

Codex

The Gauntlet's monthly RPG zine

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A miscellany to inspire you



I R O N





THE GATES COLD IRON PASS

An OSR adventure by Kiel Chenier. Map by Kiel Chenier. Illustrations by Nery Mejicano

Somewhere on a fantasy map are two mountain ranges that meet, and at the point where they meet is an iron-gated pass run by an inhospitable clan of dwarves: Clan Coldiron, the masters of Cold Iron Pass.

The Coldiron dwarves have always been considered an odd lot, even by dwarven standards: xenophobic, bitter, obstinate, and secretive. However, they've grown much stranger over the past few months. Travellers through the pass share tales of the dwarves standing upon the highest points of the pass, mouths open to the sky. Others tell of the Coldirons asking them strange questions about ordinary things, like the purpose of flour, or what fire feels like upon the skin.

Cold Iron Pass has become less traveled as of late. Some people whisper that not all travellers make it through the pass anymore, and that the Coldirons have become wicked and murderous. Pity the poor adventurers who must make their way through the mountain pass and contend with these increasingly bizarre dwarves... and their terrible secret.

WHO ARE THE COLDIRON

(and what's wrong with them)?

Red-haired and red-bearded, the Coldiron Clan is a family of dwarves most well known for their cold forging of iron weapons, a slow and laborious process that makes them particularly harmful to creatures from other planes of existence (the fey, devils, demons, etc.).

They're a family made up of brothers, sisters, children, and cousins, numbering at twenty dwarves. Cold Iron Pass is their home, and they make a living defending it from barbarians, forging weapons for folk on either side of the mountain, and charging travellers passing through a toll. Most people regard them as odd and isolated.

Several months ago, the Coldirons received a shipment of hops tainted with an unnatural fungus. While such a taint would've been noticed by humans or elves, the Coldiron dwarves thought little of it. This fungus slowly began to spread throughout the clan, infecting all of the dwarves to varying degrees. It seized their minds, growing and seeping into the very folds of their brains. Their thoughts soon became the fungus' thoughts, and their will was no longer their own. The fungus exacerbates a dwarf's naturally prideful tendencies, turning them strange and violent.

The fungus craves dark places to spread its spores, and the dark, dry rooms of the mountain pass were perfect for this. Now, every member of the clan is infected; the ones infected the longest now barely resemble dwarves: they are closer to mushroom-people hybrids, with great growths and fungus caps sprouting from their eyes and ears.

By the time the player characters arrive, only twelve Coldirons can still pass as dwarves. They busy themselves with the mountain pass, inviting in unsuspecting travellers to be captured, robbed, tortured, killed, or worse. The fungus seeks new hosts. The dwarves who have succumbed to the fungus lay within the walls of the vault, their bodies reduced to husks by the fungus.

Coldiron Fungus Dwarves

Armor as leather, HD 6, Hit Points 28, Speed 1/2 human. Attacks with bite for 1d6 damage.

- As dwarves, they can see in the dark.
- When reduced to 0 hit points, they reanimate 2d6 minutes later, angrier and meaner. They single out the person who killed them and torment them exclusively.
- Fire deals double damage to them. Burning their remains slows their reanimation to 1d4 days.
- When hit with blunt weapons (maces, hammers, flails, etc.) they release spores. The creature who hit them must make a saving throw versus Poison or be infected.

Fungus Infection

At certain points in the adventure, characters are exposed to fungus spores. Breathing them in can cause characters to become infected, slowly succumbing to the same madness and mutation as the Coldiron dwarves:

- When exposed to spores, characters must make a saving throw versus Poison. Success means they're fine. Failure means they're infected with the fungal growth.
- Infected characters start to show signs of the infection 2d6 days after they are exposed.
- These signs include: an unwillingness to wear armor, strange fungal growths and protrusions from the skin, degenerative madness. When an infected character is killed, they regenerate and reanimate into a fungal monster version of themselves. The player no longer has control of the character, who will attack anyone within reach.
- Holy magic such as remove curse, cure disease, and restoration cures the infected character.
- Taking precautions against the spores, such as wearing goggles or face masks, removes the risk of infection.

HOW TO USE THIS ADVENTURE

The Gates of Cold Iron Pass is a waypoint location and adventure meant to be a side trek, diversion, or random event during wilderness travel from one adventure to the next. It's an adventure designed to add some flavour to overworld/hexcrawl exploration and showcase how sometimes adventures just happen along the way to other things.

As part of an ongoing campaign.

The mountain pass should be a location the characters need to pass through every so often when moving from one major location to another. It can be placed anywhere there's a mountain range or large enough hills. The characters don't need to interact with the pass or the Coldirons on their first visit, but the more they do, the more apparent it should become that something is incredibly wrong with the Coldirons (and that now it's time to explore this place like a dungeon).

- First Visit: The pass is run and patrolled normally. Investigating closely reveals the dwarves act a little strange and seem overly paranoid.
- Second Visit: The pass has fewer guards and toll collectors. The few that are out are bandaged and hide their faces. They act normally, but investigating closely reveals they are sick with something. They smell strongly of earth and rot.
- Third Visit: The pass is guarded by only two dwarves. Blood stains the snow and ground around the gates. The patrolling dwarves fly into a rage and attack at the slightest perceived insult.
- Fourth Visit: There is no one guarding the walls of the gate. The gate is shut, but the doors leading inside the complex hang open.

As a one-shot adventure.

