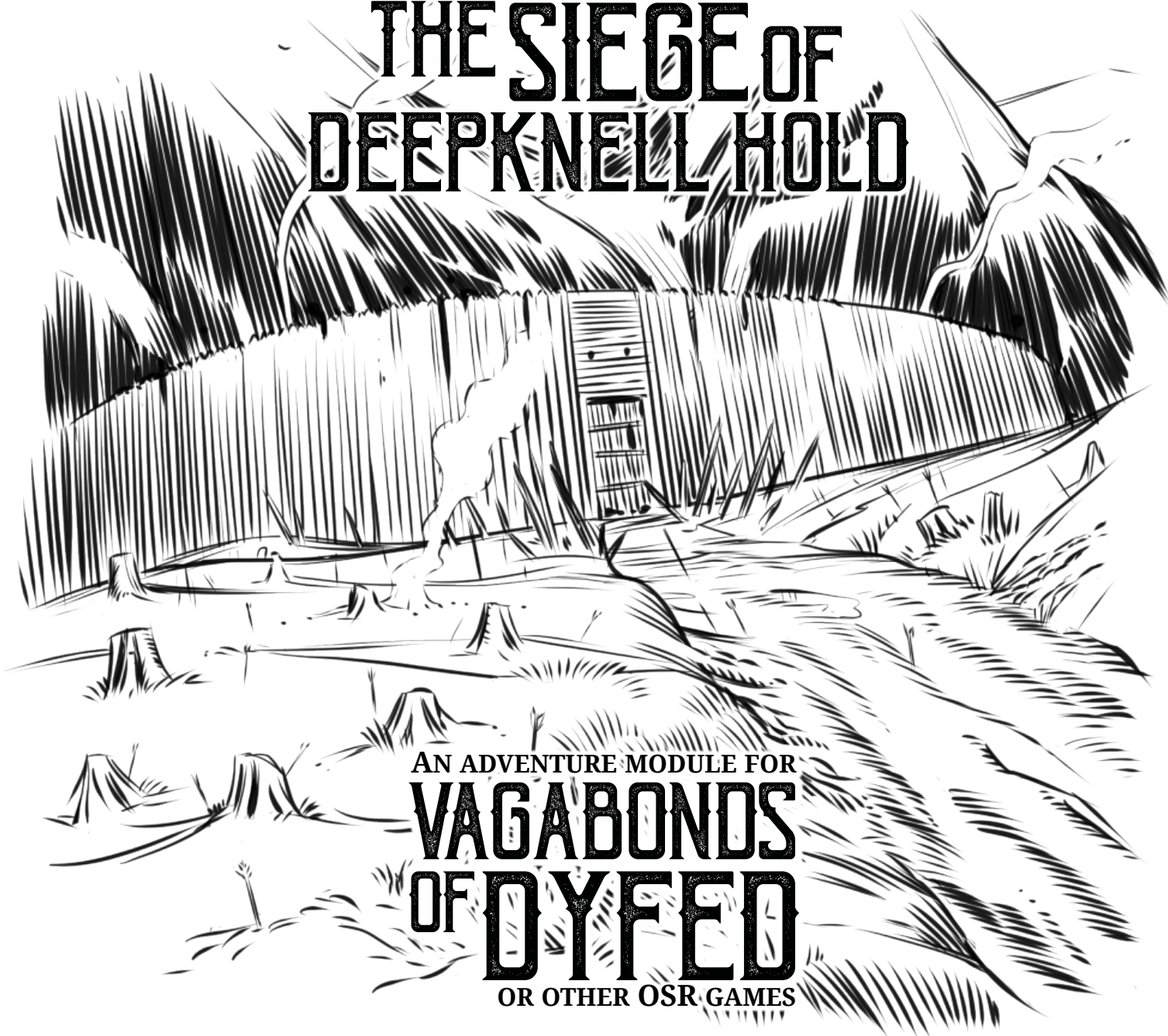


STJERNHEIM: THE SIEGE OF DEEPKNELL HOLD



AN ADVENTURE MODULE FOR

**VAGABONDS
OF OYFED**

OR OTHER OSR GAMES

Writing: Ben Dutter
Design: Ben and Jessica Dutter
Art: Dean Spencer and Per Folmer
Cartography: Dean Spencer
Editing: Joshua Yearsley
Layout: Evan Rowland

Inspired by and based on games by John Harper,
Amít Moshe, Vincent and Meg Baker, Gary
Gygax, Dave Arneson, and Tom Moldvay

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Apocalypse World and *World of Dungeons*

Playtesting and contributors: Maria
Rivera, Michael Prescott, Charles Gatz,
Richard Ruane, Patrick, Alex Scheibe, Wayne

**STJERNHEIM:
THE SIEGE OF
DEEPKNELL HOLD**

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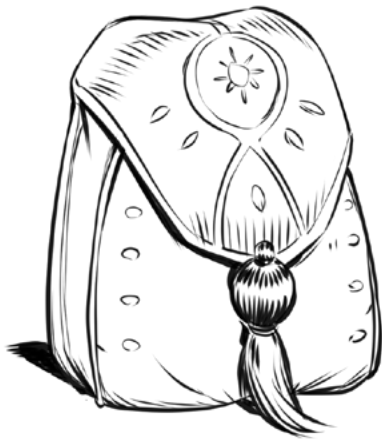
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BASICS

This is a nonlinear adventure module for **VAGABONDS OF DYFED**, but is easily convertible to most OSR systems. It's best suited for three or more low-level player characters, and can take upwards of ten sessions to complete, although expeditious groups could certainly complete it faster.

In this adventure, the PCs become entangled in a contest between three factions battling for control over an ancient and abandoned dwarven ruin: *Svartalyd* (which some translate as “deep sound” or “deep knell”).

This adventure features giants, undead dwarves, ancient weapons of magical mass destruction, cabals of cannibalistic druids, political hate triangles, stranded wizards, fort sieges, and more.



STJERNHEIM

A land of rugged beauty along high ridge, fjord, and alpine wood. Here giants roam, clans spill each other's blood, and young kingdoms are forged atop the broken bones of an ancient dwarven empire.

Stjernheim can exist as its own nation or continent—far removed from other lands and locales. Or it can simply be a small island or archipelago or mountainous country, isolated but not inaccessible to travelers.

Norse and scandinavian mythology (Odin, *Beowulf*, etc.) and their derived works (such as *Skyrim*) are good fodder for setting the tone and describing the landscape. It's cold but not completely covered in snow, there's a wide variety of plants and animals, and the entire landscape changes between seasons.

It is as harsh as it is beautiful, with intensely glittering starscapes, entire weeks of darkness or noonday sun, serpentine auroras of greens and purples, dancing cloud titans that form the storms which pummel the mighty peaks and feed the vibrant valleys below. All draped over the skeleton of the once-mighty Valorous Dwarven Empire, now gone for centuries.

JORMUNDT LINEAGE

- ◇ Giant's blood flows in your veins. You're larger, stronger, and more resilient than your human kinfolk. Jormundt have skin tones that range from near black to near snow, all along the blue spectrum (often with freckles, red or black hair, and black eyes).
- ◇ You are immune to the natural cold and inclement weather, ice, and snow of the mountains.
- ◇ You have a keen sense of smell. If you have something's scent, you can't fail to track or detect it (treat 6- as 7-9).
- ◇ You can see twice as far as a human in darkness and dim light, and thrice as far when in the snow at night.
- ◇ You regain +1 HP each time you roll for an action, regardless of what you roll. If you take fire damage, you gain the [burned] injury tag and can't regain HP in this way until it is removed.

STJERNHEIM TECHNIQUES

IRONHIDE

Gain 1 armor, even when nude, with no penalty to speed from this natural armor.

KULMASEIDR

You can compress, shape, and melt small amounts of snow and ice with your mind and without rolling. However, if you're using this winter-magic to affect the scene, roll as normal:

- ◇ On a 6-, you lose your grip on your own body heat and gain the [freezing] injury tag, producing no effect. Also, you can't use this technique again until you take a long rest.
- ◇ On a 7-9, you produce the desired effect but it requires more attention and puts you into a tough spot.
- ◇ On a 10-12, your winter-magic goes off without issue.
- ◇ On a 13+, you do it easily and more cleanly (if part of an attack, affected enemies gain [freezing] injury tags).



SKALD

You praise your allies and demean your foes with keen, rhythmic language. These Words and Songs are imbued with magical severity. When you perform this type of poetry or music, roll as normal.

- ◇ On a 6-, you only call attention to yourself and likely get attacked, hurt, or put in a terrible spot.
- ◇ On a 7-9, you call attention to yourself—enemies are very likely to target you as soon as they can—but grant advantage to one ally who can hear you on their next roll.
- ◇ On a 10-12, you grant advantage to one ally who can hear you on their next roll.
- ◇ On a 13+, you grant advantage to two allies who can hear you on their next roll.

SNOWGULLET

You gain all of the sustenance you need simply from eating natural snow. Several fistfuls of snow (not ice nor water) are equivalent to one ration.

THUNDERSHOUT

You know the ancient runic language of the cloud titans, whose words hold power and magic. When you shout this thunderous language as part of a challenge, roll as normal:

- ◇ On a 6-, you accidentally destroy some nearby equipment, knock down or disarm an ally, and you cannot use this technique again until you take a long rest.
- ◇ On a 7-9, you knock down one enemy of your choice and one ally of the GM's choice.
- ◇ On a 10-12, you knock down enemies in a close cluster (usually about a ten-foot area).
- ◇ On a 13+, as 10-12 but you violently throw them with your shout and deal damage as normal (low d6 + aptitude).

