

DUNGEON FANTASY
POWERED BY CURPS

HALL OF JUDGMENT

SECOND EDITION

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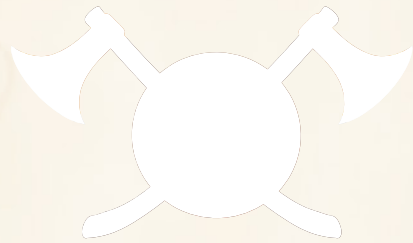


BY DOUGLAS H. COLE



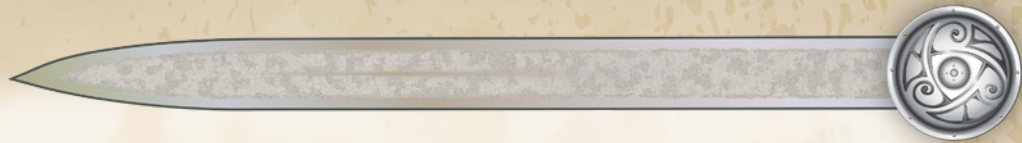


HALL OF JUDGMENT



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DUNGEON FANTASY

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SECOND EDITION

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ISBN: 978-1-950368-05-1 (Softcover); 978-1-950368-04-4 (PDF)

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HALL OF JUDGMENT

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NORÐLOND GLOSSARY

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

Term	Pronunciation	Notes
<i>Alf</i>	AHLF	A generic term for faerie in Norðlond
<i>Alfar</i>	AHLF-ahr	Plural of alf
<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 Norðlond seeking riches through commerce
<i>Braeðralag</i>	BREYE-dthra-lach	Brotherhood. The loose organization of Torengur who worship a common Aesir in a settlement
<i>Dánarhátíð</i>	DAHL-nar-hal-tidth	The Valor Festival, held in late fall/early winter
<i>Eðlafolk</i>	EYE-dth-la-folk	Lizard folk; servitors and warriors for the true dragons
<i>Einmannafjall</i>	AYN-mahn-nah-fyath	Lonely mountain
<i>Firkinbarn</i>	FYEER-kehn-barn	"Child firkin," a barrel of liquid with roughly seven gallons capacity
<i>Gangaeðla</i>	GONG-eyedth-lah	Lesser dragonkin; "leg-lizards."
<i>Gestur</i>	GUESS-tur	Guest, visitor, or tourist
<i>Guðrun</i>	GUDTH-ruun	God's secret lore; messages and commandments from the Norðlond 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-kar-uhls	The pledged military retainers of a jarl. Not necessarily always warriors (they may be spellcasters)
<i>Idunite</i>	IH-doon-ite	The clerics of the Goddess of Renewal are sometimes referred to as Idunite priests
<i>Isfjall</i>	EYEZ-fyath	Ice Mountain. A town in the northwest corner of Norðlond
<i>Jarl</i>	YARL	The chiefs of Norðlond; 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 Norðlond 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.
<i>Muspelheim,</i>	MUHS-pell-haym	The realm of fire, home of demons

Term	Pronunciation	Notes
<i>Mylja Ormur</i>	MEEL-ya Orm-uhr	Crushing worm. A writhing, poisonous degenerate dragonspawn
<i>Norðalf</i>	NORDTH-ahlf	A small, capricious, malicious faerie found in Norðlond, especially near the Frostharrow
<i>Norðlond</i>	NORDTH-lund	The barbarian lands in the far north of the continent.
<i>Seax</i>	SAY-acks	A term used for a long, single-edged knife or a short single-edged sword. The Norðlanders 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>Snjóflugl</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>Stóralfar</i>	STOHR-ahlf-ahr	"Large" or "Big" faerie. Man-sized alfar.
<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>Úlfjarl</i>	UHLF-yarl	Wolf-lord. A Norðlond 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-eh-n-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 Norðlond that is overrun with faerie
<i>Vesturham</i>	VEST-uhr-hahm	The mountain range that forms the western border of Norðlond. The northern reaches of the Vesturham range are towering peaks, home to faerie, called The Frostharrow
<i>Víðskipti</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 Sean Punch

I'm the designer of the **DUNGEON FANTASY ROLEPLAYING GAME**, so it should come as no surprise that when the game got the green light on January 18, 2016, I was thrilled! Steve Jackson Games kept the project largely under wraps at first. Still, we knew we'd need our loyal freelancers onside to create supporting content, so we let them in on the secret almost at once.

