

THE RED HAND OF DOOM

Settlement: Hammerfist Holds



Hammerfist Holds

Large Towns 7

Population. 2,900 (96% dwarf, 2% gnome, 1% human, 1% halfling)

Government. The council of clans is led by clanlord

[Othrek of clan Hammerfist](#) (he/him, dwarf fighter 8)

Important Characters. [Thaardin Ironhand](#) (he/him, cleric of Moradin 7); [Stonsinger Uldrina Flamehair](#) (she/her, bard 8); [Guildmaster Derra Copperfist](#) (he/him, rogue 5), wealthiest merchant; [Gwyn Silversteel](#) (she/her, fighter 7), leader of the Silver Axes, [Grimmald Hammerfist](#) (he/him, fighter 6), Othrek's brother.

Legendary Smiths. Level 12 for weapons and armor.

Hammerfist Holds Adjustments

All Creatures. Gain Darkvision, speak Dwarvish, gain the Dwarf trait, lose other Ancestry traits. Their speed is reduced by 5 feet (to a minimum of 20 feet) if they didn't have the Dwarf trait. They have a Clan Dagger.

1st level or higher. Trained in Athletics. Not slowed by Heavy Armor.

4th level or higher. Expert in Athletics. Can ignore difficult terrain caused by stone (such as rubble or gravel) and uneven ground made of stone and earth

7th level or higher. Master in Athletics. Not off-guard to flanking while on the ground and adjacent to a vertical wall that is their height or taller ([Sheltering Slab](#)).

Assorted Stat Blocks

Hammer Guards Othrek's elite guards! 1x [Captain](#) (lv. 6), 6x [Armigers](#) (lv. 4), 17x [Elite Infantry](#) (lv. 3), 22x [Infantry Soldiers](#) (lv. 2), 26x [Warriors](#) (lv. 1)

The Clan Muster. Clerics: 2x [Spirit Priests](#) (lv. 5), 5x [Troubadors](#) (lv. 3), 11x [Prophets](#) (lv. 2), 16x [Acolytes](#) (lv. 1). Warriors: 55x [Smiths](#) (lv. 3), 105x [Brutalizers](#) (lv. 2), 240x [Warriors](#) (lv. 1)

Goods & Services

The party can commission Common weapons/armor or buy adventuring gear of up to level 7 in all three of the Main Holds. Each has different stuff readily available.

If the party successfully saves Clanlord Othrek, they receive a 10% discount on goods and services, and can sell equipment for 60% of their value.

1. North Hold

Home to the finest Smiths in all the Vale, as well as the Merchants who trade with the rest of the Vale. Run by [Guildmaster Derra](#).

Master Weaponsmiths. Unlimited [+1 Striking](#) weapons belonging to the Hammer or Axe group, and [+1 Resilient](#) steel armor. 1x [+1 Striking Adamantine Long Hammer](#), 2x [+1 Striking Adamantine Warhammers](#), 2x [+1 Striking Adamantine Light Hammers](#)

Runes. Unlimited [+1 Striking](#), [+1 Resilient](#), [Kin-Warding](#), [Preserving](#), [Returning](#), [Called](#), [Reinforcing](#) (4/7/10), [Hauling](#), [Ready](#), [Stanching](#), [Bloodbane](#), [Flaming](#), [Frost](#), [Shock](#), [Portable](#), [Extending](#), and [Impactful](#) Runes.

1x [+2 Weapon Potency](#), 2x [+2 Armor Potency](#), 1x [Demolishing](#), 2x [Holy](#), 1x [Immovable](#) Rune.

Other Items. [Belt of the Five Kings](#), [Affinity Stones](#).

Services. Can commission common [runes](#) and steel, [Adamantine](#), or [Dawnsilver](#) weapons up to level 12.

2. West Hold

Home to the Shining Axe Mercenary Company, who stand vigilant against the Ghostlord and other threats!

Shining Axes. Ready to buy: 1x [+1 Striking Dawnsilver Dwarven Waraxe](#), 2x [+1 Striking Dawnsilver Battle Axes](#), 2x [+1 Striking Dawnsilver Hatchets](#).

In-House Alchemist. Versions up to Level 7. [Elixir of Gender Transformation](#), [Alchemical Fuse](#), [Antidote](#), [Bane Ammunition](#) (Dragon, Undead), [Blasting Stone](#), [Elixir of Life](#), [Lastwall Soup](#), [Drakeheart Mutagen](#), [Eagle-Eye Elixir](#), [Juggernaut Muta](#), [Dwarven Daisy](#).

3. Seat of the Clanlord

Home to Clanlord Othrek's Clanball, as well as the great Temple to the Dwarven Gods.

Holy Items. [Holy Water](#), [Crying Angel Pendants](#), [Shining Symbols](#) (& Greater), [Thuribles of Revelation](#), [Holy Prayer Beads](#), [Anointed Drinking Horn](#)

Tattoo Artists. [Ancestral Geometry](#), [Frostwalker Pattern](#), [Faith Tattoo](#) (& Greater), [Blessed Tattoo](#), [Words of Wisdom](#), [Boozy Bottle](#), [Warding Tattoo](#) (Base, Trail, Fiend), [Tradecraft Tattoo](#). Takes 1 day to Tattoo.

Services. [Divine Spellcasting](#) (up to 4th Rank). Can scribe common [Divine Spell Scrolls](#) of up to 4th Rank.