

DUNGEON FANTASY

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# THE DRAGONS OF ROSGARTH

TERROR UNFOLDS

BY KYLE NORTON  
AND DOUGLAS H. COLE





A CHALLENGING ADVENTURE FOR 4 TO 6 300-POINT CHARACTERS

## DEATH ON DARK WINGS

A dragon has come again to Rosgarth Castle. He hopes to ascend, becoming an Elder Dragon. They ruled the world for countless thousands of years. He believes he has found the way to do it.

He may be right.

But forces move against him. Undead rise in vast numbers. An ancient power stirs beneath the castle, filling the land with necromantic energy.

Maendrath does not know it.

In the Norse-inspired realm of Norðlond, 100 miles south of Rosgarth, signs and portents, rumors, and reports all say the same thing:

If brave thegns do not stop the threat of the dragons of Rosgarth, a new Ragnarök threatens.

Inside *THE DRAGONS OF ROSGARTH*, find:

- Járngarðr, a city dominated by metalworking and crafting. Lovingly detailed with complete maps.
- Capabilities, back-story, and motivations of all the major players
- Encounters to spice up the 100 mile journey from Járngarðr to Rosgarth
- Multiple paths to victory...and defeat
- Over 20 new creatures in the Bestiary. Including dinosaurs. Everything is better with dinosaurs.

**DUNGEON FANTASY**  
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## THE

# DRAGONS OF ROSGARTH

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## INTRODUCTION

The signature event of the last several thousand years was the war between the Winterfae and alfar on one side, and the Elder Dragons and their minions on the other. The dragons were the undisputed masters of *Midgard*, had in ages past conquered *Jötunnheim*. They were biding their time until they could conquer *Asgard* as well.

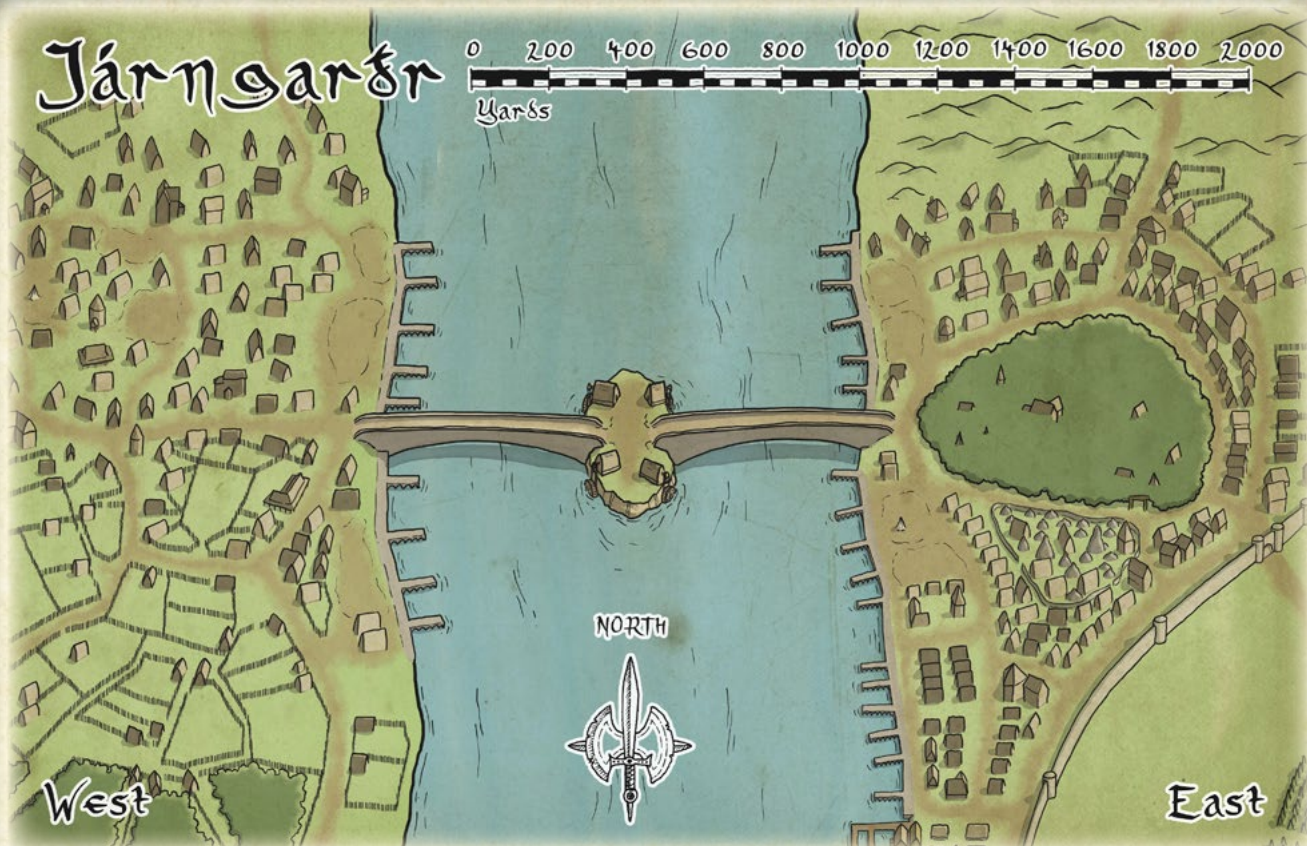
This all came to a rapid and sudden reversal in the Shattering, the greatest magical cataclysm in known history. Every ley line junction (*leyferð*) in the area, the magical wellsprings by which great relics and magical works were created, was broken by a group of Winterfae known as The Insane Ones, or *às a ciall* in their own language. This event trapped the Elder Dragons in meditative stasis, broke their telepathic domination of their spawn, and opened the door for the now-independent dragons to rewrite their own culture and history. In one stroke, the forces of dragonkind were neutered if not defeated.