The first author to express an interest in boosting the signal—within the week, in fact—was Douglas Cole, mastermind of Gaming Ballistic. He proposed interviewing SJ Games staff about the game on Gaming Ballistic's "Firing Squad." We agreed, and Doug interviewed CEO Phil Reed on August 31, 2016, and Yours Truly on September 7, 2016.

Doug also put his money where his mouth was, backing the **DUNGEON FANTASY ROLEPLAYING GAME** Kickstarter at the "Private Game Session at Gen Con 2017" level. That was the opposite of cheap—especially because it meant Doug had to travel to and attend Gen Con in August 2017. There, he and I discussed the possibility of future support for the game, but SJ Games wanted to see how the game did before committing to anything.

Doug remained a high-profile supporter as summer became autumn became winter. Then in January 2018, discussion began in earnest between SJ Games and Gaming Ballistic: Doug proposed adapting **LOST HALL OF TYR** as **HALL OF JUDGMENT**, a licensed mini-setting and scenario for the **DUNGEON FANTASY ROLEPLAYING GAME**.

At SJ Games, we don't issue many third-party licenses for our games because we have exacting standards. We agree to partnerships only with people we know and trust. As it happens, Doug was known to us as a longtime playtester, as a regular contributor to our 'zine, Pyramid, and as the author of **GURPS MARTIAL ARTS: TECHNICAL GRAPPLING**. He earned our trust by doing a great job, being on time and organized, and always keeping us posted on the progress of his projects.

Thus, when the people who make decisions asked those who work on games, "Is this a risk worth taking?", our answer was, "Yes!" That didn't settle the question, but it improved already-good odds: We owed Doug for all the support he had given us over the years—in particular for being one of the loudest unpaid voices promoting the **DUNGEON FANTASY ROLEPLAYING GAME**—and we knew he was someone who could deliver.

Which brings us to where we are today: **HALL OF JUDGMENT**, designed by Douglas H. Cole and crowdfunded by you. And by backing this project, you've done something else: You've sent a message to SJ Games that there are lots of gamers willing to buy third-party content for the **DUNGEON FANTASY ROLEPLAYING GAME**.

So what does that actually mean?

For one thing, it bodes well for Doug. **THE HALL OF JUDGMENT** Kickstarter was fully funded on opening day and is past the 400% mark as I write this. Nothing succeeds like success, so odds are that if Gaming Ballistic asks SJ Games for a license to publish more **DUNGEON FANTASY ROLEPLAYING GAME** content, we'll agree. Enthusiastically.

For another, it bodes well for **DUNGEON FANTASY ROLEPLAYING GAME** fans and fans of SJ Games products in general. We now have evidence that licensing third-party publishers to crowdfund content for our games pays off. That isn't a guarantee we'll agree to every proposal—our standards remain exacting, and we still prefer people we know and trust—but it means we'll listen. Intently.

But here's the final and most important test: Do you like **HALL OF JUDGMENT**? I think it's cool, and I hope you'll agree!

Sean Punch,
GURPS Line Editor,
Steve Jackson Games
July 9, 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 lead 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. Based on my prior work for Steve Jackson Games—**GURPS MARTIAL ARTS: TECHNICAL GRAPPLING**—repeated noodling and play experience allowed me to improve it. And since then, it was adapted first in **HALL OF JUDGMENT**, and then as a stand-alone book, as **FANTASTIC DUNGEON GRAPPLING**. More on that later.

A MODEST PROPOSAL

I pitched an adventure to Steve while I was at GenCon—a low-risk conversion of **LOST HALL OF TYR**, expanded to provide new content. I was eventually given a license to produce the first third-party **DUNGEON FANTASY ROLEPLAYING GAME** product. It grew in the conversion to double its original length, to 128 pages, including 16 pre-generated characters (which get a lot of use when I run **HALL** at conventions), and over 30 monsters, most unique to the setting.