STJERNHEIM ENEMIES

DWARVEN ARCHSHIELD SPIRIT

HP: 15 SPD: -2 DMG: +4 ARMOR: 2

The righteous spirit of a dwarven paladin

Trait tags: righteous, zealous, defensive, ethereal

Abilities: special movement (ethereal, can't travel beyond 100' of their shrine), drain (1 damage per round), AP3, immune to non-magic, non-silver weapons

Combat Notes: Phase through walls, attack infidels with 2h hammers (arm range)

JOTUNN

HP: 40 SPD: -4 DMG: +6 ARMOR: 3

An unusually massive giant capable of frost magic

Trait tags: giant, angry, indomitable, cruel, of ice and stone

Abilities: Kulmaseidr (as PC technique, but PC must roll to defend), special movement [mountains] (ignore difficult terrain in mountains such as snow and ice), knockback, stunning shout (force [stun]), alter environment (force blinding blizzards, avalanches)

Combat Notes: use magic and shouts to stun PCs or get them stuck in snow, then smash them to bits with a giant stone hammer (short range)



TROLL

HP: 20 SPD: -2 DMG: +3 ARMOR: 2

A furry, ape-like giant with a powerful nose and regeneration

Trait tags: patient predator, raging berserker, impeccable sense of smell, fears fire, home in the snow

Abilities: regeneration (regains +2 HP each time it gets to act, ceases after being damaged by fire), special movement [snowdrift] (can hold perfectly still in the snow, appearing as nothing more than a hill), multiattack 2, trip

Combat Notes: hides in the snow, trips with its long arms (reach), will flee and hide from fire, will rage and frenzy if cornered

STJERNHEIM MAGIC ITEMS

HAMMER OF THUNDERSHOUT

A geometrically carved hammer which seems to be made out of a stony, deep-earth ore that hums slightly. The joint between head and haft is not visible, and the reverse-head resembles a tuning fork.

Heavy, 2h, bane vs *jotnar* (giant-blooded)

Special: This hammer is made of harmonic steel, which can intimidate others by producing loud sounds.

Special: When wielding this hammer, you gain the benefits of the Thundershout technique. This technique only activates when you successfully hit with the hammer.

ARCHSHIELD ARMOR

A handsome suit of full plate harness and helm, draped over intricate hexagonal chainmail. The fractalized honeycomb detail work is hardly visible from more than a few feet away. It gently reverberates at the touch of a dwarf.

Worn, treat as a plate harness with +1 armor

Special: This armor is the Emperor's Blessed Plate. Ethereal and *jotnar* damage lose any armor piercing against you, and you gain +1 speed.

Restriction: Only wearable by dwarves.



POTION OF ICEBLOOD

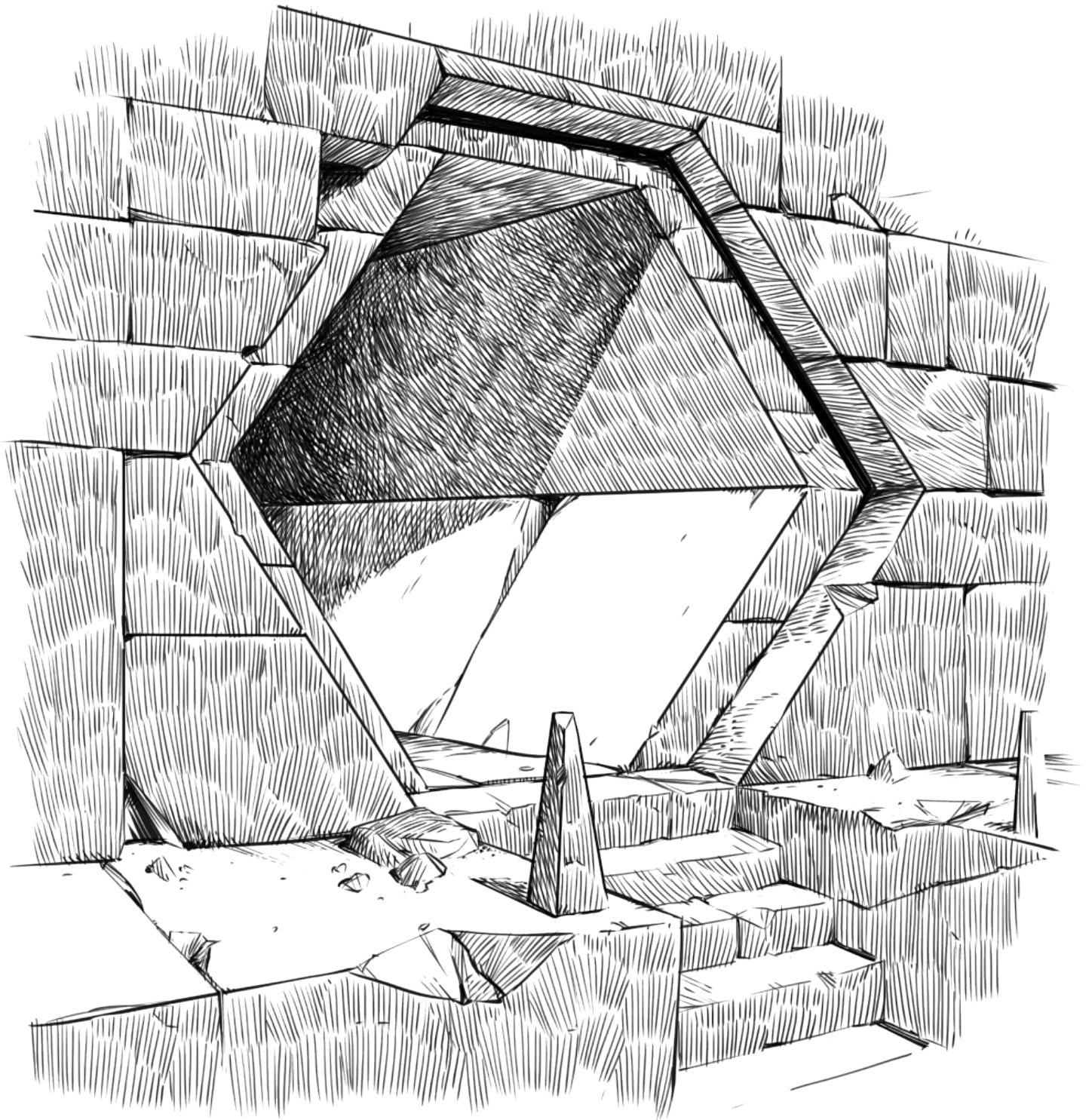
A small, roughly hewn chunk of glacial ice. The liquid inside is intensely, painfully cold and glows a subtle blue. Once consumed, the imbiber is immune to natural cold elements and temperatures, and gains armor +3 vs cold damage for 24 hours.

JOTUNN'S BELT

A belt of carved mammoth bones, moose antlers, and petrified pinewood large enough to fit across a *jotunn's* waist.

Worn, -1 speed

Special: While wearing the belt, you gain the benefit of the Strong technique. If you already have the Strong technique, double its effect.



THE ADVENTURE

FOR GMs ONLY

THE FORT OF DEEPKNELL HOLD

- ◇ 2-6 players +1 GM
- ◇ A nonlinear, multi-faction, multi-location sandbox
- ◇ Capable of sustaining play for ~1-8 sessions
- ◇ Focuses on difficult choices amid war
- ◇ Contains:
 - Rough mountainous wilderness travel
 - A hidden dwarven fortress turned human fort
 - A siege led by giants against human soldiers
 - A mysterious cabal of druidic wildfolk

CONNECTING TO YOUR GAME

This is a suitable introductory adventure, though it is easy to connect this module as a component of any game taking place in a mountainous wilderness. Here are some likely hooks:

- ◇ **Accident.** The party stumbles upon any of the major locations and becomes embroiled in this asymmetrical standoff.
- ◇ **Mission.** The party is hired by a local jarl, mage, druid, or other leader to help secure and hold either the fort or the ancient dwarven dungeon it's built upon.
- ◇ **Rumor.** The party hears rumor that a clan of jotunn have been attacking the local fort; some of the soldiers who hold it are family or friends of tavern patrons and locals.
- ◇ **Treasure.** The party hears of Svartalyd, or Deepknell Hold, an abandoned dwarven fortress likely full of treasure.

BACKGROUND AND SETUP

The frigid mountains and fjords of Stjernheim host a loose alliance of a hundred chieftains or *jarls*: heads of petty holds, clans, and towns. While not preoccupied with battling each other, they fight against the “free” clans of the *vapakansa* and the nomadic *jotunn*: giants of immense strength.

One such battle has cooled with the onset of winter: a struggle to control **Deepknell Fort**, an outpost built atop a dwarven ruin nestled in a rocky, evergreen valley. The fort’s wide view and proximity to the *Svartalyd* dwarven barrow grants it strategic significance in the territory.

Being relatively remote, this territory will require at least a few days’ journey from any noteworthy kingdom or castle. The way is known but treacherous. Likewise, the ongoing siege is no secret and has already killed dozens on all sides.



ADVENTURE STRUCTURE

- ◇ Asymmetrical, non-linear
- ◇ Three major factions and four major locations
- ◇ Steer the party toward the fort or its dungeon

The PCs don’t need to move through the plot in a set order; however, the order they visit certain locations in, the factions they side with, and the actions they take will certainly affect the adventure’s outcome.

In general, though, the party will travel through the wilderness first, choosing to either visit the fort or the *vapakansa* encampment. Eventually, they will likely visit all four of the major locations described in this adventure—negotiating, fighting, sneaking, looting—until the *vapakansa* or giants seize the fort or the PCs die. They may or may not feel any loyalty to the benefactor who assigned them this quest, nor must they feel obligated to serve any one side exclusively.

The only assumption is that at some point, the PCs will attempt to get to the fort or the dwarven dungeon buried in the mountains beneath it.



MAJOR LOCATIONS

This adventure has four major locations:

1. Vapakansa encampment
2. Fort Deepknell
3. *Svartalyd* ruins
4. Jotunn caverns

In general, the wilderness of Stjernheim is one of extreme altitude, snow, jagged peaks, haunting alpine forests, and rugged squat towns built atop the subterranean and fallen Dwarven Empire.

The human cultures here that band together against the cold prefer a life of honor, valor, and “fullness”—especially in battle, family, and pleasure. They drink deeply, fight to the death, and keep their oaths (and hold generations-long grudges against enemies).