The player characters have heard about the Coldirons' strange behaviour over the past several months. If there are any dwarf characters in the party, they might be distantly related to the Coldirons and know of their reputation. The leaders of a nearby southern town will pay the characters a sum of 100 gp (or however much is appropriate for your game) to find Katrina Ossington, a resident of noble birth who travelled by carriage through Cold Iron Pass. She never arrived at her destination and has been missing for weeks. The Coldiron clan took her captive. Her body is in the vault and her belongings are strewn about the complex.



PLACING THE COLDIRON DWARVES

Each NPC dwarf is located in a different place each time the adventure is run. Roll 2d12 for each dwarf, add the results together, and place that dwarf in that numbered room.

Roll	Dwarf's Description	Roll	Dwarf's Description
1	Grimbald, the father. - Armor as chainmail. - Patriarch of the clan, holds the golden key to the vault. - Patronizing, angry, rants about colors and lights.	7	Ruby, the daughter. - Youngest child of Grimbald/Kettlebach, holds the bronze key to the vault. - Still sane enough to be reasoned with, actively tries to help the characters if they help her escape with some of her family's treasure.
2	Kettlebach, the mother. - Matriarch of the clan, can cast cure wounds (or equivalent) twice a day. - Toothless, long-nailed, zealously religious.	8	Trachus, the second son. - Middle child of Grimbald/Kettlebach. - Ugly, covered in fungal growths, can barely move. Spouts rhymes and riddles.
3	Brunn, the grandmother. - Mother of Grimbald, has the silver key on a chain around her neck. - Mute, blind, sits in a makeshift wheelchair. Attacks wildly only if attacked first.	9	Brimbold, the cousin. - Eldest child of Kuld. - Naked, covered in burns, rants about an 'elder flame' that lives in his mind. Deathly afraid of water.
4	Kuld, the uncle. - Brother of Kettlebach, sane enough to use a warhammer (2d6 damage). - Wild hair, smells of rot, screeches unintelligibly at all times.	10	Scoura, the cousin. - Eldest child of Kallas. - Mushroom growths have overtaken her arms and back, making her hunch over. Weeps loudly and often.
5	Kallas, the aunt. - Armor as plate. - Sister of Grimbald, spindly and frail (only has 10 hit points). - Totally blind, mushrooms burst from her eye sockets, moans and wails.	11	Platgurd, the bastard. - Youngest child of Kuld, sane enough to use a mace (1d6 damage). - Greedy, vain, obsessed with gems and treasure. Accuses all she sees of stealing from her.
6	Thrundus, the first son. - Eldest son of Grimbald/Kettlebach. - Handsome, sane enough to be reasoned with but also evil and sadistic.	12	Formax, the bastard. - Illegitimate child of Kettlebach, still mostly sane, holds the electrum key to the vault. - Bitter, drunk, he hates Ruby and wants her dead. If they encounter each other he'll try to murder her.

ROOMS BREAKDOWN

The size of the dungeon and each of its room is left ambiguous. Generally, each room is “big enough” so that players can cast spells within them without worrying about hitting each other. If a set scale is needed, the square rooms are 30 feet by 30 feet, and the vault is 60 feet by 60 feet.

Each room contains furniture, items, and accommodations that fit the room’s name. If a player asks if an item or device is present that would logically be found in that kind of room, then it usually is.

LIGHT. Every room in the dungeon is pitch black unless otherwise stated. The dwarves can see in the dark.

CEILINGS. Rooms have a ceiling height of 6 feet, hallways have a height of 8 feet.

HALLWAYS. The walls are decorated with iron shields, axes, and occasionally framed paintings of Coldiron ancestors.

DOORS. Carved from stone. Every door is unlocked unless otherwise stated. Both picking a door lock and/or breaking a door down prompts a random encounter roll.

RANDOM ENCOUNTERS. These are rolled on 1d6. If a 6 is rolled, the dwarf nearest the characters leaves their starting room and moves to investigate.

1. *The Gate*

- The stone archway that houses the gate is 100 feet tall. The iron portcullis below is 30 feet high, 10 feet wide. It is operated by controls on the walkway above.
- The walkway of the gate has a buttressed wall that is 4 feet tall. The iron doors by the twisting stone steps on either side hang open.

3. *Coat Room*

- Several fur-lined coats rest on hooks here. Searching them closely reveals 3d12 gp in coins, a scrap of cloth with the dwarvish words translating to “STAY AWAY” written in blood.
- Disturbing the coats kicks up a cloud of spores. The PC disturbing the coats must make a saving throw versus Poison.

2. *Treasure Hold*

- Both doors to this room are locked.
- There is 1000 gp worth of gems, coins, and trophies held within locked chests here.

4. *Weapon Storage*

- Dozens of cold iron maces (1d6) and cold iron tipped spears (1d6) rest in racks here.

5. Water Closet

- Rudimentary stone toilets, basins, and a water pump. The water pump is dry, making only squelching sounds.

6. Dining Hall

- There is a large unlit hearth in the room filled with ash.
- On the dining table are the rotten remains of a feast. It looks like it's been there a while.

7. Scullery

- Unwashed dishes and cutlery are heaped in dry stone basins.
- One of Katrina Ossington's ruby encrusted slippers is discarded on the floor

8. Kitchen

- Stone ovens and stoves lay empty. Dried blood coats the floor, matted with hair. The doors and walls have deep grooves cut into them: the scene of a skirmish that ended badly.

9. Larder

- The door to the larder is locked.
- Within are preserved and rotten ingredients and foodstuffs in equal measure. The larder smells terrible.
- A corpse is huddled in the corner: a human woman adventurer. Her throat is slit; she clutches a bloodstained dagger. On her body is a pack of adventuring gear, along with 32 gp in coins.