Recently (well, for values of recently including the last 2,000 years) a dragon named Maendrath sought to restore a *leyferð* in the Dragongrounds for his own personal use. He recruited the *dokkalfs*, a kind of faerie gnome native to *Alfheim*, as well as making pacts with

several of the *às a ciall* themselves. Desperation makes strange bedfellows.

Of course, Maendrath wasn't a traditional dragon either. He sought to be the first dragon king, and eventually the emperor over a new Dragon Empire. A fairly standard dose of megalomania-inspired planning. He found the site of an old, powerful *leyferð* beneath the ruins of Rosgarth castle, some 100 miles beyond Audrey's Wall near the Drekanshlid River (Dragon's Gate), brought his allies there, and began the very, very long process of planning and conducting the ritual required to mend the *leyferð*.

His plans are coming to fruition, but he's missed a few things. The dragon queen who laid in meditative slumber at Rosgarth, *Reiðvængr*, had seemingly been destroyed at the time of the Shattering. That was *almost* true. Her spirit had ascended to the god-like status of



## JÁRNGARÐR

The bustling town of *Járngarðr* (“the Iron Garden”) is a prosperous—even wealthy—settlement in the far north of the realm. It sits at the intersection of the Jötunnáin River and Audreyn’s Wall. The town’s forges work ores brought out of the nearby—and unfortunately named—Midgard, whose mines are without a doubt the most productive in Norðlond. The two towns are rivals and partners: They work together to survive, even as they compete for status and pride. The wilds of the Dragongrounds and their dangerous inhabitants wait outside the Járngátt (Iron Gate).

Járngarðr offers quality steel and other metals for sale in large quantities and at reasonable prices. The busy stone docks move finished goods and raw ores to ports throughout the known world.

Forge fires blaze and anvils clang day and night throughout the town. Its substantial use of water-powered machinery, heavy use of stonework for dwellings, and its well-kept paved streets amaze even native Norðlondr. It is the only city in the realm that makes such extensive use of *all* these construction and manufacturing methods at one time, to such a large extent.

There is no better place to buy steel and ore than Járngarðr. A vast assortment of ores lies sorted by grade and impurity level, with steel bars and metal plates stacked for examination and sale: a grand garden of iron. Don’t expect to find too much of that ornate stuff everybody is so fond of over in Isfjall and Vopnferð; go elsewhere for a (spoiled) noble child’s dueling piece. If you—or your army—want a fine, pattern-welded weapon you can bet your life on, you’ve come to the right place.

## HIGH AND MIGHTY

The Norðlondur social hierarchy is flat: There are few at the bottom and fewer still at the top.

### KARLS

The *karls* make up the bulk of Norðlondur society. They are the merchants, warriors, scholars, and farmers found throughout the realm. They own their own lands and make their own craft items and goods without joining a guild so long as they are part of a personal exchange. “Olaf built a dinner table for Solveig, who in exchange forged a set of hunting spears for him” does not involve a guild. If Solveig wishes to sell the spearheads she forged for cash to some passing adventurers, that transaction *is* under the auspices of the guild.

The extent of trade in Járngarðr brings one into contact with karls of vast wealth. They are not nobles and owe no annual Duty to the king, but may own lands and control riches rivaling “small-fry” nobles, especially riddars and herras found in small towns and villages.

Among the karls, two types of people receive special note. A *huskarl* is a personal armsman or fighting retainer to a noble. The word *thegn* is used to describe a freeman capable of kicking butt and taking names by means mundane or magical. It is a complimentary term applied to those who exemplify the positive traits of self-reliance, boldness, courtesy, and have a demonstrated reputation for being able to handle themselves *in a fight*.

### THRALLS

The lowest of those with any standing, *thralls* are indentured servants working off defaulted debts or reduced in status from a freeman as punishment for a crime. It is possible to return to karl status afterwards—if not always an esteemed one. This is especially true for thralls in Járngarðr: Working at a forge or as a charcoal burner teaches valuable skills. Restored to the status of karl, they may leave to ply their new trade in another town, well removed from past associations and trespasses. Or go adventuring, hoping that enough money and magic increases their reputation to the point where their former status is forgotten. They're not wrong.

### JARLS

Beyond the karls are the nobles, collectively called *jarls* (chiefs) but formally known as riddars, herras, jarls, and hajarls. A riddar might have responsibility for a prosperous village; a herra for several such settlements, or a medium-sized town. A jarl owes the king *millions* in silver each year, and is a powerful and wealthy individual. A hajarl is even more so; they are the heads of “houses” that make up the political and economic factions in Norðlond. The king is both hajarl of House Torengar as well as ruler of Norðlond. The queen is hajarl of House Iyiling; the two houses are ancient allies intermingled by marriage and tradition.

Járngarðr is under the rule of four jarls, the first among them being the high priest of the God of Law. Each has responsibility and (in a very real way) ownership over one of the four quarters of the town.

The jarls retain sufficient thegns and huskarls to command the town watch at all hours. Beyond preventing raids by dragonkin and other horrors, they see to the Wall's upkeep and ensure the safety of the inhabitants of Norðlond. The huskarls and thegns themselves hire and manage enough town watchmen to fill out any gaps.

### THRALLDOM IN NORÐLOND

The Norðlondur culture is based on that of the Vikings in Iceland...more or less, and adjusted for the expectations of epic fantasy. While the society was flatter than in many other places—including other Scandinavian lands such as the more-stratified Norway—it still had the lowest ranks of society occupied by thralls: slaves. The typical karl might have as few as one thrall, or as many as thirty.