VAPAKANSA ENCAMPMENT

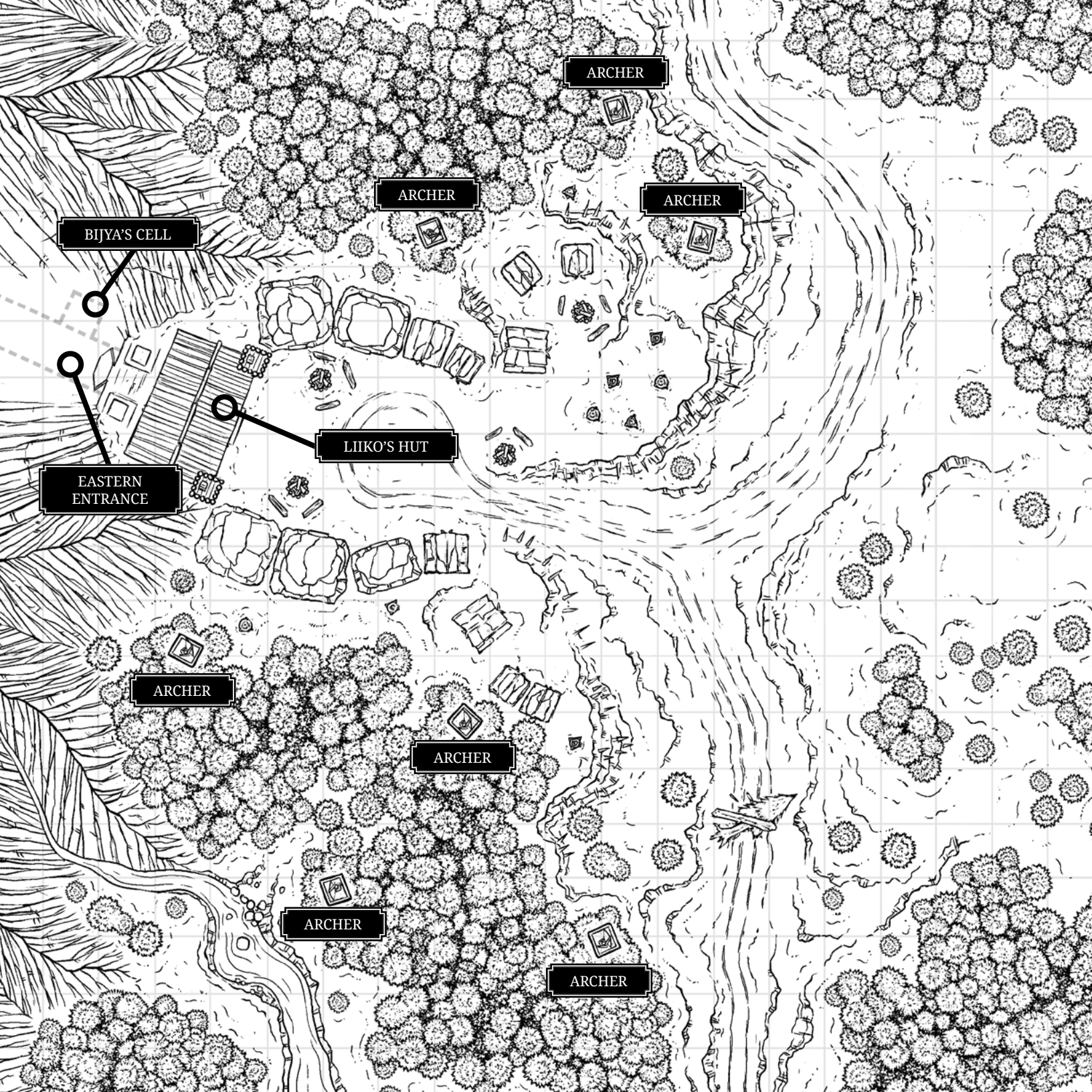
The vapakansa are clans of wildfolk that do not bend the knee to self-proclaimed kings and jarls. Their disobedience has earned them a lifetime of struggle and warfare against the “civilized” forces in the region; they kill or capture any soldier they find.

They are a druidic people, drawing power from the ancient and primordial magics of stone and thunder and blood. Many townsfolk in the territory believe them to be bloodthirsty cannibals and spirit-worshippers (which is only partially true).

THE AREA

- ◇ Mountainous, alpine forest
- ◇ Built at the foot of the mountain
- ◇ Full of hidden defenses, bears, and trolls

Their encampment is in the Bonebark Wood, a dense evergreen forest stretching across several westerly ridges. These ridges graduate to the base of the daunting Bjergmund Range, one of the principal kingdoms of the shattered Dwarven Empire. It is constructed of wood, mammoth bone and hide, and the occasional hewn flagstone taken from nearby castles or forts.



ARCHER

ARCHER

ARCHER

BIJYA'S CELL

LIIKO'S HUT

EASTERN ENTRANCE

ARCHER

ARCHER

ARCHER

ARCHER

THE CAMP

- ◇ Covers the entrance to *Svartalyd*
- ◇ Mammoth and wood yurts, tall and full of furs
- ◇ Holding the Jotunn Matron's daughter as hostage

The camp consists of impressively large yurt-like tents, with communal longhouses made of several such tents joined together as if segments of a caterpillar's body.

Closer to the foot of the mountain, the tents and structures become larger and denser, culminating in a fortified wood-and-bone stronghold. Their leader (whose title is *liiko*), **Sauchtig**, lives here. In total, the camp has about twenty structures.

The free people's camp is built as a funnel, forcing any attackers to fight uphill, in the snow, surrounded by trees and reinforced huts. Bramble thorns, hidden ice slicks, and snares are strewn over its perimeter. Several birdnest-like blinds cluster in the trees, manned by skilled and stealthy archers.

Most importantly, this camp is built at the eastern, lesser-known entrance to the *Svartalyd* ruins, what the humans call Deepknell Hold. The *liiko*'s stronghold is built in front of this passageway into the mountains and the fabled subterranean fortress of the once-glorious Dwarven Empire. Just inside this entryway is a prison cell holding the young daughter of the Jotunn Matron.

THE VAPAKANSA PEOPLE

- ◇ Jormundt lineage
- ◇ Use druidic magic, wear bear pelts, worship cloud titans
- ◇ In a guerrilla war against the jarl's soldiers

The vapakansa are a bloodline of humans descended from the various races of *jotnar*—the mountainous fae including giants, trolls, and other creatures. They are taller, sturdier, and more tolerant of cold than most humans are; some of the old-blood possess ice blue skin, fire red hair, and black eyes.

They adorn themselves in runes, bear pelts, and cloud titan iconography. Due to their larger frames, they make formidable warriors, especially with spear, javelin, and bow. While they lack the technology and discipline of human soldiers, they're fierce and clever fighters.

Their leader—the *liiko*—is a mix of godly medium and chieftain. This position is one of service and sacrifice. As part of the ascension ceremony, the *liiko* must ritualistically kill his own wife and son, gaining powerful magics in return.

Most of the vapakansa are zealously loyal to the *liiko*, but some question his decision to capture the Matron's daughter and force the *jotunn* into their war against the jarl. Questioning him in public, however, would likely provoke his wrath and retribution. In total, there are about a hundred vapakansa, only about thirty of which are warriors of any standing.

NOTABLE NPCs

- ◇ Liiko Sauchtig (Liiko is his title, Sauchtig is his name)
- ◇ Bijya, the Jotunn Matron’s young daughter
- ◇ Henneken, the Troll Eater

Liiko Sauchtig

Sauchtig has been the liiko of this clan for over a decade. He hates the jarl and human civilization, and frequently captures and brutally sacrifices soldiers in foul rituals to the cloud titans.

He is of average jormundt height and lithe of build, but has eerie, hypnotic eyes and a driven demeanor. Most fear or admire him—or both (even the jarl, begrudgingly). He is a practiced hand at speaking Words and druidic natural magic.

Bijya, jotunn princess

A child giant just old enough to speak, held in a dwarven-steel cage guarded by several of Sauchtig’s most trusted warriors. She is as tall as a human adult and far broader, but isn’t yet strong or fierce enough to break free from her confinement. She possesses the mentality and diplomacy of a three-year-old.

Henneken, the Troll Eater

A fabled warrior as well as the liiko’s advisor, muscle, and leader in battle missions. His armor is made of the pelts and bones of dead trolls and other jotnar; he wears a thick cloak made of their stitched scalps and furs. A jovial man, he proclaims that he hates fighting but that violence “simply follows him.”