10. Brewery

- The room is filled with a miasma of fungal spores from the barrels of tainted hops. Anyone entering this room must make a saving throw versus Poison or contract the infection.
- In the centre of the room is a discarded slate and broken bits of chalk. There is chalk writing on the slate that reads (in dwarven): "You're always misplacing the keys! From now on, the four vault keys stay with separate people! The gold key with Grimbold, the silver key with Brunn, the bronze key with Ruby, and the electrum key with Formax." Even if the players don't read dwarven, they can make out the names of the keys and the names of the dwarves with a successful Intelligence check.

11. Men's Bedroom

- Searching behind the stone beds reveals a leather sack filled with 200 gp worth of gems.
- One of Katrina Ossington's ruby encrusted slippers is discarded on the floor.

12. Women's Bedroom

- Nothing of note.



13. *Work Room*

- Stone cutting tools are piled on work benches.
- The entrances are trapped with trip wires connected to hidden kegs of black powder. Tripping the wires near either door causes an explosion. Those caught in the blast must make a saving throw versus Breath Weapon. Failure deals 3d6 damage.

14. *Lounge*

- 2d4 bottles of high proof dwarven whisky line the mantle of the room. They can be turned into molotov cocktails.
- Katrina Ossington's jeweled travelling coat is discarded on the floor.

15. *Bathing Room*

- This tiled bathroom has stone benches, buckets, bathtubs, and a large fire pit for heating water.
- Scraps of Katrina Ossington's petticoat are discarded on the floor.

16. *Forge*

- The doors of this room are locked.
- Half made cold-forged iron weapons lay unfinished throughout the room.

17. *Jewel Room*

- The doors to this room are locked.
- Gem cutting tools and appraisal lenses fill the room. There is 560 gp worth of uncut gemstones strewn about the room.

18. *Storage*

- Nothing of note.

19. *Foyer*

- The walls are painted with frescoes of dwarves marching to war. Investigating closely reveals fungus growing in the cracks of the stone walls.

20. *Animal Pens*

- This room housed dwarven bulldogs. There are 8 cages, but only 1 bulldog left alive, locked in her cage. She's angry and starving. The cage's lock is easily broken/unlocked.
- Closely investigating the other cages reveals blood spattered on them and bite marks on the bars. Something bad happened to the other dogs.

21. *Armory*

- There are racks of weapons and 5 suits of dwarf sized chainmail armor in this room.

22. *Barracks*

- Searching the bunks of this room reveals 82 gp in loose coins, as well as recent signs of a skirmish between dwarves.

23. Temple

- The doors to this room are locked.
- There is an altar to a dwarven war god at the back of this temple along with small shrines to the rest of the dwarven pantheon.
- A golden idol of the dwarven war god rests on the altar. It is worth 1000 gp. Non-dwarves who move it from the altar or touch it with bare skin become cursed, losing 1d4 points from their Constitution score. A character whose Constitution is reduced to 0 is killed.

