

The Fires of Mount Surtur



THE ICE KINGDOMS

ROLE PLAYING ADVENTURES IN THE FROZEN NORTH

by Grant Hoeflinger

Mad Martian Games Presents

THE FIRES OF MOUNT SURTUR

by Grant Hoeflinger

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DEDICATED TO THE MEMORY OF
STANLEY EDWARD BARNHART

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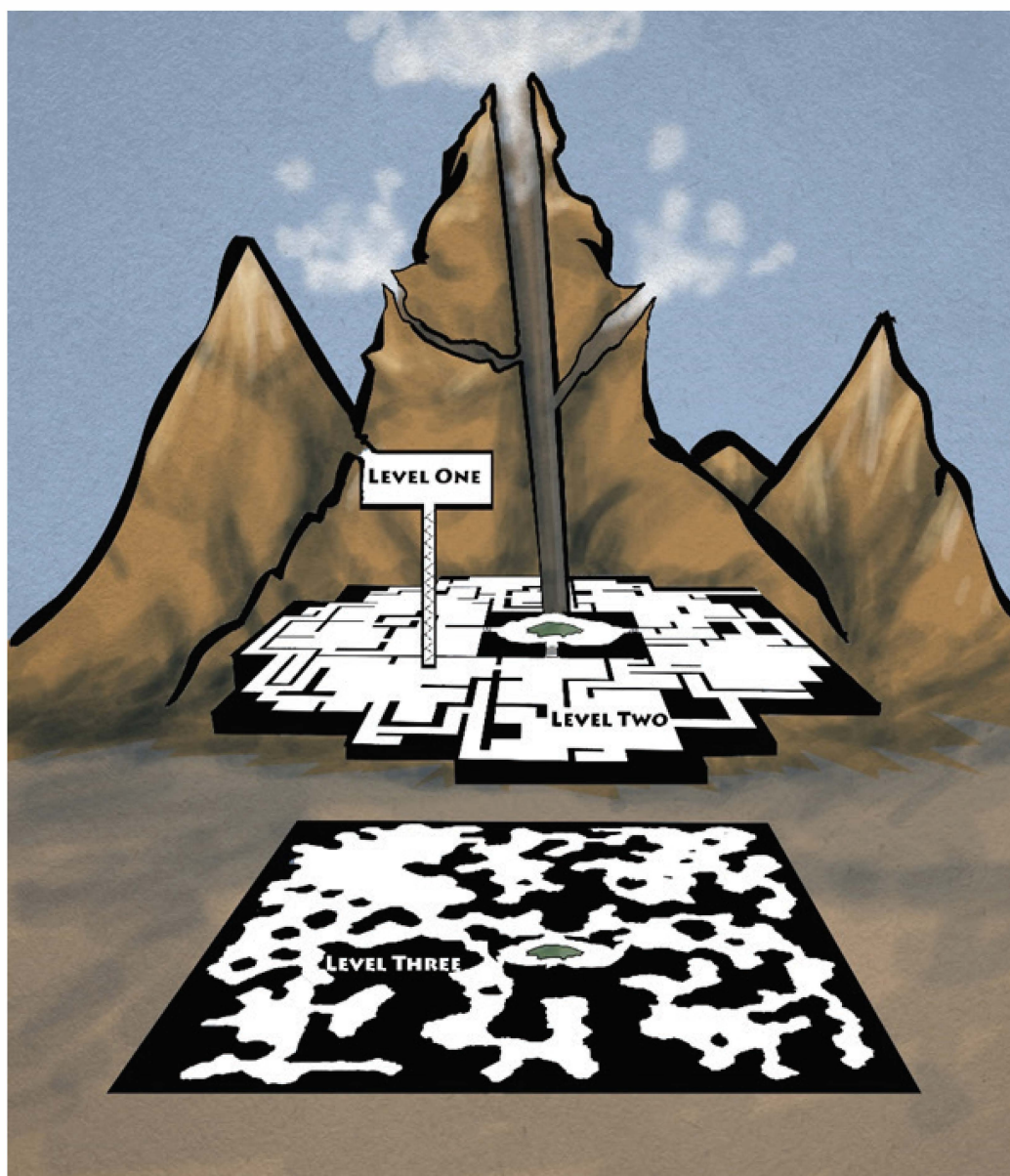
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CHAPTER ONE: ADVENTURE BACKGROUND