HOOKS, ENCOUNTERS, AND ISSUES

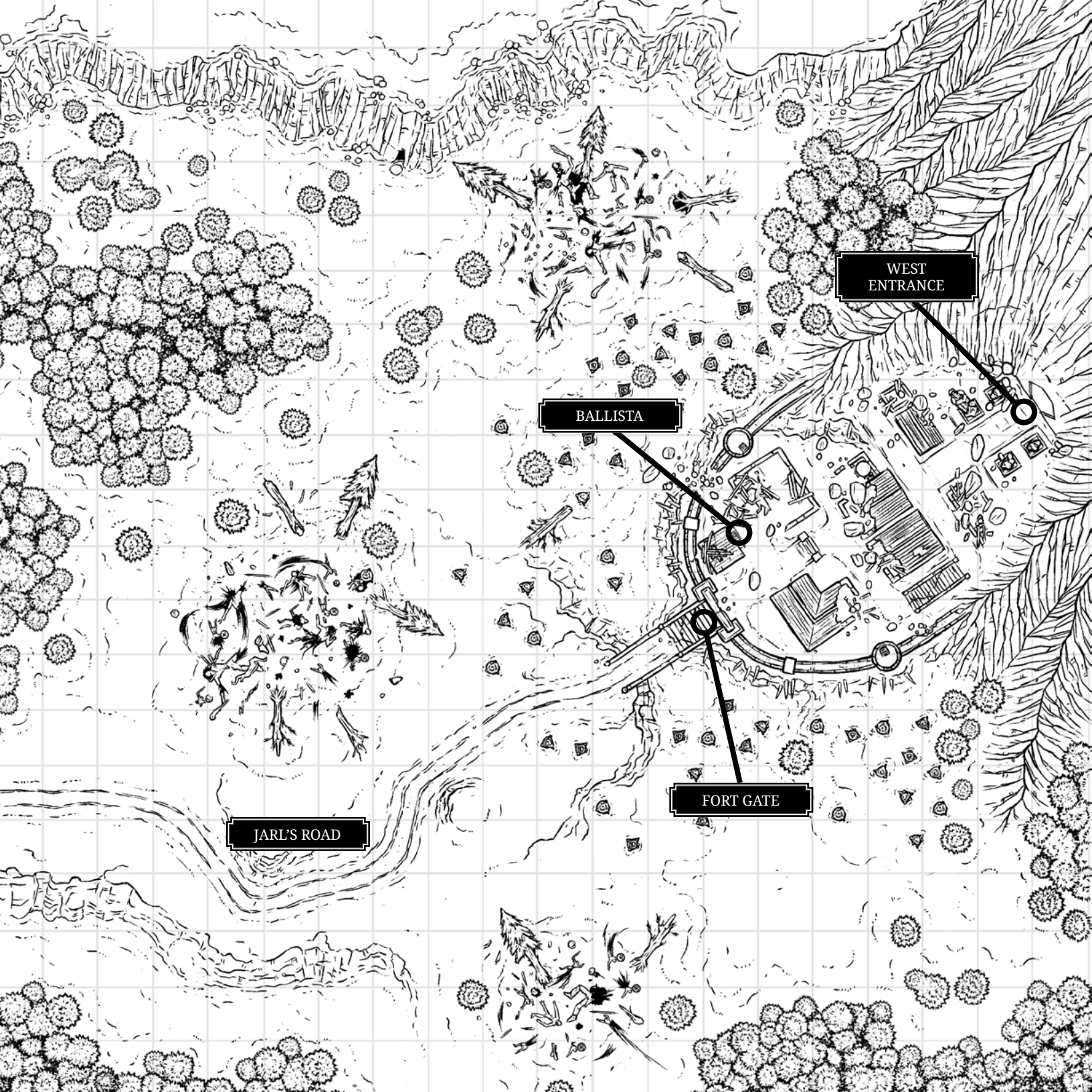
- ◇ Must pass camp to gain access to *Svartalyd*
- ◇ Potential enemies in the three-faction battle
- ◇ Holding the jotunn princess hostage
- ◇ Mutiny and dissent

Dwarven dungeon access. If the PCs have heard of *Svartalyd*, they’ll know of its eastern and western entrances, with the vapakansa camp on the east and the fort on the west. They’ll have been told that the vapakansa are dangerous, but not necessarily hostile to mercenaries and travelers, so long as their affiliation to the jarl is kept unknown.

Forest ambush. If the PCs are traveling with jarl soldiers, or reveal their affiliation with those at the fort, vapakansa will ambush them along their path. As soon as the PCs fight back, the wildfolk will run and hide again in the snow and trees.

Rescue mission. With dark magic, Sauchtig kidnapped the Jotunn Matron’s daughter (and princess to their rulership) and now uses her as leverage to force the giants into attacking Fort Deepknell. The party may learn of this after visiting the encampment, speaking with the jotunn themselves, or speaking with Magus Tovenaar. Sauchtig holds the only key to unlock the cell holding Bijya.

Mutiny. Henneken thinks the liiko has lost his mind, and wants to lead. If the PCs can convince him to reveal his machinations, he’ll ask them to free Bijya and return her to her home with the jotunn, inform them, and have them come to the camp to kill Sauchtig and his loyal followers.



WEST
ENTRANCE

BALLISTA

JARL'S ROAD

FORT GATE

FORT DEEPKNELL

Abutting the western slopes of the mountain range is a wooden fort, huddled against the yawning stone grand entryway to the *Svartalyd* dwarven city. This is Deepknell Fort, so named from the legends of the *Svartalyd* ruins themselves. It is the linchpin to controlling the region and suppressing the bands of vapakansa raiders and angry jotunn.

THE AREA

- ◇ Cliffs to the north, valley to the south, mountain to the east
- ◇ Hilly forest, many trees battered or cut down
- ◇ Several frozen battlefields full of icy corpses

The western slopes of the mountains taper off gradually to the south, but cut off in several impassable cliffs on the northern front. It has a prominent overlook of the nearby valley, and many of its trees have been cut down over the last season's siege to expose the jotunn to the fort's wizard and ballistae.

Several hills and copses mark bloody skirmishes, with bodies of both man and giant left to freeze in contorted, mangled piles. Now both sides hunker down and wait for the other to freeze to death; the jotunn can be patient, the humans can't.

THE FORT

- ◇ Wood and plaster, badly damaged
- ◇ At the western gate of the *Svartalyd* ruins
- ◇ Barely holding on, many dead and all starving

Deepknell Fort was constructed by humans some ten years ago, around the time when the jarl came to power. It is primarily built of pine and spruce, plastered with a concrete-like mortar to help keep out the soggy rot and mushrooms in the spring. It has an outer wall some 30' high, surrounded by multiple layers of palisades and spike traps.

The fort holds several simple wooden structures built in the a-frame style of the region—a barracks, a command quarters, a mess hall, and various service pavilions for a blacksmith, healer, etc. These are tightly packed, organized in a stair-like pattern up the hill as they approach the collapsed, yet still impressive, entryway to the *Svartalyd* fortress.

What was once a bustling center of strategic command is now reduced to a prison full of moaning, freezing, starving men. Its outer walls barely cling to resilience, held together seemingly by the icy blood of the soldiers who died atop it.

The splintered remains of the stable is a morass of busted wood and dead horses, and several structures bear the signs of hasty and insufficient repair. Giant stones litter the grounds, some still lodged in the roofs and floors of the sturdier structures. The vast majority of the men stationed here have died—what was once a full company is now fewer than thirty.

THE SOLDIERS

- ◇ Hungry, but tenacious and grizzled
- ◇ Held the fort for six months against the giants
- ◇ Well equipped in arms and armor, but not much else

These are some of the jarl's best troops, a damn fine waste to have lost so many despite the political and strategic value of this stronghold. The last two seasons of fighting against the jotunn have made even the most junior, softest warriors battle-hardened, nearly accepting of their doom.

The survivors are a motley crew of all ranks and stations, many of which lived simple lives as farmers or smiths prior to being recruited by the jarl. They're intensely loyal to one another, and know they'll either win this battle or die. Forward leads to the frost giants who plague the howling bluffs, backward takes them down into the cursed crypts of the dwarf lords who perished in their halls of stone.

No, the men here are brave soldiers of Stjernheim and will fight and die with honor, if need be. While they run dangerously low on food and other perishables, the men here are exceptionally well equipped, having the pick of the litter from their fallen comrades, as well as several countersiege ballistae.

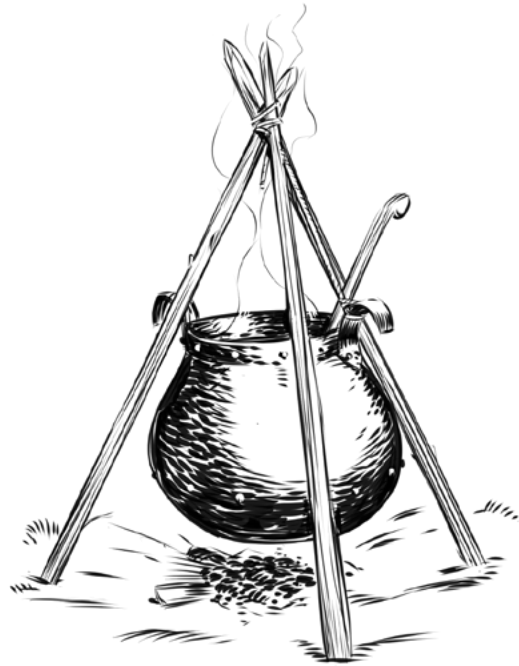
Despite this camaraderie and fatalism, their morale is breaking. First the magus, a woman named Tovenaar, disappeared into *Svartalyd*. And then, during the last attack, Commander Vothar was badly wounded by a giant stone. He is expected to die a slow and painful death in the next few days.

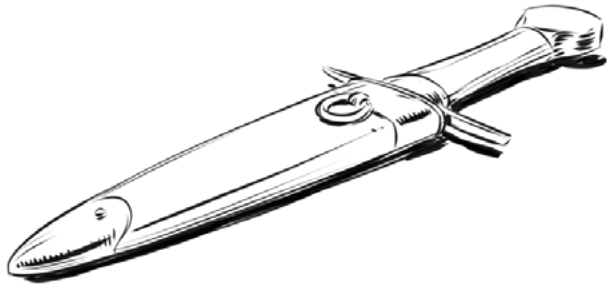
NOTABLE NPCs

- ◇ Commander Vothar, badly wounded, respected officer
- ◇ Mother Hunata, dwarven warrior priestess now in charge
- ◇ Sergeant Syuthen, a boy, but a prodigy archer nonetheless

Commander Vothar

The commanding officer of the garrison, and a well-respected soldier with two decades of combat experience under his belt. He knows much of the local area and is best suited to lead the defense of the fort. But now his mind slips away due to a massive, traumatic head wound, earned from the slung stone of a jotunn.





Mother Hunata

A dwarven warrior priestess imbued with the might of the gods. She arrived here on pilgrimage to *Svartalyd*, but now zealously believes that it is her duty to protect the soldiers as long as she can. While no official soldier, she commands in Vothar's stead, leading from the front. If only her gods had granted her the power to heal rather than the abilities of a giantslayer.

Sergeant Syuthen

Little more than a boy, Syuthen began his tenure here as a bowyer's apprentice. When the bowyer was killed, he took over. When many of the soldiers fell, he began fighting and showed himself as a remarkably talented archer. He was recruited on the spot and, despite being in his mid-teens, rapidly acquired esteem and authority.

