure designed for the ***Dragon Heresy Roleplaying Game*** by **Gaming Ballistic**. Within the book you will find:

- THE TOWN OF ISFJALL, ITS CUSTOMS, CULTURE, AND OF COURSE, THINGS TO BUY AND SELL
- RULES FOR WILDERNESS SURVIVAL SUPPORTING AN EXCITING JOURNEY TO FIND THE HALL
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**Survive the journey
Vanquish your foes
Rediscover the Lost Hall
Claim your reward**