The Fires of Mount Surtur is an adventure for 4-6 characters of levels 3-5. During the course of this adventure, the player characters will delve into the depths of an ancient fire giant fortress built into a redoubt of the volcano, Mount Surtur. Seeking to discover the fate of villagers captured by a tribe of kobolds that inhabit the fortress ruin, the characters will run afoul of a cult of Duergar

worshiping the deceased fire giant king Hadel, who once claimed the ruin as his stronghold. As they delve the depths of the fallen fortress, they will have the opportunity to stop the cult's ritual, which the Duergar believe will restore their fallen patron and trigger the beginning of Ragnarok.



THE CULT OF HADEL

The Fire of Mount Surtur centers around the activities of a Duergar cult called The Cult of Hadel. As detailed in *The Ice Kingdoms Campaign Setting*, the Duergar of Eordan are the descendants and followers of the dwarven lord Umlo, who held dominion over the fire cliffs below Mount Surtur. Legend says that Umlo made a bargain with a being of shadow and darkness in order to learn the secrets of magic and sorcery. Umlo taught his newfound secrets to his followers, and then used his magic to craft a bridge to Valagard and lead his forces in an assault to overthrow Uthin himself. It was the dwarven god, Grugnar, who defeated Umlo, and hurtled them deep into the bowels of the earth, declaring them to be Duergar. These fallen Duergar turned to new patrons for protection from the wrath of Grugnar and Uthin. Many turned to Hefreya, Uthin's queen, and declared their loyalty to her. Others turned to Grugnar's brother, the fire giant god Heimnir and vowed to serve him. Some small sects turned to other patrons for their protection. The Cult of Hadel is one such group.

According to cult legend, the god Heimnir was originally the shadow of Grugnar, given form and body as the dwarven god sought to purge any impurities from within himself in an effort to master the lore of the runes that Uthin taught to him. Heimnir became the exact twin of Grugnar, though a fire giant as opposed to a god such as Grugnar. Heimnir remained an important, if controversial figure in the dwarven and giant pantheons, until he drew the ire of Hefreya for attempting to use Uthin's lust to sway the king of the gods in Heimnir's favor during a contest between Heimnir and Grugnar. Uthin's queen enacted a curse upon Heimnir that stripped him of his godlike essence, splitting him into a being of shadow and darkness such as he had been before his "birth," and a fire giant titan—still a mighty

being in his own right, but lesser than what he had once been.

The Cult of Hadel claim that it was the dark essence of Heimnir, separated from his fire giant form, that struck the original bargain with Umlo, and helped to birth the Duergar. When the founders of the Cult turned to Heimnir for protection after Umlo's defeat, they were surprised to find that the god instead directed them into the service of another being: the fire giant demigod, Hadel, whom Heimnir claimed was the rightful successor of his godly power.

HADEL: TITAN AND DEMIGOD

As explained in *The Ice Kingdoms Campaign Setting*, Titans are the siblings and offspring of Ymir, the first being. The gods of Valagard, as well as all of the other gods of the setting, are either Titans in their own right (such as Uthin and possibly Grugnar), or the descendants of Titans with giants or mortals.

Hadel was a mighty fire giant, who was possibly just below the status of a full Titan for most of his life. He commanded many followers such as other giants or similar servitors, but was not truly an immortal being, at least according the Duergar cult in this adventure. At some point after Hefreya cursed him, Heimnir chose Hadel as his successor, and granted him a measure of his lost essence and power, raising Hadel to the status of a full Titan, and granting him other abilities of the gods of the setting, such as the power to grant spells to worshipers and immortality.

Hadel's fall came when he engaged in a war with the frost giants commanded by Gjillthrym. In a climactic battle that took place at Mount Surtur, Gjillthrym struck a blow that pierced the heart of Hadel. While the frost giant Titan could not kill Hadel—who at that time was immortal, Gjillthrym was so powerful that his attack

severed much of Hadel's own power, lessening the fire giant and robbing him of whatever power he had obtained from Heimnir. Hadel proved victorious in the battle, slaying Gjillthrym, but the cost of the victory made it a hollow one for the Titan. Later, the Thanic hero, Arfhrd, would lead a new assault on Hadel's fortress in Mount Surtur, and would finish what Gjillthrym began, slaying Hadel.