That's deservedly repugnant, and while the practice of thralldom is present in Norðlond, it has been altered to make the practice one of *indentured servitude* (which is still considered a form of slavery in the modern world). Thralldom can be part of a punishment, making the status of thrall akin to a prisoner or paroled felon. They have basic rights to their own body and cannot be murdered or have other gross violations inflicted upon them. It's *supposed* to be a harsh life, but you can draw the line such that it fits within your campaign's expectations...including eliminating it altogether.



### MAXIMUM HUSKARL

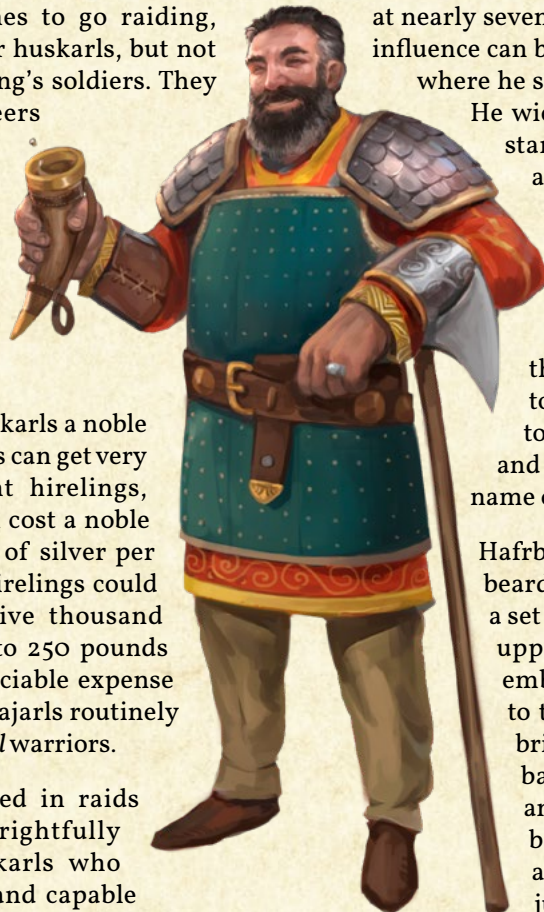
Huskarls are the warriors and spellcasters that a noble can command directly, to any purpose they choose. If a noble wishes to go raiding, they may command their huskarls, but not the town guard or the king's soldiers. They may also seek volunteers of course, who join in hopes of seeing a good haul and distinguishing themselves before the noble. The position of huskarl is considered a respectable job.

By tradition and law, the maximum number of huskarls a noble can retain is 100. Huskarls can get very expensive: 100 62-point hirelings, retained year-round, will cost a noble over a thousand pounds of silver per year. Adventurer-level hirelings could run perhaps three to five thousand pounds of silver, or up to 250 pounds of gold. That is an appreciable expense even for a jarl; only the hajarls routinely employ that many *personal* warriors.

Treasure or loot obtained in raids by huskarls belongs rightfully to their lord, but huskarls who prove themselves loyal and capable receive lavish gifts by their liege as a reward for their service. Capable, long-serving huskarls may be well equipped indeed.

### WEALTH BEYOND MEASURE

The wealth coming out of the Auðurfjall range is so vast that the king increased the konungsgjöf to double its normal amount, and the jarls can still easily afford it. The income of each of the eight jarls is likely on the order of \$50,000,000 per year. Such wealth brings great power and reach. The jarls and their immediate family have their fingers everywhere; they own inns, ships, and fabulous magic items. They personally finance huge construction projects and other improvements, and sponsor raids and expeditions into the Dragongrounds. And they also gather enemies and rivals like a shepherd gathers a flock.



### HAFRBJÖRN RÖDDTYR

The high priest of the God of Law and highest of the Jarls of Járngarðr towers over the rest of the council at nearly seven feet in height and prodigious bulk. His influence can be felt throughout the Merchant Quarter where he sits at the head of the Merchant's Guild.

He wields tremendous temporal power, and stands high in the eyes of the God of Law as well (he's rich, powerful, and holy). The Röddtyr family has a well-established reputation for fairness, and Hafrbjörn would not think of tarnishing it in any way. He is married to Thorfryd Yridottir, herself a child of a jarl from the south. They have three adult children together, all girls. Two married and moved to other towns; the third lives in Járngarðr and is an adventurer and skald known by the name of Silkirödda: the silken voice.

Hafrbjörn keeps his salt and pepper hair and beard neatly groomed and constantly wears a set of lavishly decorated steel shoulder and upper-arm guards. They gleam brightly, embellished with images paying respect to the Law God in silver and gold above a brigandine coat that is both fairly new and battle worn. He's notoriously stubborn and bad tempered when provoked; he has been known to go berserk in battle. The axe he wears has seen much use in the judicial duels that decide some disputes in Norðlond.

He likes a good meal; when not involved in his official duties, he can often be found in the Balanced Scales, a tavern he owns near the temple. There he eats and holds a sort of court with bored thegns looking for a chance to get hired to dispense justice on behalf of someone with weak arms and a fat purse. He's known for startlingly direct discussion of the merits of a dispute, including the finances of the two parties involved and who might serve as a suitable champion. Despite having his fingers in so many economic pies, he takes his responsibility and oath as a voice of the Law God as the holy vow it is. From time to time, Hafrbjörn dispenses justice personally on behalf of the less fortunate. Spending time in the Balanced Scales is a great way to get a feel for grudges in town and people who might be looking for a judicial champion or hired killer, depending on what side of the dispute is being discussed.