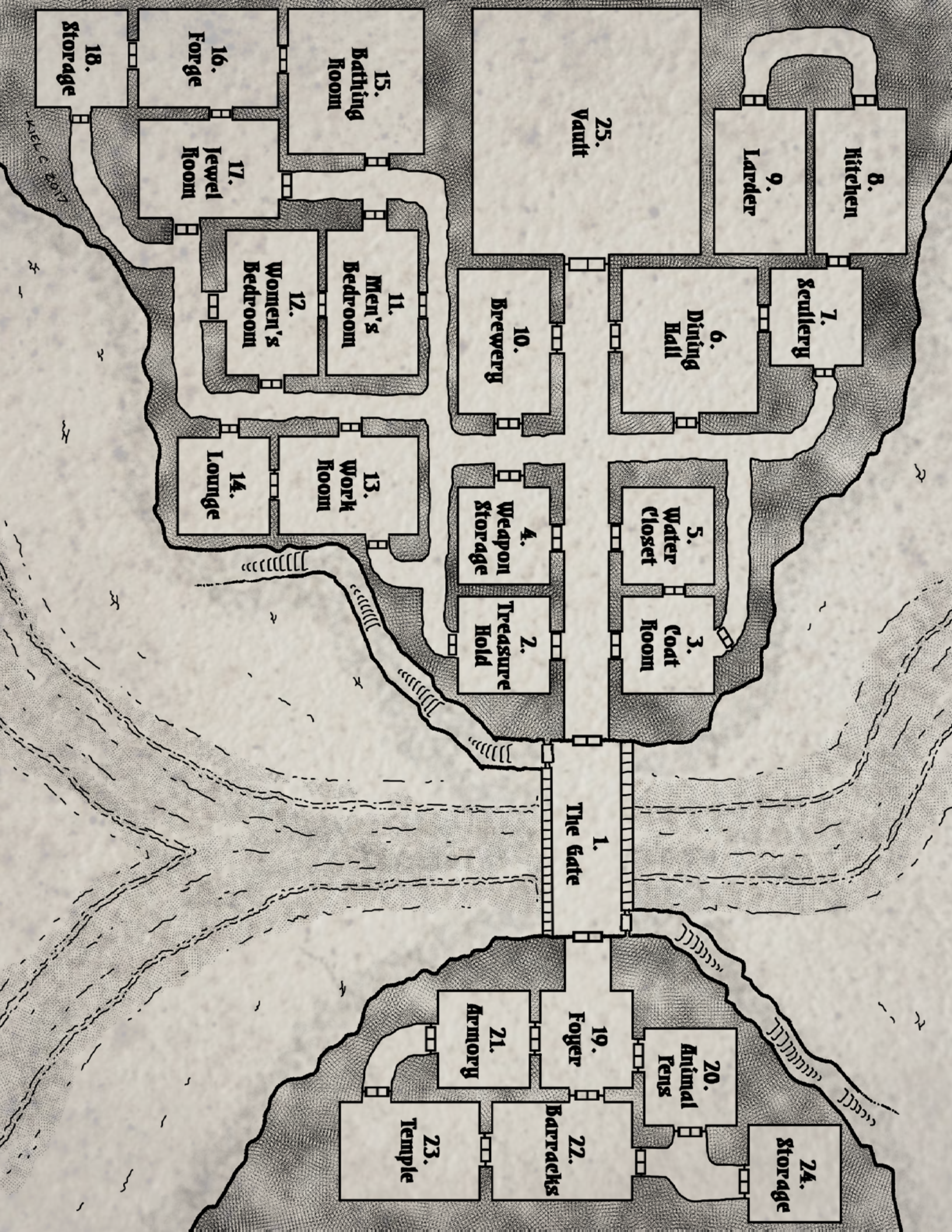
24. Storage

- Nothing of note.



25. Vault

- Outside the door, Katrina Ossington's family crest necklace is discarded on the floor.
- The door to this room is locked. Four keys are required to unlock it (gold, silver, bronze, electrum). The locks can be picked, but each lock must be picked individually.
- The walls of this once-resplendent treasure vault are covered in dense fungal growth. The bodies of dozens of travellers (a variety of races) are cocooned into the walls, being overtaken by mushrooms bursting out of their skin and orifices. All of these people are beyond saving except one: Katrina Ossington. She is cocooned, but unconscious and uninfected.
- The room is filled with spores. Entering this room requires a saving throw against Poison. Failure causes immediate infection.
- Heaped around the room is a large collection of gold, treasure, and art objects. Much of it has been tarnished and ruined by the extensive fungal growth, but 3000 gp in treasure and coins remains easily collected. If your game permits magic items, there are instead two +1 weapons, a +1 suit of chainmail armor, and 1000 gp.



8.
Kitchen

9.
Larder

7.
Scullery

6.
Dining
Hall

25.
Vault

10.
Brewery

4.
Weapon
Storage

2.
Treasure
Hold

15.
Bathing
Room

16.
Forge

17.
Jewel
Room

11.
Men's
Bedroom

12.
Women's
Bedroom

13.
Work
Room

14.
Lounge

5.
Water
Closet

3.
Coat
Room

1.
The Gate

24.
Storage

20.
Animal
Pens

19.
Foyer

21.
Armory

22.
Barracks

23.
Temple

風のパス

[WIND ON THE PATH]

A GAME OF SAMURAI DUELS BY JONATHAN LAVALLEE
ILLUSTRATED BY RANDY MUSSEAU



WIND TOUCHED CLOTH FOLDS WHILE TWO SWORDS STAND OPPOSITE. COLD STREAM RUNS BETWEEN.

Wind on the Path is a two player game where participants play samurai who meet each other on the road and duel. The duelists take measure of each other and jockey for superior position, their pasts gradually revealed to the audience via flashback. One of the duelists may choose to forfeit, or both may gather their energies in preparation for a single, devastating blow.

Wind on the Path is designed to be played at conventions, or any other place where you can run into people who are also playing the game. If you manage to accrue five victories, your duelist may retire to a life of philosophy and quiet contemplation on the mysteries of the universe.

TERMINOLOGY

There will be instances where these words or phrases are referenced in the game.

Roll means you roll 2d6 without any bonuses or penalties.

Roll+ means you roll 2d6 with any bonuses or penalties from the terrain, the wind, the tension, future wounds, and Advantage. Both the roll and the total of bonuses/penalties being applied to it are public information, but you should keep the specifics of your proficiencies secret unless that proficiency line has been revealed.

Advantage. Whoever has revealed less information about their character gets +1 to their rolls. You can represent this with a token that goes back and forth.

Reveal Something About Yourself is an option where you make information about your duelist known to the other duelist. Fill in the appropriate bubble on your sheet to indicate this information is now revealed. Write your Name or an element of your History the first time it is revealed.

Wounds are either future wounds or received immediately after the Strike! roll. You mark Wounds successively, starting at Ripped and ending at Dead. Some future wounds give you mechanical benefits.

Increasing the Tension. There is a tension meter for the duel ranging from 1 to 10. Depending on the tension level, various moves are available to the duelists. There are also thresholds that can be crossed, and each threshold has an associated question. Whoever causes the tension meter to cross the threshold gets to answer the question via a flashback scene they narrate.

CREATE YOUR DUELIST

The Duelists begin as blank slates. Information is revealed about them over the course of multiple duels.

1. Choose your Eyes, Look, Weapon and Style.
2. Choose your proficiencies.
 - a. Give yourself +1 in a terrain type, and -1 in a different one.
 - b. Give yourself +1 in a wind type, and -1 in a different one.
 - c. Give yourself +1 in a tension rating, and -1 in a different one.

Note: leave your Name and History blank for now. You will create these elements the first time they are revealed in a duel.

Once both characters are created, you may choose a Lead Duelist by having both players roll. The person with the highest value is the Lead Duelist.

Important: you may only share your Eyes, Look, Weapon and Style with the other player. All other information should be kept secret until it is revealed.

THE MEET

The Lead Duelist makes the All Along the Path move.

ALL ALONG THE PATH

Potential strangers

Meet on their private journey.

Blades open for death. Roll.

On a 10+ you choose two elements, then your opponent chooses one.

On a 7-9 you choose two elements, then your opponent chooses two.

On a 6- you choose one element, then your opponent chooses two.

