

COLDFORGED

A Quick Players Guide

The world falls into darkness. Cold and damp envelope everything as the days grow long and the people of the realms grow tired and weary. Each winter, many suffer and starve, freezing in the unforgiving lands, but those that make it out are strong, hearty, powerful. What does not kill you makes you stronger, the old adages go, and

on Tysis, it is much more a truth than a saying. It is here, in the darkness and grip of winter that the greatest perils emerge. While snow blankets the land, it is the loneliness, hunger, and cold that will spell the end of families and towns. Once the winter breaks, and the spring thaws the land, warmth returns with a vigor and life returns to the land of Tysis. But the danger is not past as warm weather encourages brutal monsters and constant wars that take lives until winter returns.

A WORLD OF GRITTY DANGER

Tysis is a land of brave adventurers and lost relics, of undead threats, elemental evils, powerful kingdoms, broken civilizations, and vast treasures. This world is not an easy one to traverse and service, and there are many threats beyond simple monsters that can take an adventurer's life.

Throughout an adventurers lifespan, they can expect to encounter many dangers, and many of them walk away scared and damaged for the rest of their lives. While not all adventurers suffer this fate, it is more common than not. To represent this danger, the following rules are in effect during a Coldforged Campaign or adventure.

LASTING INJURIES

While Damage normally leaves little actual after effects, in order to enforce the gritty and destructive nature of the campaign world the Lingering Injuries rule is in effect. You can choose to use the injury rule on page 272 of the Dungeon Masters Guide, or the table below.

Each Creature will roll to determine its lasting injuries in two situations

- When it suffers a Critical hit
- When it drops to 0 hit points and isn't killed outright.

Injury Table

2d10 Sustained Injury

2	Brain Damage
3	Loose Leg*
4	Loose Arm*
5-6	Loose Foot*
7-8	Lose Hand*
9	Lose d4 fingers*
10-11	Internal Injury
12	Broken Ribs
13	Horrible wounds leaving scars
14-15	Severe Damage (Limp)*
16-17	Severe Damage (arm mobility reduced)*
18	Facial Scarring
19	Throat Damage
20	Lose an Eye*

*Roll d4. 1-2 Left, 3-4 Right.

This table assumes standard humanoid physiology, but can be easily adapted to creatures with different body types.

MASSIVE DAMAGE

Great beasts and Hearty fighters are still susceptible to the whims of fate and the grim hand of Lobos, always looking for opportunities to snuff out a life. The Massive Damage rule ensures that even the mighty can be laid low with a massive blow.

When a creature takes damage from a single source equal to or greater than half its hit point maximum, it must succeed on a DC 15 Constitution saving throw. Failure means that the creature suffers from the effects of System Shock, and must roll on the table below to determine those effects.

System Shock

d10 Shock Result

- | | |
|------|---|
| 1 | The Creature drops to 0 HP (and develops a long term madness if the damage was Psychic) |
| 2-3 | The Creature drops to 0 HP and is stable. (and develops a short term madness if the damage was psychic) |
| 4-5 | The creature is stunned until its next turn. |
| 6-7 | The creature can't take reactions and has disadvantage on attack rolls and ability checks until the end of its next turn. |
| 8-10 | The creature can't take reactions until the end of its next turn. |

SLOW NATURAL HEALING

Compounding on the Injuries and Massive Damage rules, Slow Natural healing increases the viability and power of many small Healing Spells, as the body recovers slower and creates greater danger for pushing on through extended days of combat.

Characters in a Coldforged campaign don't regain hit points at the end of a long rest. Instead, they must spend Hit Dice to heal at the end of a long rest. This rule creates greater danger from smaller wounds, complimenting the risk of being dropped to 0 HP and the danger of massive damage to create an environment where combats don't need to be extremely deadly every time in order to challenge the party.

MORALE

Many creatures understand their mortality all too well in a Coldforged campaign, and often will flee combat either out of cowardice or to regroup and bring in stronger allies. For either reason, creature that are determined to be susceptible to fleeing follow the rules on page 273 of the Dungeon Masters Guide.

A LAND OF RARE MAGIC

While ages past may have revealed in the wonders of mighty, named weapons, fantastical armor and magnificent staves of great power, the Fourth Age is one of decline and stagnation, where even a lightly magical weapon is a great boon to the adventurers who find it. Buried deep within great tombs and held by powerful mages and doughty warriors, these items represent civilizations past that had greater knowledge of the mystical inner workings of the world than we do. To represent their rarity and mystery, the following rules are in effect.

MORE DIFFICULT IDENTIFICATION

As many of the items of the ages past are dangerous, damaging, or even just unintuitive, it is impossible to grasp an items use through simply handling it. In order to determine the full scope of an items power, one must experiment with it or cast an *Identify* Spell.



CHARMS, BLESSINGS, AND BOONS

While there may not be a plethora of magic weapons tumbling out of treasure vaults, there are plenty of other magical gifts that are bestowed on great heroes, allowing them to go beyond the mortal realm of power. These effects come in three types, as discussed in the Dungeon Masters guide, Pg 227.