THE CULT FORMS

When the Duergar approached Hadel, they found that the fire giant was dismissive of their offers of worship and service. Hadel, it seemed, saw little use for the diminutive creatures that came before him, begging for his protection while claiming that they had been sent to him by Heimnir. The Cult's oral histories offer several differing accounts as to what caused the fire giant king to change his mind; some accounts claim that the shadowy essence of Heimnir interceded on behalf of the Duergar, promising Hadel even more power if he accepted the Cult as his servants, while others claim that Hadel saw the potential in the Duergar's sorcery as an aid in the campaign he was planning against the frost giants.

Regardless of his reasons, Hadel did not keep the Duergar close to him. Instead, the fire giant sent them into the deep tunnels beneath Eordan's surface, ordering them to carve out temples and fortresses in his name. The Duergar did as they were commanded, and practiced rituals and rites in honor of their patron. Whenever possible, the Cult's warlocks engaged in study of their dark magics to find new ways to bring greater power to their lord, and greater favor upon the Cult as a whole. From time to time their actions in Hadel's name brought them into conflict with other Duergar clans or other denizens that dwelt beneath Eordan's surface. Each victory was dedicated in Hadel's name, and any defeat resulted in a doubling of their rites and sacrifices to appease their patron Titan.

AFTER HADEL'S DEATH

The Cult claims that its members knew of Hadel's death at the hands of Arfhrd immediately, that the death throes of their patron echoed in their dreams and his death rattle shook the very caverns of their temples and fortresses. Some of the Cult's legends say that the high priests and warlocks of the cult were visited by the shadow of Heimnir, who taught them a method by which the Duergar might restore the slain fire giant's life and power, bringing back Hadel at a level of power that would allow the Titan to challenge Uthin himself, and finish what Umlo began, casting the gods from Valagard and bringing about Ragnarok itself. Spurred by their zealous ambitions to bring about a world where Hadel ruled all of the planes from the top of the World Tree to the bottom of its roots, the Cult began the long journey back to where their patron ruled and fell: The Keep at Mount Surtur.

As this adventure begins, the Cult has returned to Hadel's former fortress, forcing any creatures that dared to occupy the fortress in interim to serve them and their goals. The Cult has been working toward their goal of preparing their ritual to restore Hadel to life and bestow even greater power upon the Titan than he had before. If the Cult's research and ritual are correct, then they are very nearly ready to see their goals completed. The current high priest of the Cult, the Duergar warlock known as Hlevang, is willing to sacrifice everything, down to the very last member of his cult, to see their goal through.

HADEL'S KEEP

Hadel's redoubt fortress has fared surprisingly well, considering the time that has elapsed since Arfhrd slew the fire giant, and the fact that it is built into a volcano, which is not as dormant as the mortals who build villages near to it believe. Several creatures and groups have laid claim to the upper levels of the keep throughout the years, changing hands fairly frequently as time has gone

on. The lower level of the keep has remained largely in the control of the Azer that dwelt within it, until the Cult of Hadel reclaimed the keep and forced the Azer to serve them.

At the present time the major denizens of Hadel's Keep, aside from the Duergar, are the Ice Fang Kobolds, the Azer, a small tribe of Lava Children, and a single dragon egg that is very close to hatching, and has become the focal point of the Cult's rituals.

THE ICE FANG KOBOLDS

The kobolds of the Ice Fang tribe came to the Fortress of Hadel over two kobold generations ago. They quickly discovered that travel to the third level of the Fortress was hazardous, both because of the unpleasant heat from the lava bed on that level, and because of the Azer who controlled it. This did not bother the Ice Fang kobolds, as the second level made for the finest lair that the kobolds had ever had before, and the Azer did not leave the third level, leaving the kobolds seemingly safe from approach from below, while allowing them access to the Fortresses main entrance to come and go as they needed. With several Thanic villages near to the Fortress, the Ice Fang kobolds had plenty of opportunities to raid for anything they could not obtain from the wild. Life for the kobolds was good.

When the Cult of Hadel returned to Mount Surtur, they took the kobolds by surprise. Not only did the Duergar's legends inform the Cult of Hadel secret means of travelling between the second and third levels of the Fortress, but the Cult's ability to conquer and command the Azer robbed the Ice Fang kobolds of the security they had once counted upon. The Cult proceed to cut off the kobolds' avenues of retreat while using the Azer to assault the Ice Fangs from below. With no other option left to them, the kobolds threw themselves upon the mercy of the Duergar.