# THE DRAGONS OF ROSGARTH

**Ýlir.** This festival is a twelve-day hunt, consecrated each night in front of a blazing bonfire. Sacrifices of live animals (to the Allfather) and valuable objects are traditional. This is a very wild and violent celebration, and strange things happen during the Wild Hunt.

## JANUARY

**Ísvatn Áskorun.** Whether to relieve the boredom of the mid-winter lull, or to compete with Isfjall for most-insane festival, the winter event of the Ice Water Challenge sees Járngarðr plunging into the near-frozen Jötunnáin. While some make a brief dip, the title of *herra dofinn* is granted to the person who can stay immersed the longest while remaining responsive to defending themselves during a *flyting*. This is one of the festivals that has warm-climate outsiders simply shaking their heads.

**Winter Games.** Yet another festival conspicuously placed in the middle of the winter when tempers are high, temperatures are low, and boredom is legion. Held a month after the solstice, the entire week is spent in fierce competition. Snow-shoe races (including the three-legged kind), skiing, unclothed snow wrestling, and more go down, with new events added each year as folks come up with new ideas. Recent favorites have included the “wife carrying” and “husband dragging” races, as well as the “griddle-cake relay.” Visitors usually watch in a fairly bemused state.

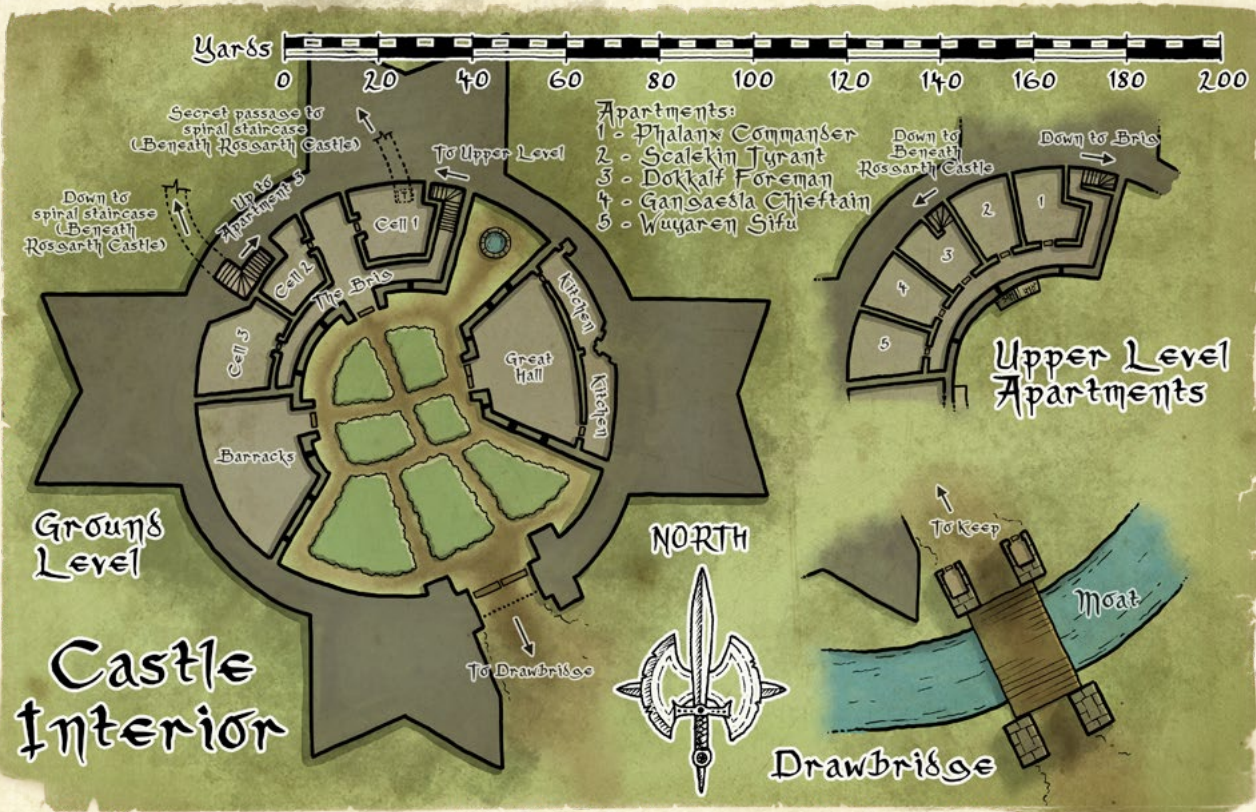
## FEBRUARY

**Flautusvín Dag.** Early in the month, as the weather becomes unpredictable, the Norðlondur “whistle-pig” (a species of giant marmot) emerges from hibernation. Druids and darn near everyone else, regardless of qualifications, try to catch one of these creatures unaware as they emerge from their burrows. These “soothsayers” predict the duration of winter remaining by interpreting the creatures tracks as if they were runes. Much alcohol is involved.

**Peace Day/Valiblot.** Celebrated with a cold meal washed down only with water: cups of ale or mead are filled, then poured out in sacrifice. Each Norðlondr pledges to let one grievance go unavenged, and redress another. The day honors the Queen of the World.



# THE DRAGONS OF ROSGARTH



## ROSGARTH RUINS

The ruins of Rosgarth Keep bear no resemblance to a gangaeðla warren, an eðlufólk village, and certainly not a draconic citadel. They look like a human dwelling...because they are. Or, rather, they were.