REVISITING THE HALL

The expansion of the adventure enabled me to revisit some of the concepts of **LOST HALL OF TYR**. It would get an expansion and mini-setting. I loved **DUNGEON FANTASY: CAVERNTOWN** and “Town” in this game got the same treatment. The journey became a core adventure segment. I got new maps (and then still more maps when I launched a Kickstarter for the second, improved edition of **LOST HALL OF TYR**). The main adventure got a rework for geography, and the magic in the **DUNGEON FANTASY ROLEPLAYING GAME** enables different things than the original work. That was actually strongly beneficial.

The adventure is in several parts, which inform outlines for future work as well.

Town (called 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 was a great introductory device.

Travel. The overland journey is a quest by itself. You’ll be glad for your barbarian or scout. And a cleric or druid with **Purify Food** and **Purify Water**. Lots of good encounters for campaign play, supported by rules for wilderness travel and weather.



HALL OF JUDGMENT

Explore the Ruins. There's great info to be had in Logiheimli as to why rediscovering and opening the Hall is important to Norðlond itself. This sub-section sees frequent play at conventions as a quest by itself.

The Dómstóllinn. The Hall of Judgment has an uninvited guest. The gods were having none of that, so they sealed it off; Norðlond has suffered ever since.

THE SECOND EDITIONS

I reverse-converted the original **LOST HALL OF TYR** to incorporate all the new good stuff, which was my first foray into making a second edition of anything. That project also enabled me to make better maps, which are included in this book.

But that brings us to **THE CITADEL AT NORÐVÖRN**. Well over 100 people purchased **HALL OF JUDGMENT** . . . and I didn't have that many copies on hand. Many factors combined to make it compelling to re-print **HALL OF JUDGMENT**. And not just printing more of them, but printing them better.

That brings us to the second edition. There are many small changes, and some large ones, in the present book, even beyond the printing and binding quality:

- ✧ The battle maps were updated. If you get the PDF, you get the full-size versions along with the main adventure, which allow import into your favorite Virtual TableTop program.
- ✧ The 4-page chapter that formed the core of **FANTASTIC DUNGEON GRAPPLING** in the 1st edition was updated to be consistent with the 8-page stand-alone product.

- ✧ The monsters and characters were also tweaked to be consistent with the new stats, and inconsistencies and errata with the stat blocks (and others) addressed at the same time.

ADVENTURES IN NORÐLOND

In closing, a few words about actual play experience running Hall of Judgment at conventions:

Start with a Party. The festivals proved invaluable to getting the players immersed in the setting. Interacting with townsfolk, competing in tourneys, and drinking in taverns can be an entire session.

In Norðlond, Quest Finds You. In every convention scenario, Gierolf Tyrthegn seeks out the party and tells them that the way to the Lost Hall has been found, and gives them the map. This quick-starts the quest.

Wasn't That a Sword? The Oathblade given to the group by Geirolf, and the famous sword The Law Giver, are both useful and powerful . . . but they're swords. Many of the pre-generated characters eschew swords in favor of other things. Be ready to change things up to keep the loot interesting and relevant to the group!

Undead are Boring (Until They're Not). Any Cleric worth their salt can confidently keep undead at arms reach via Turning. Near the ruins, nearly all spells and holy abilities are at -10 until those evil runes are dealt with, which makes swarming undead a lot more dangerous.

I've enjoyed the heck out of running this adventure at conventions, and play reports from others have been similarly positive. Even better, this book provides a jumping-off point to further exploration of Norðlond using **THE CITADEL AT NORÐVÖRN!** The characters will saunter into town with a bit of a reputation for bold deeds, which should help open doors for them.

In any case: to arms! There's raiding to be done!





A CHALLENGING ADVENTURE FOR 4 TO 6 250-POINT 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 Alfar sorceress as they pursue raiding stóralfs. Through bravery and sacrifice, they retrieve and return a lost holy relic. The Tiwstakn: key to finding the legendary Hall of Judgment.

With most of the hajarl's warriors and freeholders out trying to restore order to Norðlond, a priest of the God of Law 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 Domstollinn*

Hall of Judgment is an adventure designed for the **Dungeon Fantasy Roleplaying Game** by **Steve Jackson Games**. 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 AND A LONG JOURNEY TO FIND THE HALL
- THE ADVENTURE TO FIND THE HALL, INCLUDING FULL-COLOR MAPS FOR NAVIGATION AND ENCOUNTERS
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Survive the journey
Vanquish your foes
Rediscover the Lost Hall
Claim your reward

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