HOOKS, ENCOUNTERS, AND ISSUES

- ◇ Repairs and preparation for battle
- ◇ Getting supplies, food, and other perishables
- ◇ Defending against a jotunn attack
- ◇ Convince them to retreat into *Svartalyd*

Preparations. The fort is badly damaged, its perimeter significantly weakened. The PCs can cut trees, make plaster, use magic, and so forth to help fortify and prepare the stronghold. The walls and ballistae are in the most dire need; one favors defense, the other offense.

Supplies. The party can forage for supplies, food, azoth, or ammunition for their bows and ballistae. Each foray out into the wilderness surrounding the fort is likely to draw an attack from the jotunn, vapakansa, or wild beasts and trolls that prowl.

Onslaught. While the PCs are in the fort, it's likely the jotunn will attack. They'll send in trolls and lesser giants while the larger frostblood jotunn hurl boulders at the fort. The party can lead the defense and try to stop the giants from taking the hold. There are 3-6 **trolls**, 6-8 **giants**, and 1-2 **jotunn** (page 7).

Retreat. The PCs might be able to convince the soldiers that retreating into the nigh-impenetrable dwarven fortress below them is the best tactical option. Vothar will violently oppose it, as he feels he would be abandoning his post (that is, until he dies). Hunata and some others might be swayed, if the PCs can lead the way to some measure of safety.

SVARTALYD, OR DEEPCHELL HOLD

The Valorous Dwarven Empire stretched beneath the mountains and forests of Stjernheim for centuries, expanding beyond its borders into the temperate lowlands and ice-cold fjords. Its kingdoms and fortresses were carved out from beneath ancient mountain and ice, yet ruins such as *Svartalyd* are all that remain of a once indomitable superpower.

THE AREA

- ◇ East entrance at the vapakansa camp
- ◇ West entrance at the fort
- ◇ Beneath the ridgeline of Bjergmund Range

Svartalyd isn't much to look at from its two entrances, one each on the eastern and western slopes of the mountain. The eastern entrance is little more than an access tunnel, largely overgrown and buried with rock and snow, covered by the vapakansa freefolk encampment. The west is more obvious, with a clear hexagonal tunnel bored straight into the mountain like the entrance to some massive beehive.

Each entrance is unsealed but guarded by its respective faction. Looking in, there is just darkness, snow, and precisely hewn, geometrically carved stone. Once inside, though, the relics of its former glory can be seen throughout: dwarven statues and geometric obelisks worn away and damaged by time and winter.

WITHIN THE FORTRESS

- ◇ A massive complex, largely inaccessible
- ◇ West and east entrances meet in the center
- ◇ Ruins of a dwarven town and stronghold
- ◇ Dwarven wraiths, goblin tribes, giant spiders, and a magic gong

EAST ENTRANCE— VAPAKANSA ENCAMPMENT

- ◇ Vapakansa guards, young jotunn princess

If entering from the east, the party will find more hexagonal tunnels and junctions, most of which have seen significant collapse, cave-in, and collection of snow and other detritus. Most immediately obvious will be the cell holding the jotunn child as a prisoner, guarded by two of the vapakansa's finest warriors. This room has two passageways out: **north** and **south**.

Bijya, the jotunn child, will talk to anyone who approaches her and speaks in a stern, calm voice. Any who placate or coddle her will cause her to scream and cry incoherently. She can answer simple yes-or-no questions, but will mostly repeat that "they took her" and that she misses her family.

The two guards—Griivni and Soumo—are brother and sister, and hate their duty. It's obvious they find the jotunn disgusting and will ignore her if possible, even to the point of minor cruelty. Bijya shows signs of malnourishment and poor hygiene.

THE NORTH FORK: DWARVEN STRONGHOLD

- ◇ Destroyed, hexagonal passages of dwarven design

This fork leads up, with twisting orthogonal staircases carved into the rock. Many of these angles funnel into a small square passageway, just large enough for a dwarf to comfortably pass through, but almost impossible for anything much larger than a jormundt to squeeze by.

Most halls are tilted or buckled; once perfectly symmetrical thoroughfares are now askew. The stone is slippery and incredibly cold, even worse than ice. Along this way are several smaller alcoves and rooms, some of which were once passages but are now caved in so badly and with stone so tight that they are effectively walls. *(Moving past these junctures leads into the much larger portion of Svartalyd, which isn't covered in this adventure.)*

Each alcove has a former purpose and some treasure:

ALCOVE CONTENTS

ROLL	EFFECT
------	--------

- | | |
|---|--|
| 1 | A destroyed barracks, with dozens of stacked bunks, some lowly soldier's tools, decayed packs, and rusted armor |
| 2 | A caved-in command theater, with a massive carved map on the floor, showing both Svartalyd and the surrounding territory |
| 3 | A long, corridor-like training chamber full of battered and broken combat dummies; now inhabited by 2d6 goblins (page 24) |
| 4 | A large mess hall built for the soldiers, with stone benches and tables, long troughs; 1-in-6 chance there's a troll here |
| 5 | An armory and forge, mostly picked over but still containing a large quantity of high-quality metals |
| 6 | The quartermaster's chambers, including a small sealed vault (with a mousetrap-style finger-severing trap) that contains gems, bars, and coins worth 1000 + 3d20gp |

Throughout the north fork are the corpses of ancient dwarves, killed ages ago in battle. Their armor and equipment is all brittle and rusted, but a few weapons are salvageable. Freshly killed goblins litter the halls. Upon closer inspection, these goblins bear no visible signs of death, only visages locked in terror.

As the party travels through the north fork, you can elapse a travel turn; otherwise, there's a 50/50 chance the party will be attacked by a patrol of 2d6+2 goblins, who will concentrate their fire on a single target and then retreat if possible.

NORTH CAP: PILLAR ROOM

- ◇ Dwarven wraiths, guardians of the Thunderstrike Hammer

These buckled and winding passages eventually lead to a chamber roughly 100' in diameter, with a rough dome of hexagonal facets. A single passage connects from the east and carries through to the west. The western passage is detailed in **West Entrance—Fort Deepknell** (page 25).

In the center of this room is a small geometric pillar, alit by the sun through a tiny hole in the mountain stone, with an obvious bracket to hold some kind of cylindrical object, maybe a hammer. It's empty, but at the base of the pillar is a broken hilt, about 2' long. It's obvious that it's part of a larger implement. If held, it hums with a subtle, unsettling vibration.

This upper limit of the accessible portion of Svartalyd is the final resting place of a cadre of undead dwarven paladins—3 **dwarven archshield spirits**. These spirits,

still clad in armor and wielding wraithly weapons, stand in solemn guard over this room. They will ignore anyone who moves through the chamber, but once the PCs approach or interact with the pillar at all, the dwarf-spirits will attack.

Inscribed on the walls are the broken stories of *Svartalyd's* purpose, much of which is illegible. Anyone who reads Dwarven can decipher tales of several heroes' sacrifice in felling the jotunn and their hordes of trolls, goblins, and giants.

DWARVEN ARCHSHIELD SPIRIT

HP: 15 SPD: -2 DMG: +4 ARMOR: 2

The righteous spirit of a dwarven paladin

Trait tags:	righteous, zealous, defensive, ethereal
Abilities:	special movement (ethereal, can't travel beyond 100' of their shrine), drain (1 damage per round), AP3, immune to non-magic, non-silver weapons
Combat Notes:	Phase through walls, attack infidels with 2h hammers (arm range)

Loot: below their current spirits are their three corpses, each of which have a 1-in-3 chance of possessing archshield armor and a 1-in-6 chance of possessing a hammer of thundershout (page 8). Otherwise they have plate armor and a 2h hammer of decent quality.

THE SOUTH FORK: THE PIT

- ◇ Deep shaft descending into blackness
- ◇ Goblin tribe that worships a large magical gong

The south fork leads down into a deep hexagonal cut. Stairs are cut into the perimeter of this chamber, turning at each angle of the hexagon, without rail or handhold. The stairs have collapsed, crumbled, or completely caved in at several points along the descent.

The pit is massive, at least 100' in diameter, and seems completely empty. If a light source is thrown down, it is swallowed in black until it illuminates a large array of brass discs and plates. If anything strikes these plates, they sound with a deep, bass-heavy chime. Doing this more than once may prompt goblins, spiders, or both to come investigate, and doing this enough will alert any creatures through the entirety of *Svartalyd*.

The staircases lead to three tiers of broader pavilions cut into the perimeter of the pit. Currently these platforms are home to a tribe of goblins led by a troll shaman. They revere the large brass object at the bottom of the pit as some sort of demonic god-force, what they call "The Loud." The shaman, named **Vergalop**, holds a "staff of noise," which in reality is another piece of the broken implement from the North Cap room.

The goblins will not attack the party unless they seem threatening or try to sneak by. If the party approaches calmly, they will take the party to Vergalop to discuss what to do with them. The troll is just barely intelligent enough to hold conversation, and will allow the party to pass peacefully if they bring her the other two pieces that complete the "staff," another rod and a heavy "head." She believes that if the staff is complete, she'll be able to summon the Loud.

GOBLIN

HP: 4 SPD: 1 DMG: +1 ARMOR: 0

A craven, evil, skulking creature akin to a profane smallfolk

Trait tags: small, cruel, skulking, subservient, thieving, stinking

Abilities: reaction movement

Combat Notes: spear (reach), dagger (arm), react to retreat

VERGALOP, TROLL SHAMAN

HP: 25 SPD: -2 DMG: +4 ARMOR: 2

A furry, ape-like giant with a powerful nose and regeneration

Trait tags: patient predator, raging berserker, impeccable sense of smell, fears fire, home in the snow

Abilities: regeneration (regains +3 HP each time it gets to act, ceases after being damaged by fire), special movement [snowdrift] (can hold perfectly still in the snow, appearing as nothing more than a hill), multiattack 3, stun (sound)

Combat Notes: leads her tribe with shrieks, trips with her long arms (reach), will flee and hide from fire, will rage and frenzy if cornered

Loot: Vergalop carries an ancient dwarven trumpet (10gp), **one third of the Svartalyd striker**, and wears a magical dwarven talisman (500gp), which is only activated when worn by a non-jotnar. The talisman grants immunity to sound-based attacks and intimidation.