### THE KEEP'S FOUNDING

Rosgarth has always been magically important. It sat above a very powerful leyferð, a fact exploited by Reiðvængr. She built her lair where the ley lines crossed, shaping it into a giant stone hemisphere, and warded it against mundane and magical assault. There she worked powerful magic as she ruled the area with an appropriately scaled-and-clawed fist. Her dragonkin servants built the usual network of passages in and out to tend to her needs and hear her instructions. As she grew more powerful, she underwent the meditative slumber that, after long wanderings, would eventually convert her into a true Elder Dragon.

The Shattering put an end to all that—at an extremely important time for Reiðvængr. Just as she was about to undergo her ascension, the ley lines were broken... leaving her spirit potent but disintegrated, and her body blasted and destroyed.

In the years after the Shattering, but before the construction of Audreyn's Wall brought stability to the lands south of it, a powerful mage established a stronghold over the broken leyferð and named it Rosgarth (after himself, of course). He believed the Shattering to be temporary, and knew the power of even a broken leyferðs' *landvattn* (also known as a *genius loci*).



## THE JOURNEY

The distance from Járngarðr to Rosgarth is about 100 miles, which should take three to five days for healthy, unencumbered delvers under good weather and terrain conditions. Game trails meander; cutting straight through dense forest is slow even during the summer. Travel can slow to a crawl through winter snow. Taking time to forage in a land full of aggressive beasts the size of your typical longhouse does not qualify as low risk. Yet packing sufficient food and water to avoid foraging similarly slows travel. It's a corker.

Between naturally challenging terrain, dangerous and numerous *risaeðla*, and a burgeoning undead problem beyond the Wall...those who are not intrepid, brave, glory-seeking thegns tend to stay home where it's safe. Safer?

### GUIDED TOUR

If you can secure permission to cross the Wall, you can hire an expert in town to help lead the way through the Endalaus Forest (see Hlíðar Laumuspil for an example). Roll vs the highest of **IQ**, **Merchant**, or **Propaganda**. If you succeed, you locate a willing guide. On a critical failure, your guide absconds with easily-portable valuables at the first opportunity (see **EXPLOITS P. 90** for more information)!

No guide charges less than \$2000 for journeying into the deep woods, paid in advance. That fee assumes a two-week journey; extra time beyond this is a further \$1000 per week. They also expect a 10% cut of the value of any loot liberated during the journey. Finally, no guide currently ventures beyond the Drekanshlid

river...too few of their friends return from such commissions. They camp short of the river, only stay as long as they're paid to do so, and depart back to Járngarðr from Rosgarth five days before their pay runs out. Under no circumstances will they loiter for more than three weeks without some contact with their clients.

Quality guides insist on seeing the gear the team plans to take with them. If they are missing essential gear like group basics, tents, or sufficient torches, they insist on an *extra* \$1000 to "compensate for substandard gear." On the day of departure, they appear at the Járngátt with a pack animal loaded with such items and a long-suffering expression (on both guide and pack animal, for similar reasons).

## HELL'S KITCHEN

Approaching the doors to the kitchens, the clatter of fine porcelain and the squeak of turning spits compete with what feels like a wall of heat emanating from the chamber. Beyond the heat, the kitchen area is surprisingly large, perhaps five or six yards deep and stretching the entire width of the back wall of the Hall. The masters of the kitchen are obvious: muscular creatures with humanoid torsos, snake tails, and a half-dozen arms each. They speak in a horrid, rasping, spitting tongue to the smaller demons, who leap to obey. Large chunks of great beasts are roasting over the fire in several rune-covered hearths along the rear wall. The smell of well-seasoned meat fills the room. Along the wall closest to the Hall itself, tables and racks containing fine plates and silver cutlery gleam, ready for use. Spice racks are positioned every 10 yards or so.



### KITCHEN STAFF

The kitchens are managed by three **peshkali** (**MONSTERS P.45**) who oversee the **doomchildren** and issue all their commands in the language of *Muspelheim* (also known as the *demon tongue*). The peshkali are busily working in the kitchen and seem more well-adjusted to their current role. They have the same rules for engaging as the doomchildren, but protect the dumbwaiter as it leads directly down to the Lair. The peshkali intentionally give intruders chances to steal the plates and cutlery; this allows them to fall mercilessly upon the miscreant and fillet them.

### CHEFS DO THAT!

The **peshkali** are armed with four long knives (Knife-18; 3d+1 cut; Reach C,1) and a frying pan (as a club and small buckler; Axe/Mace-18; Shield (Buckler)-18; Block-12\*; DB +1; 2d-1 cr used as a melee weapon). They use their free hand and tail to for grappling (if using **FANTASTIC DUNGEON GRAPPLING**, this counts as two limbs). In battle, they first command the doomchildren to soften up their foes, then close in for some high-speed slice-and-dice.

The hearths are fueled by bound fire elementals (**MONSTERS P.25-26**) and provide ridiculous amounts of heat. The binding runes detect as magical for those with **Magery**. If players destroy or disable the runes, the elementals swarm out, burning everything they can. The room is *lethally* hot: Roll **HT + Temperature Tolerance** or lose 1 FP, then again each minute at -1. The penalty increments another -1 for every minute spent in the kitchens (ambient temperature is on the order of 145-160°F if it matters).

The dumbwaiter in the alcove leads to the **LEYFERD CHAMBER**. It supports an adventurer of SM 0 or smaller, or two of SM -2. The descent takes about a minute. The shaft is a 35-yard fall from the top, inflicting 5d+2 large area crushing damage unless mitigated (**EXPLOITS P. 67**).