"Mercy" and "Duergar" are words that rarely appear together, and their occurrence is even rarer when discussing the Cult of Hadel, but Hlevang saw a use for the surviving kobolds. The Duergar cult leader wanted to prevent word of their rituals from spreading, fearing that the gods of Valagard might take note and mount an attack to stop the Cult's efforts at starting Ragnarok. By making use of the Ice Fang kobolds as guards, servants, and warriors, the Duergar could gather what they needed from the area around Mount Surtur without revealing their presence. Hlevang offered the kobolds their lives in exchange for their unwavering loyalty to the Cult, and the kobolds were quick to offer it.

Despite their oaths of loyalty, and the fact that they have followed every command made by the Cult thus far, the Ice Fang kobolds are not happy with the situation. If a clever party could convince the tribe of their ability to defeat the Duergar and allow the tribe to retake the Fortress of Hadel for themselves, it is entirely possible to turn the kobolds against their Duergar at least to the point of inaction against the player characters. If the characters are capable of persuasion on a truly epic scale, they might even convince the Ice Fangs to take up arms against the Duergar at the PCs' sides.

THE AZER

After Hadel was robbed of much of his power during his battle with the frost giant king Gjillthrym, the fire giant sought for a means to hide how weakened he had become from the rest of his forces. After searching through records of summoning rituals and other sorceries that might allow the fire giant to appear to still retain his lost power, Hadel learned of a the mighty warrior slaves who once served Heimnir, the Azer. These Azer now served a chieftain who had bound his troops to his service with eternally-strong spells. Seizing upon this opportunity, Hadel, with the aid of the warlocks of his Duergar cult, summoned the Azer chieftain Thordrain to Eordan and magically bound the Azer into the

service of Hadel. Thordrain in turn summoned his followers, and used their oaths to him to force them to serve the fire giant king.

As time went on, Thordrain began to chafe under the magic compelling him to serve Hadel, and slowly sought to break the mystic chains that bound him to the fire giant. Hadel, realizing that the Azer would eventually free himself and pose a threat to the fire giant, instead slew the chieftain. The remaining Azer, seemingly freed from their service to Hadel, rose up against the fire giants of Mount Surtur, leading to titanic clashes in the lower halls of the Fortress. Hadel, ever a force to be reckoned with, even in his weakened state, used the lava of Mount Surtur to melt several magical weapons that the Azer had forged for him, casting the skull of the murdered Thordrain in the enchanted molten metal. Carving necromantic runes into the cooling metal, mixed with the names of every Azer that had sworn to eternally serve Thordrain, Hadel summoned the spirit of the slain Azer chieftain and bound it to his skull, forcing it to pledge to continue serving whoever possessed the skull. Hadel's magic worked as intended, and the remaining Azer were again forced to serve him due to his ownership of Thordrain's Skull.

When Arfhrd slew Hadel, Thordrain's Skull was seemingly lost. The Azer, lacking the magic to travel between the planes, were stuck on Eordan, and resigned themselves to living out the remainder of their nearly-eternal lives in the bowels of Hadel's Fortress. They tolerated the various creatures that took control of the upper levels of the keep, so long as they did not intrude on their territory, but warred with the lava children that naturally dwelt within the lava bed of Mount Surtur.

When the Cult of Hadel returned to Mount Surtur, Hlevang somehow located Thordrain's Skull before the Cult came upon the Azer, and used the relic to command the obedience of the Azer. While Hlevang does not keep the Skull upon him constantly, it is always in the possession of

either Hlevang or one of his lieutenants. Should the player characters manage to take control of Thordrain's Skull, they will have the allegiance of the Azer against the Duergar. They should take care in how they treat the Azer, however; should Hlevang's ritual conclude, the eldritch energies that will be unleashed will destroy the enchantments on the Skull, potentially leaving a host of abused and hostile Azer to seek their revenge on the player characters.

LAVA CHILDREN

Lava Children have always naturally occurred and dwelled within Mount Surtur, as the volcano serves as something of an entry point between Eordan and the fiery region of the Abyss known as Flammagard. Many of the Lava Children once served Hadel in some capacity, but those were largely wiped out during their battles with the Azer.