THE SOUTHERN FLOOR: THE BELL ROOM

◇ An ancient magical gong: *Svartalyd*

At the bottom of the pit lies a giant gong made of many brass cymbals and noise-makers. They are arranged in a rough funnel shape, with larger and more powerful instruments closer to the top. The entire instrument is floating, suspended by some form of magic.

Any sounds made at the bottom of the pit are significantly amplified by the bell. Any characters who possess arcane knowledge, or have the Thundershout technique, know that *this* must be the source of the legend of the “Deepknell,” the ancient word for “black sound” as used by the dwarves.

At its base, hovering about 2’ above the stone- and rubble-strewn floor of the pit, lies a helmet-sized bowl. It appears to be a brass bell in shape and construction, but is carved with ancient geometric runes. Touching it with even the lightest pressure will provoke a deep peal that resonates throughout the chamber and the rest of *Svartalyd*. Vergalop and her goblins are deeply distressed and enthralled by this sound, and may attack the PCs if they feel they are disrespecting “the Loud.”

Beneath this bell lie the treasure, azoth, and sacrifices made by the goblins to their noisy god. Disturbing these gifts upon its altar is tantamount to blasphemy to the goblins, who will zealously attack the PCs until either side is completely dead.

◇ **Loot:** a pile of bones (from animals, dwarves, and other adventurers), small crudely carved statues and idols, as well as the occasional dagger, bow, mace, or helmet. The total worth of this “hoard” is roughly 500 + 5d10gp.

WEST ENTRANCE—FORT DEEPKNELL

◇ A primary entrance, protected by the human fort

The soldiers at the fort give the entrance to *Svartalyd* a wide berth. What was once a massive stone-and-steel door is little more than rubble, with a yawning hexagonal entrance into the mountain filled with nothing but blackness.

This section was once a primary entrypoint for the fortress as a whole, complete with homes, shops, barracks, guard bunkers, and even mushroom gardens with benches, moss, and fountains. The architecture was built for dwarves, so the proportions are off for other races.



Other than the desiccated, frozen corpses of hundreds of dwarves and thousands of goblins, this grand entrance is empty and destroyed. Statues have been toppled, columns shattered, walls scratched and melted by some powerful magic. It seems as though the corpses have remained where they fell centuries ago.

◇ **Loot:** with enough time taken, intact suits of armor and weapons can be scavenged; an exceptionally high roll to search the remains will yield some mastercrafted spears, swords, hammers, and shields; small personal items of the fallen soldiers, including pocket change of a few silvers a piece, can be gathered up to roughly 250gp

- There's a 1-in-6 chance to find a **potion of iceblood** beneath a pile of corpses

Beyond the semicircular public square, with buildings carved into columns and walls of stone, the road leads further east into the mountain. Several adjoining roads and passages have collapsed fully and are impassable without significant magic or engineering (not covered by this module).

The road splits off into an overlapping diamond configuration, with the rubble of more specialized structures within. One massive column, connecting floor to ceiling with a 20' diameter, has fallen, crushing much of the area. Each "square" in the four-diamond pattern is described below.

SOUTHWEST SQUARE: ARTISAN'S QUARTER

This area was once full of forges, tanners, weavers, and other craftspeople's stations, homes, and shops. Many of these structures are small slots cut in the rock, little more than hallways of a few stories. Each has a different purpose—sleeping quarters, storefront, workshop, and so forth.

◇ **Loot:** tools of every variety, ledgers, clay tablets, and several small vaults and lockboxes for the merchants who worked here. With sufficient time and effort to open, each lockbox has a 1-in-3 chance of containing 5d10gp.

SOUTHEAST SQUARE: CHURCH GROUNDS

A forgotten dwarven religion held sacred ground here, complete with a mausoleum, temple, monastery, and private prayer chambers. Dwarven iconography here involves incredibly detailed fractal patterns, some of which a wizard or other spellcaster might recognize as complex spellforms.

Guarding the innermost sanctum of the mausoleum are two dwarven archshield spirits (page 7), former paladins who committed their eternal souls to an eternity of servitude. They are not immediately hostile if the party is respectful of the interred remains.

- ◇ **Loot:** other than broken statuary and the corpses of the two dwarven paladins (which include rusted plate harness and 2h hammers), there's a 1-in-20 chance to discover a dwarven relic—a small totem made of platinum, gold, rare deep minerals, and gemstones (worth 1000gp to the right buyer)

NORTHWEST SQUARE: BATHHOUSE

A honeycomb-like hive of rooms, each with a natural hot spring and stone benches surrounding it. Each room is filled with steam, fungus, and the bloated rotten corpses of ancient dwarves. An aquatic **crypt drowner** lives in these pools, and will pull anyone close enough to the bottom of the spring.

CRYPT DROWNER

HP: 15 SPD: 1 DMG: +5 ARMOR: 0

A translucent, greasy tentacled nightmare that drowns its prey

Trait tags: silent lurker, aquatic, slippery, surprisingly strong

Abilities: pin, multiattack 2 (step), special movement (+3 speed in any fluid)

Combat Notes: Focuses on a single isolated target with multiattack, and uses pin to drag them underwater to drown

- ◇ **Loot:** the supplies and equipment of several drowned goblins and adventurers, including a 1-in-10 chance to find one use of azoth

NORTHEAST SQUARE: THE ECHOTORIUM

This is a steep funnel-like amphitheater, with concentric stone benches in a ring around a small stage in the center. Any sound made in this chamber will continuously echo, building into shuffling, layering murmurs. The acoustics here seem supernaturally effective, amplifying even the scuffles and creaks of equipment.

At the center of this stage is a small stone figurine, roughly the proportion of a dwarf but one-eighth the size. This golem's been knocked off a small pedestal covered in intricate geometric runes (a magically savvy character will recognize they pertain to sound-based magic). If the figurine is placed back atop its pedestal, it will "awaken" and become sentient, moving, speaking, and singing as if a real dwarf.

The tiny golem is full of knowledge and information of the Dwarven Empire, and is well versed in Words and similar sound-magic. It behaves like a skald, rhyming, insulting, and laughing as often as possible. It is easily smashed, and once removed from the pedestal it will return to dormancy.

- ◇ **Loot:** the singing dwarven statue, of course, which only works when placed upon an ancient dwarven runestone keyed with musical spellforms (only wizards or similarly savvy individuals would pay more than a few silver for it)

THE EASTERN TUNNEL

- ◇ A large tunnel full of bridges, spiders, and a wizard

After the square, a single wide tunnel full of corpses, columns, and decorative recesses leads deeper east into *Svartalyd*. A massive stone door at its end has melted and shattered into fragments, revealing the way into tunnels that eventually connect to the north fork (page 22).

In front of this door is a giant spider's nest, with 1d6+2 **giant spiders**. There's a 1-in-2 chance to encounter the giant **spider queen**. Magus Tovenaar is here, completely wrapped up in high-tensile spidersilk, hanging by her feet about 20' up.

The elven wizard is badly wounded and unable to cast magic beyond some minor rote spells. She holds the detached head of a dwarven hammer, the third missing piece of the striker for the eponymous magical gong *Svartalyd*. She will struggle through crushed ribs and poison to tell the party of the hammer, and that it will drive away the giants.

SPIDER, GIANT

HP: 6 **SPD: 2 / 2 (WEB)** **DMG: +2** **ARMOR: 0**

An eight-legged horror capable of ensnaring a small horse in its web

Trait tags: spider, insectoid, web-slinger, poor eyesight, fragile

Abilities: paralysis, poison, affect environment (webs)

Combat Notes: will only fight and ambush from its lair or feeding grounds, webs are difficult terrain, bite (arm, delivers poison and paralysis)

SPIDER QUEEN

HP: 25 **SPD: -1 / 3 (WEB)** **DMG: +5** **ARMOR: 1**

The matriarch of the massive crawling fiends

Trait tags: spider, insectoid, web-slinger, poor eyesight, fragile

Abilities: paralysis, poison, affect environment (webs), multiattack 2

Combat Notes: will only fight and ambush from its lair or feeding grounds, webs are difficult terrain, bite (arm, delivers poison and paralysis)

- ◇ **Loot:** the undigested equipment and weapons of several adventurers, soldiers, and ancient dwarves. Because of their web cocoons, the equipment is in much better shape than in other parts of the ruins. A well-trained or magically inclined individual can collect the blood of the giant spiders to be brewed into a **potion of wallclimb**.

NOTABLE NPCs

- ◇ Tovenaar, an elven mage, trapped by spiders
- ◇ Vergalop, a troll shaman, leader of a goblin tribe
- ◇ Thralam, immortal dwarven paladin turned wraith

Magus Tovenaar

An elf, well-practiced in the arcane arts. She came to be of service to the jarl, and was instrumental in holding the fort over the last several seasons. Upon the commander's injury, she insisted upon entering the dwarven ruins—some say she ran out of fear, others that she's looking for some aid. She's highly recognizable due to her faeweave robes and dragonbone staff.

Vergalop

A disgusting troll shaman covered in jangling trinkets and poorly done scarification. She speaks in a garbled screech, preferring to blow a small dwarven trumpet and shake a piece of a broken hammer, her “staff of noise.”

Archshield Thralam

The commander of the Dwarven Archshields, a coven of templar paladins sworn to immortally protect the *Svartalyd* from the covetous hands that overthrew the Valorous Empire. Thralam remembers little of his past life, now expired ages ago: only his duty and purpose in defending the *Svartalyd*.



JOTUNHULE, THE GIANT CAVERNS

South of the mountainous ridgeline and the contested entrances to the *Svartalyd* lies Jotunhule, the ageless glaciers and ice caverns that house the mighty jotunn and their servitors. Peculiar purple moss and deep blue trees grow here, and the water flows *up* from the ice melt, forming buoyed, fluid shells the size of hillocks, not unlike the carapace of some prehistoric icy crustacean. Here the last giants in all of Stjernheim, led by **Rasjeri**, a fierce jotunn matron, make their final stand.