### TAKE-OUT

The table settings are worth \$1,000 per pound and there are 50 lbs of the stuff on the shelves. There are 20 spice canisters in each of the four racks. Each canister weighs 0.5 lbs. Five are worth \$10 each, 10 are \$100 each, four are \$600, while the last is worth \$1500. The whole lot is 10 lbs and \$4,950; placing them into a large sack takes one second per two canisters. Evaluating a canister takes a minute each and requires a successful roll vs **Herb Lore, Merchant, or Naturalist**.

# BESTIARY

This chapter contains most of the monsters and foes that are noted as encounters in the Endalaus Forest and near Rosgarth Keep.

## MONSTER CLASSES

The relevant monster classes and notes are listed below.

**Animal.** Affected by **Animal Empathy**, **Animal Handling**, **Disguise (Animal)**, **Mimicry**, **Animal College** spells except **Hybrid Control**, and **Repel Hybrids**: instead use **Control (Animal)** and **Repel (Animal)**. Subject to spells that affect the living.

**Construct:** Artificial magical animated creatures. Affected by spells like **Seek Magic** and **Pentagram**. They cannot be mind-controlled, are not living, and are undetectable with the **Aura** spell.

**Dire Animal.** Requires a **Naturalist** roll to identify. Rolls to influence dire animals are at -5. Cannot be created using **Create Animal**. Otherwise as **Animal**.

**Elder Thing.** Creatures from beyond the *Nine Realms*, not bound within *Yggdrasil*. Neither living in any normal sense nor magical creatures. Not affected by **Banish**.

**Giant Animal.** Large versions of normal animals; otherwise treat as **Dire Animal**.

**Demon.** Affected by **Banishment**. Demons are also **Spirits** (see **Spirit Empathy**, *ADVENTURERS*, p. 53). Detects as evil. Not subject to spells that affect the living.

**Elemental.** Affected by **Control Elemental** and similar spells. Elementals are also **Spirits** (see **Spirit Empathy**, *ADVENTURERS*, p. 53). Not subject to spells that affect the living.

**Faerie.** Affected by **Seek Magic**, **Pentagram**, and similar spells. Subject to spells that affect the living.

**Hybrid.** Affected by a special subclass of **Animal Handling** skills, **Hybrid Control**, and **Repel Hybrids**. Unaffected by **Control (Animal)** and **Repel (Animal)**. Otherwise treat as **Animal**.

**Mundane.** Subject to spells that affect the living.

**Plant.** Affected by **Plant Empathy** and **Plant College** spells. Subject to spells that affect the living.

**Spirit.** Affected by **Seek Magic**, **Pentagram**, and similar spells. Affected by **Spirit Empathy**, **Affect Spirit**, and **Spirit Control spells**. Not subject to spells that affect the living.

**Undead.** Subject to **Turning**. Not subject to spells that affect the living.

## RISAÆÐLA (DINOSAURS)

They don't call them the Dragongrounds for nothing, but not all of the residents are properly dragons. The *risastór eðla*, or *risaæðla* for short, describe a large number of animals that resemble the dragonkin. They are not dragons, however, and are properly part of the **Animal** class. Despite some of these creatures' gigantic size, most of them are not Giant Animals. Legends of a giant *hnífstönn* named *Górillaahvalur* are of course widely discounted.

The creatures can be domesticated, after a fashion, by the dragonkin of the Endalaus Forest.



# THE DRAGONS OF ROSGARTH

## HUNDADREKI (ANIMAL; SM +1)

Hundadreki are 8-foot-long two-legged risaeðla with pebbly skin and plumage with muted tones tending strongly to shades of green and brown—though with accent colors that vary wildly. They also have brilliantly colored frill they unfold to draw attention.

They possess a talent for making a variety of sounds, used to confuse and mislead prey while stalking. They prefer to move in groups of five to 10.

They are stalking and ambush predators with fearsome intelligence. They coordinate their attacks, exploit tactical advantages, and when possible, set their ambushes along game trails. They target a single prey animal, hitting it with their disabling venom to disable it. Lunging in, one pounces to disembowel, while the others drive off and distract the target's companions, if any, so that the downed target can be finished off and the carcass secured.

The gangaeðla of the eastern Endalaus forest recently discovered that they could be domesticated if raised from hatchlings, a development that the Norðlondr will find alarming once they discover it.

### SPECIAL ABILITIES

**Spit Venom.** The hundadreki spits venom at an enemy; this is a **contact agent** (*EXPLOITS, P. 56*), and will usually be aimed at the face (at -5 to hit). If successfully struck, the victim must roll **HT** at -2; on a failure, they suffer **Terrible Pain** (*EXPLOITS P. 65*) for hours equal to the Margin of Failure. If the venom hits the face, the target suffers blindness if they fail the HT roll as well. Hundadreki can spit three times before needing a day to recharge its venom sacs.

**Two-Legged Pounce.** The hundadreki does a running leap, landing and slicing with its disemboweling claw. Treat as a slam, but afterward, the hundadreki makes a Jumping roll, and if it fails, it falls down in the target's hex. Success means the hundadreki lands on its feet and slashes the target with its claw. If it knocked down its victim, it achieves a grapple with CP equal to the damage rolled. This allows the lizard to worry—roll its disemboweling claw damage each turn as a free action! Reach C.