When the Cult of Hadel returned to Mount Surtur and found the dragon egg that would become the focus of their ritual to restore Hadel, the Duergar knew that they would need an additional layer of protection around the egg and the ritual site, one that could easily survive in the hostile environment of the lava bed. Hlevang and the other warlocks of the Cult came together and summoned several Lava Children through the elemental rift at the heart of Mount Surtur. The Cult agreed to offer a portion of any sacrifices or captives to the Lava Children for their amusement in exchange for their help. The Lava Children eagerly accepted the offer. Of all of the Fortress of Hadel's denizens, the Lava Children are perhaps the only one who would not potentially turn on the Cult.

THE DRAGON EGG

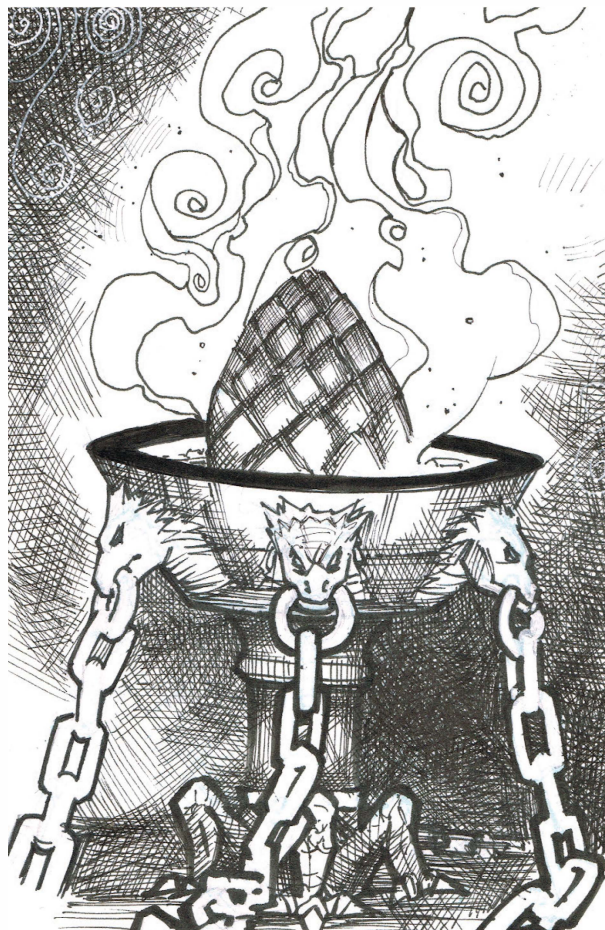
Duergar legend claims that many of the parents of dwarven and Thanic gods were dragons. These primordial creatures, the Cult believes, took on an appropriate form, such as a giant or other Titan, and lay with their prospective mate, seeking to create powerful progeny that they could use against their rivals.

This belief, and the Cult's research into the matter, has led them to the theory that a dragon would be the perfect vessel to place the essence of Hadel; a powerful body to protect and shelter their nascent god until he is able to restore himself to his true form and take back his throne. This theory drove the Cult to hunt for the unhatched egg of a red dragon, believing that a newborn dragon hatchling's mind would easily be overcome by Hadel's own mind, allowing the fire giant to return and resume his reign.

At the start of this adventure, the time of the dragon's hatching nears, spurring the Cult to a new frenzy of rituals and rites. Should the player characters breach the depths of Hadel's Fortress and assault the Duergar Cult in an effort to stop their ritual and save their victims, they will be present to witness the birth of the red dragon, and will need to contend with the primal instincts and hunger of a newborn red dragon that has been permeated with the arcane energies harnessed by the Cult.

HEIMNIR'S DECEPTION

It may seem curious that the Cult so firmly believes that Heimnir relinquished control of this particular sect of Duergar while keeping others in his service, while also apparently giving Hadel a measure of his own power rather than seeking a means to restore himself to full strength. The answer to this is simple: If Heimnir really did send the Duergar to Hadel, he did so as part of a plan to thwart Hefreya's curse.