THE AREA

The path between Jotunhule and Fort Deepknell is obvious: a clear, well-trodden path littered with smashed trees, hundreds of spent arrows, and dozens of corpses from both sides. Now the giants hunker down behind cover or retreat deeper into the caverns, well out of range of the fort's ballistae and wizard.

Several jotunn, always with a knot of obedient trolls and other, smaller giants, patrol the neutral zone between their caves and the human-controlled fort. This area is dotted with massive cairns stacked up of fifty-pound boulders, neatly arranged so the jotunn can grab and throw them as siege weapons.

THE SIEGE CAMP

- ◇ A crude camp and cave for the forward jotunn forces

The heart of the giants' forward siege base is inside a small cavern, completely surrounded by well-placed icy crystals and roughly hewn trees, no more than a hundred steps away from the wall of the fort.

The cave was magically shaped by the jotunn's kulmaseidr and is enshrouded by an omnipresent snow cloud, layering fresh snow and ice higher upon it every day. At least ten human corpses—hard to distinguish due to their smashed and rent bodies—are strewn around outside this cave.

If the PCs manage to approach and convince the few giant guards that they are indeed friendly, they'll be brought inside. The interior is quite warm and functions much like any hunter's or soldier's camp—bear and elk are roasted over large fires, trolls squabble over bone marrow, jotunn glare balefully down at the "lesser" jotnar, all covered in scars and wounds from their incessant struggle against the fort.

Fighting into this cave would likely be suicide, though the party might think of clever ways to collapse it with sufficient pyromancy, kulmaseidr, or other methods. It is a constructed cavern and not the most secure, despite the jotunn's efforts.

There are 2 **jotunn**, 1d6 **giants**, 1d6+2 **trolls**, and 3d6 **goblins**.

JOTUNN

HP: 40 SPD: -4 DMG: +4 ARMOR: 3

An unusually massive giant capable of frost magic

Trait tags: giant, angry, indomitable, cruel, of ice and stone

Abilities: Kulmaseidr (as PC technique, but PC must roll to defend), special movement [mountains] (ignore difficult terrain in mountains such as snow and ice), knockback, stunning shout (force [stun]), alter environment (force blinding blizzards, avalanches)

Combat Notes: use magic and shouts to stun PCs or get them stuck in snow, then smash them to bits with a giant stone hammer (short range)

GIANT

HP: 30 SPD: -3 DMG: +8 ARMOR: 2

A hulking creature no less than twelve feet in height and breadth

Trait tags: massive, strong, smashing, charging, slow, near-blind

Abilities: knockback, blast attack (throwing stones, long range)

Combat Notes: throws stones, then uses tree-trunk club (short range)

TROLL

HP: 20 SPD: -2 DMG: +3 ARMOR: 2

A furry, ape-like giant with a powerful nose and regeneration

Trait tags: patient predator, raging berserker, impeccable sense of smell, fears fire, home in the snow

Abilities: regeneration (regains +2 HP each time it gets to act, ceases after being damaged by fire), special movement [snowdrift] (can hold perfectly still in the snow, appearing as nothing more than a hill), multiattack 2, trip

Combat Notes: hides in the snow, trips with its long arms (reach), will flee and hide from fire, will rage and frenzy if cornered

GOBLIN

HP: 4 SPD: 1 DMG: +1 ARMOR: 0

A craven, evil, skulking creature akin to a profane smallfolk

Trait tags: small, cruel, skulking, subservient, thieving, stinking

Abilities: reaction movement

Combat Notes: spear (reach), dagger (arm), react to retreat

JOTUNHULE

- ◇ Glacial cave network and home of the jotunn

A glacial cave network and the ancestral home of the jotunn, Jotunhule is a true majesty of nature bound by magic. In total there are five jotunn—namely **Rasjeri**, their matron—and 2d6 each of **giants** and **trolls**. Many of them are not warriors, but their size makes them all deadly.

The glaciers aren't hard to find—giants have that effect on the landscape—and the jotunn aren't trying to hide. If the party marches in with confidence and asks to speak to whoever's in charge, the giants will most likely find it a humorous curiosity and allow it.



Rasjeri is eager to end this constant struggle, and is transparent about her reasons for attacking the fort: fear that the humans will unleash the “Wind of Pain”—they have a wizard, after all—and because Sauchtig has captured her daughter, Bijya. She will tell the tale of ancient times, when the jotunn were ruled by the dwarves through use of their evil, torturous magics.

Many of Rasjeri's subordinates are loyal to her but think this siege is foolish. Some wish to leave, others wish to supplant her. Still others are more zealously dedicated to the human's destruction, because of their own bloodlust or desire for revenge. It is clear this clan is on the brink of collapse, only held together by Rasjeri's eminent strength.

RASJERI, JOTUNN MATRON

HP: 50 SPD: -3 DMG: +8 ARMOR: 4

The most impressive, powerful jotunn in the land

Trait tags: giant, angry, indomitable, cruel, of ice and stone

Abilities: Kulmaseidr (as PC technique, but PC must roll to defend), special movement [mountains] (ignore difficult terrain in mountains such as snow and ice), knockback, stunning shout (force [stun]), alter environment (force blinding blizzards, avalanches)

Combat Notes: use magic and shouts to stun PCs or get them stuck in snow, then smash them to bits with a giant stone hammer (short range)

THE BROADER WILDERNESS

Large brass pipes peer out from snowdrifts and rocky outcroppings throughout the mountain range. They make a low, audible rumble and are warm to the touch, melting the snow leaning against them. They're too small even for a smallfolk to enter, but they all seem to lead to the mountain.

Several soldiers have escaped and deserted the fort. They look to strike against the vapakansa, convinced that they're to blame for the giants' sudden violence.

The giants eat most of the game in the area, so the wolves are hungry. Large packs of wolves—often led by massive dire wolves, much stronger and smarter than the rest—will gladly attack and eat wandering adventurers.

TYING IT TOGETHER

There are countless ways for this adventure to unfold, but there are three common ways to wrap it up:

- 1.** The PCs collect the three pieces of the Svartalyd striker and assemble it, strike the Deep Knell, and drive off the giants. If they do this, the jotunn will flee far south, and Bijya (the young jotunn) will be liquefied (and killed) from the harmonics of the ancient bell.
- 2.** The PCs reinforce the fort and fight in a large make-or-break battle. The giants will toss stones, the humans will fire ballistae, and both sides will (likely) have heavy losses, depending on the PCs' actions.
- 3.** The PCs somehow free or kill Bijya. Releasing her from her bonds will make Rasjeri and her minions attack the vapakansa at full force, likely ending the conflict.

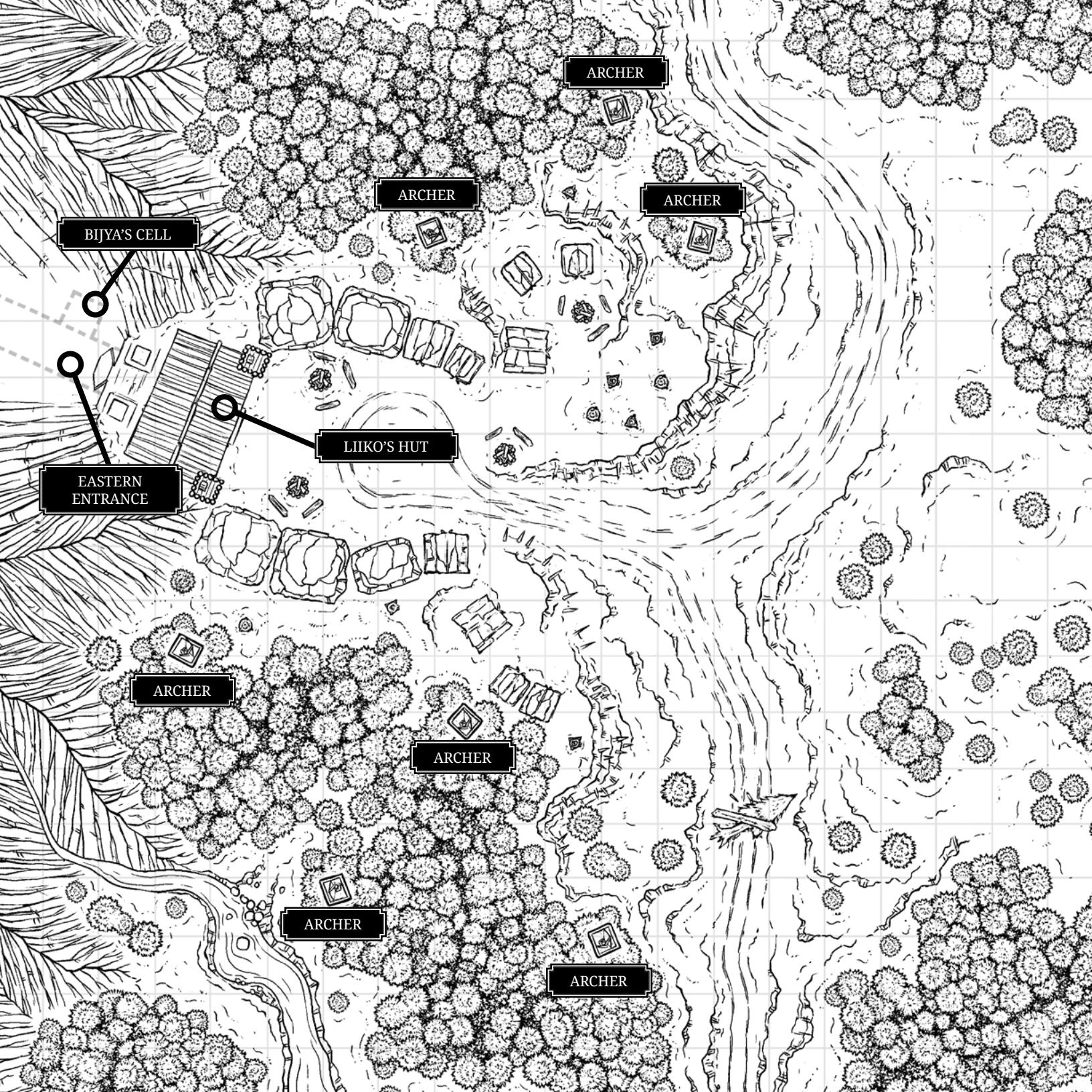
RANDOM ENCOUNTERS

IN THE MOUNTAINOUS WILDERNESS:

3D6	ENCOUNTER
3	A lesser white dragon swoops down upon a nearby elk
4	1d6 arctic bears, immune to cold damage
5	2d6 wolves feast upon a fresh kill
6	A group of 2d6 human deserters reduced to banditry
7	A vapakansa snare trap, hauling its victim up into the trees
8	A lone, feral troll
9	Incredibly soft, hollow snow. Sink instantly 30' down
10	A wounded giant, wandering off to die or mourn
11	A vapakansa hunting party stalking elk or bears
12	A fresh battlefield being feasted upon by a scavengipepe
13	A giant tree-spring trap—when triggered, a pine tree snaps up
14	A scout who won't stop struggling to return to their post
15	A doppelganger pretending to be a skald, singing and reciting
16	3d6 goblins, trapped and desperate inside a tiny ice cave
17	A procession of noble monks, offering alms and healing
18	A party of skilled mercenaries, interested in being hired

INSIDE THE DWARVEN RUINS:

3D6	ENCOUNTER
3	An undead necromancer with 3d6+5 dwarven zombies
4	A digestive jelly, completely filling a hexagonal passageway
5	1d6-2 (min 1) armorgobblers gnawing on ancient dwarven steel
6	A colony of 2d6 shrieker shrooms and their spore-babies
7	3 bugbears of the Black Ear Clan, looking for a fight
8	A group of 1d6 soldiers, lost or deserting, stuck in the fortress
9	A dead-drop dwarf hall trap—huge stone swings from the ceiling
10	A giant scout stuck in a too-narrow passage
11	1d6 giant spiders, nestled in webs on the stone ceiling
12	A magically automated, haphazardly out-of-sync steel forge
13	A jotunn-sized stone golem, animated and bound to a large glyph
14	A singing troll, peaceful—even amicable—if not attacked
15	A vapakansa berserker, driven mad with rage and bloodlust
16	3d6 goblins, trapped and desperate inside a tiny ice cave
17	A cadre of dwarves, hoping to reclaim some of their home
18	A cursed, immortal dwarven cleric bound to an altar



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BIJYA'S CELL

LIIKO'S HUT

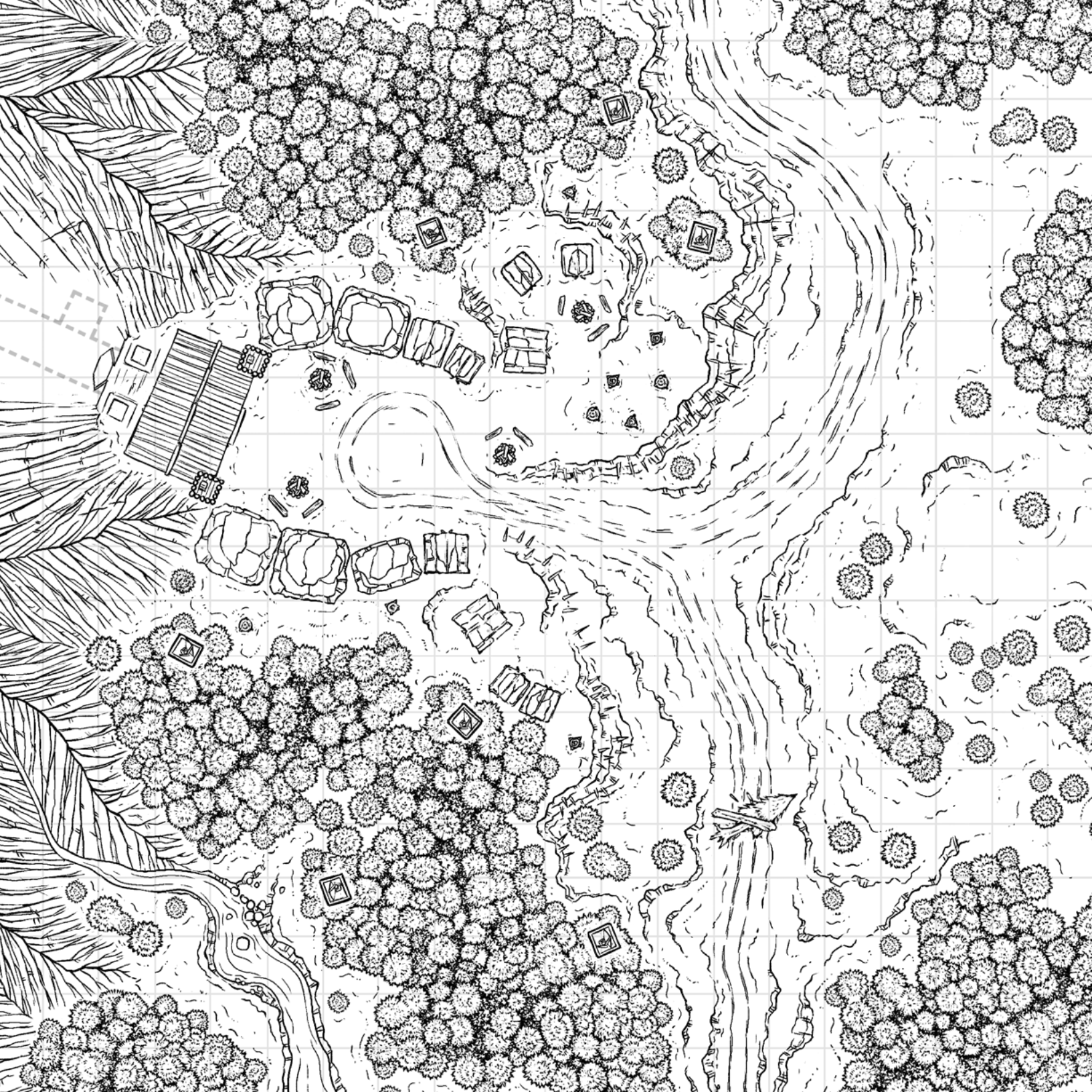
EASTERN ENTRANCE

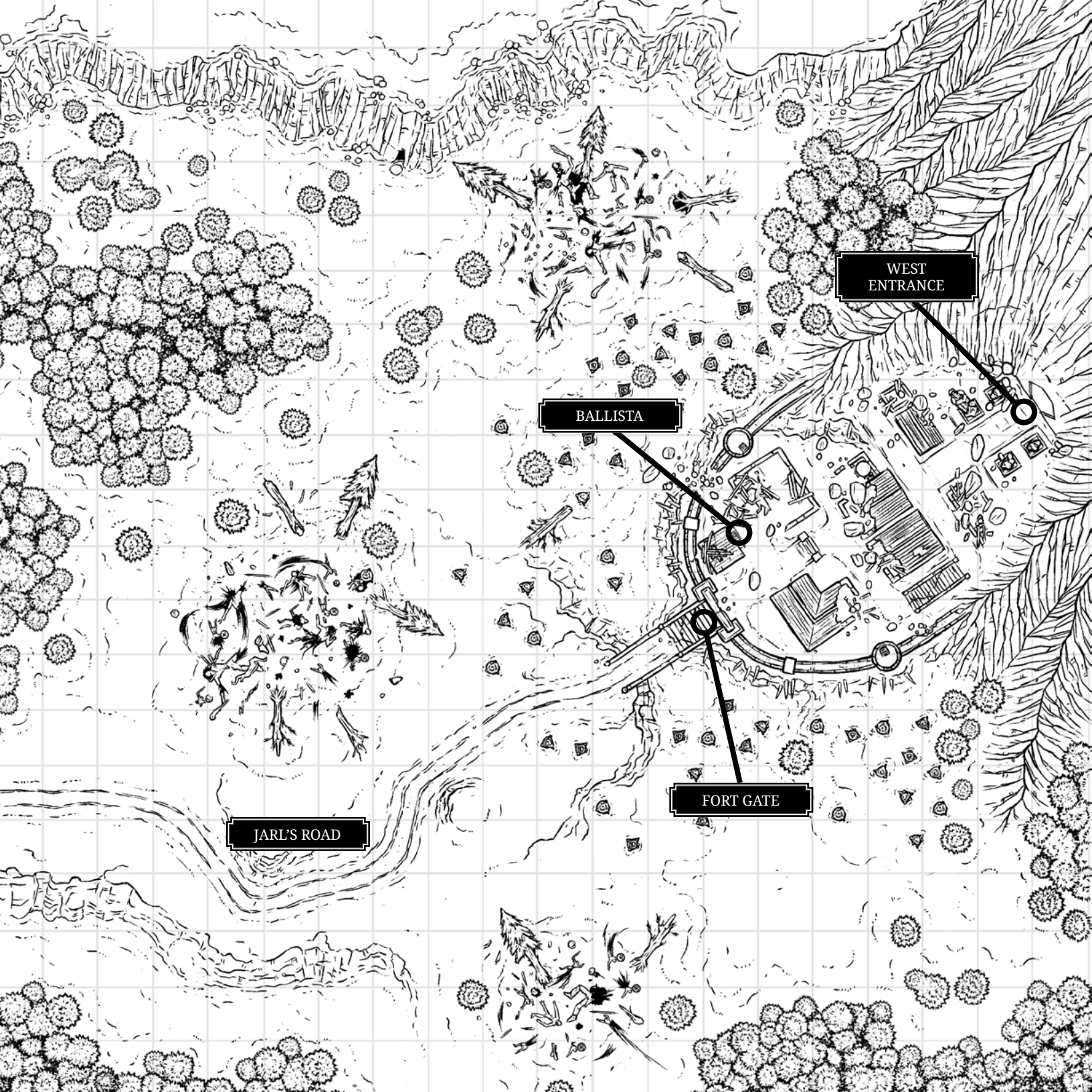
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WEST
ENTRANCE

BALLISTA

JARL'S ROAD

FORT GATE