<b>ST</b> 25	<b>DX</b> 15	<b>IQ</b> 7	<b>HT</b> 14			
<b>Damage</b> 2d+2/5d-1	<b>Ground Move</b> 8/16	<b>Will</b> 15	<b>Basic Speed</b> 8			
<b>Basic Lift</b> 125	<b>Water Move</b> 3	<b>Per</b> 14	<b>Basic Move</b> 8			
<b>Control Thresholds</b>						
<b>HP</b> 25	1/10	x1/2	CM	1.5×CM	2×CM	<b>FP</b> 14
<b>Parry</b> —	<b>Dodge</b> 12	<b>Block</b> —	<b>DR</b> 3			

### TRAITS

- ♥ Combat Reflexes
- ♥ Discriminatory Smell
- ♥ Enhanced Move (Ground)
- ♥ Horizontal
- ♥ Nictitating Membrane 3
- ♥ Night Vision 5
- ♥ No Fine Manipulators
- ♥ Peripheral Vision
- ♥ Temperature Tolerance 2 (Cold)
- ♥ Temperature Tolerance 3 (Heat)
- ♥ Wild Animal

### SKILLS

- ♥ Acrobatics-15
- ♥ Brawling-18
- ♥ Innate Attack (Breath)-18
- ♥ Jumping-15
- ♥ Mimicry-14
- ♥ Tactics-10
- ♥ Tracking-16

### ATTACKS

Attack	Damage	Reach	Notes
Bite-18	2d+5 cut	C, 1	Counts as weapon
Disembowling Claw-16	2d+7 (2) cut	C-2	Counts as weapon; treat as kick ( <i>EXPLOITS, P. 39</i> ) on miss
Spit Venom-18	Special	10	See Special Abilities
Disembowling Pounce-20	2d+10 (2) cut	C	See Special Abilities



# THE DRAGONS OF ROSGARTH

## IRZHAJÖTUNN SERGEANT (MUNDANE; SM \$)

The irzhajötunn of Morevel are distantly related to giants, and speak jötunn as well. They feature skin in mottled shades of brown and green, and are noticeably tougher than humans.

Famously found in the mercenary companies of strife-ridden Morevel, the troops Maendrath hired—The Bloody Fist—form up in a phalanx supported by archers. The Fist's cohesion derives from a mutual desire for riches, in salary and spoils.

The mercenary sergeants are brutally competent taskmasters, and form the backbone of Maendrath's army. The Fist accepts only the best irzhajötunn warriors: Every sergeant is a smart, capable commander who demands discipline and respect.

**Savage Discipline.** An irzhajötunn sergeant can train groups of humanoid into a disciplined fighting force. Each turn, the sergeant can shout orders and demonstrate his command by striking one of his minions (usually attacking with his whip). If he hits and causes injury, all appropriately trained troops under his command gain +2 to combat skills on their next attack.

### TRAITS

- ♥ Acute Hearing 2
- ♥ Ambidexterity
- ♥ Appearance (Ugly)
- ♥ Born War-Leader 2
- ♥ Bully (12)
- ♥ Combat Reflexes
- ♥ Extra Attack 1
- ♥ Infravision
- ♥ High Pain Threshold
- ♥ Penetrating Voice
- ♥ Rapid Healing
- ♥ Resistant to Disease 5
- ♥ Resistant to Poison 5
- ♥ Rallying Cry
- ♥ Social Stigma (Savage)

### SKILLS

- ♥ Axe/Mace-16
- ♥ Brawling-15
- ♥ Intimidation-14
- ♥ Leadership-14
- ♥ Shield-16
- ♥ Strategy-14
- ♥ Tactics-14
- ♥ Thrown Weapon (Axe/Mace)-15
- ♥ Wrestling-14

### ATTACKS

Attack	Damage	Reach	Notes
Dwarven Axe-16	2d+3 cut	1	
Thrown Axe-15	2d+3 cut	15/22	Acc 2
Whip-15	2d-1 (0.5) cr	1-7*	See <b>EXPLOITS</b> , p. 39
Wrestling-14	1d+2 ctrl	C	

### EQUIPMENT

Heavy leather suit (open-face helmet), two dwarven throwing axes, spiked whip (7-yard reach). They have **Shield** skill from long training as hoplites, but don't carry one into battle.

### NOTES

Rallying Cry can be found on **ADVENTURERS**, p. 28.

ST  
15

DX  
13

IQ  
11

HT  
13

Damage 1d+1/2d+1	Ground Move 6	Will 12	Basic Speed 7
Basic Lift 45	Water Move 1	Per 12	Basic Move 6
Control Thresholds			

HP  
17

1/10	×1/2	CM	1.5×CM	2×CM	FP
1	8	16	24	32	13

Parry  
12

Dodge  
11

Block  
12

DR  
2





## NORÐLOND GLOSSARY

The glossary gives Norðlond terms used in *THE DRAGONS OF ROSGARTH*, their pronunciation, and a brief description of the word or phrase's meaning.

