Encounter 21: A Murder Of Dark Dwarves
Difficulty: Moderate 3
Day: January 21th, 2025

Oh what a relief. Yes, I could fudge these results, but where's the fun in that? After two days of some pretty heavy homebrewing, I don't want to think about anything too heady. Maybe just some… elves in trees or something. Yeah, that sounds fun. Just some Taking Cover, Hiding, and shooting. A ranged battle!

The Creatures:
- Hryngar Sharpshooter (3)
- Hryngar Taskmaster

The Hazards:
- Hidden Pit

The Map: Enormous Dungeon Flip-Mat

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The Encounter:
Simple enough - the hryngar have set up a checkpoint here on this (perhaps purposefully) ruined overlook. They have positions behind low walls that grant them lesser cover and they can Take Cover behind to mitigate shots coming in from the other side of the open-air bridge. A fall here should only be about 20 to 30 feet (DC 15 Reflex to Catch An Edge), though it's the lava that presents a real problem. That's not going to be the core of this encounter, however, so I'll leave that up to GMs at home to sort out.

The PCs can approach from either of the bridges and take fire from the sharpshooters while the hidden pit at the entrance gives them some small measure of security. A nice basic encounter that you can slot into a basic dungeon.

The Tactics:
Once we get into how the hryngar act, things get slightly more complex. They have a superior position, but inferior firepower. Those crossbows aren't going to be much against PC ACs at this point, but they do have the taskmaster there to buff them with Take Them Down! and their own *runic weapon*. Another way to overcome that armor gap would be for the sharpshooters to Take Cover and Hide before popping up with a Strike on an off-guard target. Even better if one manages to land a bola bolt on a PC.

PCs could Leap over the small gaps in the collapsed stairs and over the Hidden Pit (should they discover it), but the hryngar can always Ready Shove actions to make an attempt to get the PCs out of their nest of snipers.

The Conclusion:
These simple encounters feel so much easier to write as the variables are much lower (and also I don't over complicate them with untested homebrew). I think that the hryngar make for a new set of "classic enemies" for PCs that showcase tactics through positioning and tried and true military strategy. I'd like to do more with them some time later.