Blessings are the gifts of the gods and other divine beings, bestowed on their champions as they grow in prowess and share their cause with the world. There are additional blessings in the treasures sections, as well as detailed in the Piety Section of each god.

Charms are granted by supernatural beings like dryads, centaurs, and sphinxes when performing deeds for them. They are granted for a limited number of uses, and typically fade after time. There are additional charms detailed in the treasure sections.

Boons are granted to those few characters who advance beyond 20th level, creating beyond mortal characters that shake the foundation of the cosmos. There aren't many adventurers who reach this level in Coldforged, but those who do are greatly rewarded. See the Dungeon Masters Guide Pg 232 for Epic Boons.

FIREARMS

The halflings of Brokensail have only recently come to harness the power of the firearm, thanks to magical discoveries by recent Killbaran refugees and mages from the Fraternity of Thunder. Together they are able to make small scale, portable, and relatively safe explosive projectile weapons they call fire arms. They are expensive, hard to construct ammunition for, and difficult to build, as such, only the most prominent members of the Brokensail Charter have these coveted items, but they can be purchased from the unscrupulous, for a price.

GUNS AND BOMBS

Both pieces of equipment are expensive and only available in the City of Brokensail, unless looting it off a corpse. The Dungeon Masters Guide has prices and rules for the weapons on Pg 268. Only Renaissance Items for Firearms and the Bomb under explosives are available, but no gunpowder as it does not exist. Proficiency must be obtained in each weapon separately.

THE POWER OF THE GODS

It is important for the people of Tysis, and indeed all of Kasan, to understand and follow the gods. The Black Pact made between the Accursed and the Demon Queen allow unclaimed bodies and souls to be used by the Demon Queen, animated sometimes hours after death if so desired. Normally this process takes a while, but it is inevitable if no god sends a valkyrie. It is this intense piety that is one of the attributes that makes a Coldforged campaign stand out from the rest, and to put it into use, the Piety rule is enabled.

PIETY

Each character at the start of the game should choose a god to worship. This is not an exclusive worship, though some characters decide to take the path of a singular god. The Character begins the game with 0 piety. Each time a character performs a public act that furthers the aims and goals of their god directly, performs a service directly for their god, or completes a task designated to them by the church or a pious follower, they gain a point of Piety. There are five levels of Piety for each god, and each god has their piety levels detailed in their descriptions.

Each time a character does something against the gods wishes and teachings, they will lose a piety point. If a character dies with 0 piety among all the gods, their body will be animated in 2d12 - Their character level hours, with all abilities and powers they had in life, violent and controlled by the Demon Queen. The Player is no longer in charge of the character, and it is given over to the DM.

The gifts of each god are different, but the ranks are fairly similar in form. Rank 1 is a hierarchical benefit as well as receiving succor and assistance at a the church. Rank 2 is a minor blessing granted by the god, rank 3 is more fame and assistance from the church as well as a likely position in the clergy, rank 4 is a greater blessing granted by the god, and rank 5 is a high rank in the church, legendary fame, and pull beyond measure within the hierarchy of the religion no matter where in the world they are.

ARCTIC WEATHER

The miserable cold is a direct and constant threat in a Coldforged campaign, with snowfall starting in early November and lasting well through march and into April. While this stretch is great for downtime activities, sometimes travel is necessary and can result in exposure to weather well beyond what characters would consider comfortable. Many people have stashes of cold weather close for these times of the year, but even that may not be enough.

Cold Weather rules are in the Dungeon Master's guide, Pg 109, but are modified a bit here.

EXTREME COLD

During the Winter, it is often extremely cold during both day and night, and during early spring and late fall, the nighttime temperatures can get extremely dangerous.

Whenever the Temperature is at or below 0 Degrees Fahrenheit, a creature exposed to the cold must succeed on a DC 10 Constitution saving throw at the end of each hour or gain one level of exhaustion. Creatures with resistance or immunity to cold damage automatically succeed on the saving throw, as do creatures wearing cold weather gear and creatures adapted to cold climates.

HEAVY SNOWFALL

Everything within an area of Heavy Snowfall is lightly obscured, and creatures in the area have disadvantage on Wisdom (Perception) checks that rely on sight.

FRIGID WATER

A creature can be immersed in frigid water for a number of minutes equal to its constitution modifier before suffering any ill effects. Each additional minute spent in frigid water requires the creature to succeed on a DC 10 constitution saving throw or gain one level of exhaustion. Creatures with resistance or immunity to cold damage automatically succeed on the saving throw, as do creatures naturally adapted to cold climates.

SLIPPERY ICE

Slippery Ice is difficult terrain. When a creature moves onto slippery ice for the first time on a turn, it must succeed on a DC 10 Dexterity (Acrobatics) check or fall prone.

THIN ICE

Thin Ice has a weight tolerance of 3d10x10 pounds per 10 foot square area. Whenever the total weight on an area of thin ice exceeds its tolerance, the ice in that area breaks. All creatures on the broken ice fall through.