There are 4 Elements to choose from:

- You can choose to start the terrain of the duel on any type that you want: Flat, Obscured, Rocky, or Wet. If no one chooses the terrain, roll 1d3 and apply the result (1 - Flat, 2 - Obscured, 3 - Rocky).
- You can choose to start the wind of the duel on any type that you want: Still, Calm, Breezy, or Gusty. If no one chooses the wind, roll 1d3 and apply the result (1 - Still, 2 - Calm, 3 - Breezy).
- The starting tension can either be 1, 2, or 3. If no one chooses tension, then roll 1d3. That is the tension.
- The location can be either on the road, by a shrine, on a bridge, or in a town. Each location gives you a certain number of Witnesses. If no one chooses the location, roll 1d3 and apply the result (1 - Shrine, 2 - Bridge, 3 - Town).

Note: be very careful when selecting your location. While the Witnesses have no direct impact on the duel at-hand, they will talk about it afterwards, meaning the notoriety of the duelists will grow, and information revealed during the showdown might remain revealed. This means future duels will be a little more complicated, and so choosing the location is like setting stakes.

Road - 0 Witnesses **Shrine** - 1 Witness **Bridge** - 2 Witnesses **Town** - 3 Witnesses

THE DUEL

The duelists take turns choosing and resolving moves until the duel is ended. The tension rating determines which moves are available at any given time (in the beginning, only Stare can be chosen). The Lead Duelist makes the first move.

DUEL MOVES

STARE (TENSION 1-7)

**Eyes staring in depths
Of history unspoken.
Unsure Victory. Roll+**

10+ Your opponent reveals something about their character. You may also choose to Forfeit, ending the duel.

7-9 You both reveal something about your character and increase the tension by 1.

6- You reveal something about your character. Increase the tension by 1 or take 1 future wound.

IMPROVE (TENSION 4-9)

**Light feet rush about
Through field, stone, tree, and cold stream
Wind whispers the past. Roll+**

10+ choose 2 improvements, your opponent chooses 1 setback.

7-9 choose 1 improvement, your opponent chooses 1 setback.

6- choose 1 improvement, your opponent chooses 2 setbacks.

Choosing an improvement means you can't choose the opposite setback.

IMPROVEMENT

You change the terrain

You shift the wind

Increase the tension by 1

You receive 1 future wound

Your opponent reveals something to you

SETBACK

Your opponent changes the terrain

Your opponent shifts the wind

Your opponent increases the tension by 1

Your opponent deals 1 future wound

You reveal something to your opponent

CHANGING TERRAIN

When changing terrain, you move from Flat to Obscured to Rocky to Wet, and back to Flat again. Always in that order.

WIND SHIFTS

When shifting the wind, you move from Still to Calm to Breezy to Gusty, and back to Still again. Always in that order.

PREPARE (TENSION 6-9)

A precise tension

Firm hilted grip to clear strike.

A leaf tumbles away. Roll+

10+ Your opponent reveals something about themselves. You may Strike! or Forfeit as your next move.

7-9 Increase the tension by 1. You may Strike! or Forfeit as your next move.

6- Reveal something about yourself and increase the tension by 1. You must Strike! as your next move.

STRIKE! (TENSION 10)

Naked steel sings out

Thirsty for opponent's life.

Blood drops. You both Roll+

12+ You deal 4 wounds in addition to any future wounds your opponent has accrued. The duel ends.

10+ You deal 3 wounds in addition to any future wounds your opponent has accrued. The duel ends.

7-9 you deal 2 wounds in addition to any future wounds your opponent has accrued. The duel ends.

6- you deal only future wounds your opponent has accrued. The duel ends.

FORFEIT

Cold hard Wind blows south.

Future Path leads down to the grave.

Your family weeps.

If you choose to no longer continue the duel, you are defeated. Add +1 Witness to the location.

THE AFTERMATH

Whoever has taken the fewest wounds wins the duel. If you lose the duel but manage to survive, then you act as an additional Witness.

INTERPRETING WOUNDS

These are what the various wound levels mean. At the beginning of a new duel, clear all wounds unless indicated otherwise.

Ripped. Your clothing is ripped by their blade. No other effect.

Cut. Your cheek or arm is cut by their blade. If this is a future wound, gain +1 to your Strike! roll.

Injured. You have been hurt by their blade. If this is a future wound, deal one extra wound on your Strike! roll.

Wounded. You have been severely hurt by their blade. If a Strike! roll occurred during the duel, do not unmark it at the end of the duel.

Dying. You will not survive, but if your opponent is dead you may still win the duel. Give a final speech.

Dead. You fall down, cut in two by your opponent's blade.

AT THE END OF THE DUEL

If you are the winner and survive the duel, add +1 to any proficiency, to a maximum of +1.

For every Witness at the duel, a piece of revealed information must remain revealed for any surviving duelist. If you have more information revealed than Witnesses, you can erase any extra marks you have (your choice). If you have less information revealed than Witnesses, you must reveal extra pieces of information so the total number of marks on your sheet equals the number of Witnesses.

Take note of your victories, including the name and any important details of your opponent. If you don't know the name of your opponent, give them an interesting or colorful nickname to remember them by.

FUTURE DUELS

All future duels are handled in a similar manner, with the exception of the following: during The Meet, you must share any information that remains revealed from previous duels with your new opponent (in addition to Eyes, Look, Weapon, and Style).

FIVE RINGS, FIVE SWORD TRIALS
A LONG JOURNEY COMPLETED.
PEN A PHILOSOPHY.