Term	Pronunciation	Notes
Akkerisborg	AH-kehr-iss-borg	The second-largest city in Norðlond, it anchors the east end of Audrey'n's Wall, where the Jötunnáin meets the ocean.
Alfheim	AHLF-haym	The realm of the alfar; one of the Nine Realms of Norðlond cosmology.
Alþingi	AHL-ting-yay	Town council meeting.
às a ciall	AHZ a key-ALKH	An alfar phrase meaning "the outcast ones," with a strong undertone of "because they're dangerously insane."
Audrey'n's Wall	AWD-reign's Wall	The magical and physical barrier dividing Norðlond from the Dragongrounds.
Auðurfjall	EITHER-fyath	The Mountains of Wealth. A small mountain range filled with rich deposits of metals and gems.
Beitarvegur	BITE-arr-vay-gur	The Grazing Road. A well-traveled road stretching between Grashaf, Beitborg, and Járngarðr.
Braeðralag	BREYE-dthra-lach	Brotherhood. The loose organization of Norðlonders who worship a common god in a settlement.
Brynjarhorn	BRINN-ya-horn	Triceratops. But with force fields. "Armor horn."
Dánarhátíð	DAHL-nar-hal-tíð	The Valor Festival, held in late fall/early winter.
Dokkalf	DAWK-ahlf	Native to Alfheim, the dokkalfs seem to be to gnomes what the alfar are to humans.
Drekafugl	DRAY-ka-fugh	Quetzalcoatlus. A giant flying pterosaur. That shoots lightning. "Dragon bird."
Drekanshlid (River)	DREY-kan-slid	The Dragon's Gate river. While the Dragongrounds to the south of the Drekanshlid teem with lesser dragonkin, north of the Dragon's Gate river, the True Dragons make their lairs.
Dýrð-óðir	DEERdth Oh-thvir	"Glory mad." Said about folks who make a habit of killing and taking victory tokens (sigurtákn).
Eðlufólk	EYE-dth-la-folk	Lizard folk; servitors and warriors for the true dragons.
Endalaus Forest	END-ah-louse Forest	Pretty much what it sounds like: the endless forest.
Flyting	FLEET-ing	A ritual exchange of insults performed as a skaldic rap battle. It takes the place of overt violence where such would be uncouth or unwanted.
Gangaeðla	GONG-eyedth-lah	Lesser dragonkin; "leg-lizards." Dinomen.
Gestrismi	GEST-riz-knee	Hospitality, or guest-right.
Hnífstönn	HNEEF-stun	Tyrannosaurus Rex with pyromania. "Knife-tooth."
Hugrekki próf	HEW-grecky PROHVV	Bravery bump. A casual and deliberate challenge to a contest of strength or prowess. Usually delivered to an unarmed stranger.
Huskarls	HOOS-kar-uhls	The pledged military retainers of a jarl. Not necessarily always warriors (they may be spellcasters).
Irzhajötunn	ER-zha-YO-tunn	Literally "runt giant," this vaguely gray-green humanoid hails from far-off Morevel. A group of mercenaries in the hire of Maendrath. Totally not orcs.
Isfjall	EYEZ-fyath	Ice Mountain. A town in the northwest corner of Norðlond.
Jarl	YARL	The chiefs of Norðlond; more broadly, a generic term for the noble class, or "folks in charge."
Járngarðr	YARN-gar-thurr	A crafting town located along the Jötunnáin river, in between the large cities of Norðvörn and Akkerisborg. It is a sister city to Midgard, which boasts some of the richest known mines in Norðlond.

Term	Pronunciation	Notes
Járngátt	YARN-gott	The Iron Gate. The portal through Audrey'n's Wall to the Dragongrounds out of Járngarðr.
Jötunnáin	YO-tunn-eyen	The river that largely defines the border between Norðlond and the Dragongrounds. The -áin suffix means "river" in the north; in the south it's just -á.
Karl	KAHRL	A free yeoman, landowner, or equivalent. Neither a chief (jarls) nor slave (thralls).
Lægribær	LIE-gree-buy-ur	"Lower Town," the residential and commercial area of Norðvörn, located on the west bank of the Jötunnáin.
Landsvæði gripa	LANDS-vay-dthe GREE-pah	An eðlufólk territory war.
Landvaetr	LAND-vay-turr	The semi-aware spirit of place that has been long steeped in magic. The landvaetr of broken leyferðs (below) are frequently insane.
Leyferð	LAY-ferdth	Remarkable places where ley lines of mana crossed. Powerful magic was performed on leyferðs. They were shattered during the end of the faerie-dragon wars.
Maendrath	MAYNE-drath	A 2,000 year old male dragon who has taken up residence at the ruins of Rosgarth Castle.
Muspelheim	MUHS-pell-haym	The realm of fire; home of demons.
Norðalf	NORDTH-ahlf	A small, capricious, malicious faerie found in Norðlond, especially near the Frostharrow.
Norðlond	NORDTH-lund	The barbarian lands in the north of the continent. The people are called Norðlondr; the possessive/adjective form is Norðlondur, which also is the name of the language.
Norðvörn	NORDTH-vorn	Yes, really. "North guard," or casually, Northwatch. Consists of the Cítadel and Lægribær ("Lower Town").
Ragnarök	RAG-nah-rook	Literally "destiny of the rulers." In Norðlond and for the Aesir, a "ragnarök" event is a massive change to the existential nature of the Nine Realms. Examples include the conquest of Jötunnheim by the Elder Dragons and the Shattering.
Reiðvængr	WRYth-venger	An ancient, long dead dragon queen. She made her lair on top of the leyferð underneath what became Rosgarth keep.
Risaeðla	REEZ-eyedth-lah	Short for risastór eðla—"giant lizards." Dinosaurs.
Seax	SAY-acks	A term used for a long, single-edged knife or a short single-edged sword. The Norðlonders don't much distinguish.
Sigðeðla	SEEG-edth-lah	Therizinosaurus. "Sickle-lizard."
Sigurtákn	SIG-uhr-towk-en	Trophy, or victory token. The spoils of a victory in battle, usually by formal challenge. Honorably won; questionable nonetheless.
Slátrun	SLAU-troon	Slaughter. The annual meat harvest of domestic animals, held in October.
Stóralf	STOHR-ahlf	"Large" or "Big" faerie. Man-sized alfar.
Svartalfheim	SVAHRT-ahlf-haym	Dark elf home. The spirit realm of faerie pocket dimensions.
Thegn	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.
Trévinur	TRAY-vinh-ur	Tree-friend. Druids.
Veiddarlond	VAY-tahr-lund	The Hunted Lands. A region in Norðlond that is overrun with faerie.
Ýlir	EEE-lihr	The Allfather's Hunt, a festival ending with the Winter Solstice.

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