DUEL MOVES

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You change the terrain

You shift the wind

Increase the tension by 1

You receive 1 future wound

Your opponent reveals something to you

Your opponent changes the terrain

Your opponent shifts the wind

Your opponent increases the tension by 1

Your opponent deals 1 future wound

You reveal something to your opponent

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Town - 3 Witnesses

1	Stare	
2	Stare	How did you get here?
3	Stare	
4	Stare, Improve	Where have you met before?
5	Stare, Improve	
6	Stare, Improve, Prepare	
7	Stare, Improve, Prepare	Where have you fought together?
8	Improve, Prepare	
9	Improve, Prepare	How have they betrayed you?
10	Strike!	

DUELIST SHEET

NAME _____ O

EYES Sad, Fierce, Tired, Broken, Determined

LOOK Unkempt, Manicured, Traveller, Wanderer

SWORD Long, Dual, Traditional, Thin, Odd

STYLE Technical, Strong, Agile, Unorthodox

HISTORY

O Where are you from?

O Who trained you?

O What drives you?

O What scares you?

O What do you love?

YOUR VICTORIES

WOUNDS

O **Ripped:** No other effect.

O **Cut:** If this is a future wound, gain +1 to Strike!

O **Injured:** If this is a future wound, deal +1 wound when you Strike!

O **Wounded:** If a Strike! roll occurred during the duel, do not unmark this wound.

O **Dying:** You may still win the duel. Give a final speech.

O **Dead:** You are immediately killed after the Strike! roll.

TERRAIN - ASSIGN +1, -1, 0 AND 0

Flat Obscured Rocky Wet Revealed O

WIND - ASSIGN +1, -1, 0 AND 0

Still Calm Breezy Gusty Revealed O

TENSION - ASSIGN +1, -1, 0 AND 0

1-3 4-6 7-9 10 Revealed O

FOUR DWARVEN SHRINES



A COLLECTION OF ELEMENTS FOR DUNGEON WORLD - ILLUSTRATIONS BY ALLAN DOTSON

Shrine of Clangdongring Dwarven God of Lost Echoes

BY RAY OTUS

Unseeable, untouchable, forever in motion, Clangdongring was born out of the black immensities of silence when the echoes of the first dwarven hammer striking the first anvil entered the Void.

Since the beginning, Clangdongring has gamboled through the ancient dwarven cities and caverns, collecting the cacophonous symphony of their ringing hammers, clanking chains, crackling forges, hissing steel, and even the curses they whisper into their beards at night.

Those who suffer from ringing in the ears or deafness are said to have been touched by Clangdongring. She is the mistress of misunderstanding and queen of confusion. When silence would be the best course of the wise, she places unwise words upon their tongues to cause strife and discord.

Acolytes of Clangdongring go about wrapped in ponderous, bell-riddled chains. They claim Clangdongring's blessings exist to test the dwarves, to make their lives difficult in order to keep them strong. No true axe was ever forged in silence!

When you stand within a shrine of Clangdongring and your soul vibrates to her terrible ruckus, roll+WIS. *On a 10+, choose a gift. *On a 7-9, a gift will be chosen for you.

- Open your ears to a secret that could start a war.
- Open your mouth to catch a clever lie on your tongue.
- Shout a curse that causes someone's plans to stumble.
- Bang your shield to shatter a promise.

Spell: Echoing Feet

CLERIC LEVEL 3

With a superhuman shout you move at the speed of sound, swept along in the wake of your voice. You may travel where it travels, including bouncing off of, but not through, solid objects or over water. Your travel ends within a second or two and you move so fast that others will only hear your shout and a rapid pattering of feet. You may choose to run into a living thing, causing d10 damage to you both. You may not bring others with you, and you suffer terrible windburn if you use the spell too frequently.

Item: Bell of Barong

(2 WEIGHT, HAND, FORCEFUL)

Barong, the first and greatest cleric of Clangdongring, may have once swung this noisy mace. When you first bludgeon an opponent in a fight, you make a hell of a lot of noise (draw unwanted attention), but you also confuse your opponents. You and any allies prepared for the bell's horrendous bonging sounds take +1 forward.

[For more dwarven goodness from Ray, check out Issue #2 of his Dungeon World zine, *Plundergrounds*, which can be found at patreon.com/rayotus]

Shrine of Glerel Silverain & Vaar Gemsower

BY DAVID LAFRENIERE

Glerel Silverain. The nature of metal in the heart of the earth was not always as it is today: cold, solid, sedate. Followers of Glerel and her twin brother, Vaar, know that once there was a time when the silver in the subterranean lands would form in clouds and rain upon the rocky surfaces. Worshipers of Glerel seek her shrines deep in the mythical underlands where they will bring all the silver they can to restart the ecosystem that once was the source of riches for all dwarves. The difficulty is other dwarves trading silver on the surface when it is needed underground so Glerel can turn it back into mist.

Vaar Gemsower. The nature of gemstones found in the heart of the earth was not always as it is today: small, dim, hard. Followers of Vaar and his twin sister, Glerel, know that once there was a time when gems were but the seeds for glowing gemtree stalagmites and stalactites that eventually produce large, soft, glowing jewels (called "gemfruit"). Worshipers of Vaar seek his shrines in the underlands where they bury gems in the floor, ceiling, and walls. The difficulty is other dwarves trading gems on the surface when they are needed underground where Vaar can allow them to germinate.

The shrines of Glerel & Vaar are found in deep underground chambers that sunlight hasn't tainted. In the center of these chambers is a stone statue, warm to the touch, of an attractive, androgynous dwarf holding a bowl. Nearby, dwarves bearing silver swear the statue depicts Glerel, while those bearing gems swear it is Vaar. **When you place silver in the bowl, bury a gemstone, and pray for the return of ancient ways**, the silver turns to mist and rains down on the small mound where the gem is buried. Then, roll +CHA. *On a 10+, choose 3. *On a 7-9, choose 1.

- Your offer is sufficient to begin growth.
- No sun-taint leaches from you into the rock, making it less fertile.
- The reason dwarves stopped worshiping the twins doesn't manifest.

Spell: Metal Mist

CLERIC LEVEL 3

Slowly turn metal you are touching into a mist. The metal won't solidify during your lifetime.

Item: Vaar's shears

(1 WEIGHT)

While only Vaar can make the gemtrees grow, once started they must be pruned. Additionally, these shears, and possibly a bit of dangerous magic, are the only way to harvest the gemfruit.



Shrine of Gornorn the Foolish Leader of the Lost, Dwarven God of Wrongness

BY DANIEL FOWLER

Born last of the gods, Gornorn arrived too late to take part in the construction of the world. Eager to catch up to his brothers and sisters, carving out the first tunnels of the dwarven people, he unwittingly started on the wrong side. Hearing the laughter and mockery of his fellows he refused to accept his mistake and decided all the others must be fools.

Gornorn still stubbornly believes he is correct in all things and all others must be wrong. He never ventures to the surface, believing it to be a bottomless pit, and stands upside down on the ceiling wherever he goes. He tries endlessly to correct the "mistakes" of the other gods and offers his wisdom to any dwarf who will listen. Gornorn appears as a particularly short and stubborn dwarf in copper-colored armor and helm. He will try to convince listeners to accept his way of thinking which is plainly wrong. Gornorn is very proud of his intellect and will be overjoyed if someone accepts or pretends to accept his teachings. He is also quick to anger if mocked. Very few dwarves openly worship Gornorn, and most blame him for misfortune, vandalism and stupidity. Dwarven scholars sometimes keep a small idol of Gornorn to remind themselves and their students of the dangers of too much pride and stubbornness.

When you stand under his shrine and praise the

wisdom, independence and keen perception of Gornorn, roll +CHA. *On a 10+, choose one ability. *On a 7-9, choose one ability but it is unreliable and dangerous. *On a 6-, Gornorn does not appreciate your mockery.

You may reverse your perspective and walk on the ceiling as if it was the floor.

You may ignore one type of damage by humming and keeping your eyes closed.

You may speak (but not understand) any language of people, animals or creatures by imitating their sounds and postures.



Spell: Divine Expertise

CLERIC LEVEL 7

Your greater understanding of the universe allows you to pierce falsehood and misconception. Instead of spouting lore, tell the GM something useful and interesting about a subject you know nothing about.

Item: Gornorn's Resolute Shovel

(1 WEIGHT, HAND, CLOSE)

While holding this worn and rusty shovel you are filled with confidence and cannot be distracted from your goal. Gain immunity to all magical suggestion, illusion or imprisonment.

Rakrin

BY SLADE STOLAR

Rakrin presides over the places that dwarves fear, particularly the damp caves at the edges of their cities and the dark subterranean rivulets that bring water and carry waste away. Rakrin favours the foolhardy, the curious, and the melancholic (none of whom are considered virtuous by dwarven society). Rakrin's strongest desire is to have dark secrets revealed and for the long-dead to be remembered. The deeper you delve in search of Rakrin, the more you feel the water coursing and carving through rocks. Before reaching a shrine to Rakrin, this great flow pounds in your head like a blinding, migraine-pitch drumming.

When, weeping, you prostrate yourself before the stalagmite shrine of Rakrin (covered in green, bioluminescent fungi), roll +CHA. *On a 10+, feel the waters of the earth coursing like the blood in your veins as you obtain knowledge of all of the damp, uninhabited passages at the fringes of dwarven civilization. Ask 2. *On a 7-9, as above, but ask 1.

All answers will be confined to activities and events on the fringes; Rakrin has no interest in the busy world of the dwarven cities or the bright lands above.

- Where have the dead things been laid to rest unceremoniously?
- What is about to burst forth like a pent-up flood?
- Where are there treasures that have been abandoned to time?
- What beings move along the damp corridors?
- What tools are buried deep in the muck?

Take +1 forward when acting on any answers.

Spell: Whispering Winds

CLERIC LEVEL 1

By speaking at the correct volume and pitch, your voice may be heard in any location that is both currently quiet and connected by these caverns. It is nearly impossible for the hearer to determine the source of the sound. The spell lasts until you next Make Camp.

Item: Aeolian Necklace

This small, iron whistle, tied with simple twine, sounds when the winds of time and fate pass through it. If anyone the character fears or admires approaches the Black Gates (there is no indication of exactly who), a small whistling tone is heard. Moving towards the body itself increases the volume of the sound. The pitch indicates whether the traveller is returning--upwards for 'yes,' downwards for 'no.'

3 DOZEN TEMPERING TRIALS



1. Surviving the Iron Colossus. The final test a knight trains his apprentice for is surviving an assault on one of the beasts that range east of the wall. The apprentice passes when they collect enough iron off the creature for a smith to forge a set of arms and armor.
2. The Trial of Stillness, where the initiate must remain seated perfectly still in meditation while all manner of distractions are inflicted upon them.
3. The Twice-Spined Dragon, a dangerous and deadly obstacle course for which the adherent prepares intensely, only to have others selected ahead or their turn otherwise delayed.
4. The Ceremony of Peace requires that the tea offered to the guest delegation must be steeped over a low flame for no less than seven hours by hand, so as to prove one's dedication to the process.
5. The Trial of the Twelve Visitors, each of whom will whisper in your ear a single detail about how you will die.
6. The Birthright. You must name your ancestors to six generations and recount their greatest deeds and vilest sins.



1. Passing the Chasm, in which one must convey a delicate or otherwise vulnerable item through a pitch black labyrinth full of blocked passageways, uncertain footing, and... unhelpful beings.
2. The Proxy. You select your trial by combat, skill, or wit, whichever you think you can win, but are then informed you have two weeks to train a proxy to take the test in your place.
3. Heart of Stone. Paladins of the tenth echelon must pass this test yearly. A high priest will hand the paladin an infant and say, "Repeat after me: this child's life is taken for the greater good."
4. Those accused of a capital crime must drink an elixir and speak their version of the events. If they lie or withhold information, the elixir turns their blood to wrought iron and their veins to slag.
5. A ten-hour oral defense of the military tactics used by Lady Harrencourt during the first nine years of the Twilight Wars.
6. The Reckoning, being a guided meditation/hypnosis, where one is made to confront all of their steps on improper paths and transgressions against others.



1. The Warrior's Baptism, where the pupil is drowned in the blood of the nine Grand Masters and only revived after their heart stops.
2. The Hate Walk, wherein the initiate walks a gauntlet of strangers and loved ones who hurl either secret, unpleasant truths about the initiate, or slanderous lies.
3. To achieve the rank of Bow Saint one must stand in the snowy fields with only a robe, a bow, a flask of spirits, and six arrows until they have shot six winter hares.
4. Little Ben and his Turtle. An hour-long story told by an expert psychologist to an auditorium. The audience is watched carefully and their responses measured. The non-humans are pulled aside as the crowd files out.
5. The Second Birth, when the younglings will either scale the high walls out of the pit they have been raised in, or fall to their deaths, or worse: be forced to remain in the pit, as caretakers or cattle for future generations.
6. To earn its name, every fledgling kobold of Mt. Huffel must slip into the lair of senile ol' Ffwyrnaiz and steal a single golden coin from the dragon's hoard, replacing it with a disk of yellow-painted wood.



1. Embrace of the Hive, where the initiate is locked in a room full of bees and expected to either gain immunity to their venom or die.
2. Each future general is presented with a moral dilemma containing significant, personal, real-world consequences. They must learn that every victory comes at a cost.
3. The Hallow Falls, an acidic subterranean waterfall, the still-flowing blood of a long slain god-thing. If you can stand for a full day naked, in the dark, as the faint spray and death whispers erode body and mind, you will emerge from the darkness scarred, but stronger.
4. Roofrunner's Flight. Cross an entire city without ever setting foot on the ground or using magical aid. The thieves' guild will send its best members to follow and make sure you don't cheat....or is cheating the real way to pass this test?
5. Cradling. A growing fetus is magically implanted into a male, grows to term, and is then delivered via cesarean. Passing this test without perishing is a mark of physical resilience and wisdom. Patience will come, as it always does, when the male raises the child as their own.
6. Eating a troll egg is a gruesome and probably fatal task. Digesting the little monster promises stomach poisoning, internal bleeding and extreme intestinal discomfort. No one should ever attempt it for any reason...but it will certainly prove your toughness.



1. **The Wait.** You are asked to sit outside the room and wait to be summoned for your request to be heard. No one will summon you. You may enter the room at any time.
2. **The Black Trek.** Newly devoted followers of Gundershiss are blindfolded, gagged and deafened. They then must climb down a vast kimberlite pipe and bring back a diamond. Only the largest diamond wins.
3. **"Go fetch me a rock."** A stubborn refusal to provide more details ensues, eventually followed by: "That is not the rock I wanted; go fetch me a rock."
4. **The Night Run.** It would be hard enough to run through the woods from one outpost to the next blindfolded but, to complete their training for the Nighthunt, apprentices must do so during the Blood Moon, when the Briarwood werewolf pack is at its most active.
5. **To learn the Diamond Fist technique,** aspirants must spend years striking increasingly sturdy objects, hours at a time, until they can shatter such an object with a single blow. First a sandbag, then a slab of wood, then marble, then steel, then dragonscale.
6. **To learn the Ghost Fist technique,** aspirants must spend years striking less and less tangible objects (a pool of water, then a dangling silk cloth, then a cloud of dust, then a flame), until their blows affect even disembodied souls.

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1. **Beggar's Walk.** Hero, dressed in rags and bereft of speech in the city, seek a kind word, a warm meal, and someone worse off than you, whom you must aid in their trial.
2. **Putting a Cap on the Fast** is a test in which an individual, having fasted for a week, is to lie naked in the center of a table amidst a feast, not move, and especially not eat. When food drops on the dirty floor they may gracefully get up and eat it to end the trial.
3. **Shark Week.** Captured bards and playwrights scramble to put on a week-long series of shows to celebrate the Pirate Queen's birthday. Acts that are granted her favour are rewarded with riches and freedom. Disfavoured performers are fed to her pets.
4. **Penjibi's Uprising.** To win the favor of Penjibi the Salmon God, you must swim across Shaft Lake and then make your way up a torrential waterfall to reach the Holy Spawning Grotto.
5. **To earn the mantle of the Crow** the initiate must find a suitably abominable noble, steal their most precious treasure, then return to the dilapidated, ramshackle hideout.
6. **The Crooked Goat** offers a free meal and grand prize to any who can tackle the Three Horned Challenge! Participants must devour an entire goat in an hour, washing it down with a pint of their famous Unicorn Stout! Those who prove their valor have their image added to the mural across the bar and receive the prize of a unique three-horned hat!

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