With the legends of the shadowy being that first taught Umlo the secrets of magic in exchange of his soul, it is not hard to extrapolate that the entire Duergar race might have been part of Heimnir's plans and deceptions. This adventure does not explore this possibility directly, preferring to leave the ultimate veracity of the Cult of Hadel's beliefs to individual Game Masters and the needs of their campaigns. However, for a Game Master interested in telling a story about Ragnarok, using this adventure as a means to restore Heimnir to life and his original status as a god is certainly a good start.

Game Masters interested in emphasizing Heimnir's presence during this adventure would do well to describe the player characters as feeling like they are being watched from the shadows, sensing the presence of some immense heat behind them only to turn around and see only their own shadow, or catch sight of wisps

of smoke with no seeming source of origin vanishing around a corner or through a doorway. Game Masters who prefer their player's characters to rub elbows with divine beings might even have the Shadow of Heimnir manifest overtly and address the characters, offering up lore, magic, or other deals in exchange for services.

THE VILLAGE OF FARHILL

Farhill is not an uncommon sight for villages in the remote wilderness. The community is surrounded by a high wooden wall gated with a palisade, with the majority of the homes and buildings of Farhill laying inside the wall, with the exception being some of the small farms and the village augur, or haruspex, who keeps a small flock of sheep necessary for her divinations. Most of the buildings within Farhill are either small homes or longhouses made of peat and sod, many of the buildings lack windows or other openings

other than their main doors and a hole to allow the smoke from their cooking fires to ventilate. Most of the villagers are descended from a mix of Einheriar, Hornsmen and Valkyr (see: **The Ice Kingdoms Expansion Volume Two: Expanded Cultures** for more on the Hornsmen and Valkyr).

Farhill has been governed by the Jarl Starkath Randversson, who has been assisted by his brother Hargrimm, who also served as Starkath's huskarl, and their uncle Arnvindr for many years now. Starkath made certain to keep a sufficient number of bondi attached to Farhill that, when combined with the local Fyrd, could defend the village and its more remote settlements from most of the threats in the region, while taking care to not overly oppress his population into supporting Farhill's military. Starkath also encouraged his bondi to engage in hunting and trapping of furs to help stimulate the village's trade with travelling peddlers and shore up the local food supply. As a result, Starkath has enjoyed a reliable popularity



among Farhill's citizens, and has earned a reputation that extends beyond the reach of his forces thanks to word passed on by traders.

At the start of this adventure, Farhill has been dealt a crippling blow. The Ice Fang Kobolds, driven by the Cult of Hadel to acquire a large number of slaves and sacrifices for their rituals, planned a surprise raid on Farhill. While the Jarl and his bondi left the village to engage in an annual hunt, the kobold tribe, aided by the magics of Duergar, burrowed beneath the wall of Farhill and attacked the unsuspecting village. While Farhill's Fyrd was well-equipped and trained, the raid took them by complete surprise, and few of the village's militia's troops were able to even grab more than a weapon and a shield before facing the kobolds. Superior numbers, the element of surprise, and the magical assistance of the Duergar cult allowed the kobolds to easily overcome the defenses of Farhill and claim ample prisoners.

Upon his return to Farhill days after the raid, Starkath sent scouts far and wide in search of the kobolds, who had collapsed their tunnels behind them in an effort to prevent themselves from being followed. Many of the scouts returned empty-handed, but one, a young warrior named Varhare, was the sole scout to return from Mount Surtur, where he reported that he and his companions had been set upon by kobolds whose tribal markings matched what survivors of the raid had described. Starkath thanked Varhare and bade him rest and recover from his mission, and gathered up all of his bondi, including his brother Hargrimm and left Farhill on a mission to attack the kobolds and recover the village's missing people, despite the warning of the haruspex, who foresaw doom for the jarl's mission. Starkath's uncle, Arnvindr, remained behind to watch over the village.

The jarl and his forces have been gone for two weeks now. Arnvindr, a seasoned warrior who has seen multiple campaigns in his time, knows that this prolonged absence can have only one meaning: the jarl and Farhill's bondi have met with defeat and have been killed or captured. He and the rest of the village have begun a descent into despair that they have been unable to shake themselves from, even with the haruspex predicting that outsiders would arrive to assist the village in its troubles.

ICE KINGDOMS BESTIARY

There are many monster encounters in the adventure and not all of their stats are detailed within this book. Base stats and abilities are listed with every encounter, but full potential and abilities are available in other Ice Kingdoms Related releases, primarily the Bestiary Compilation. Specific reference is on page 80.

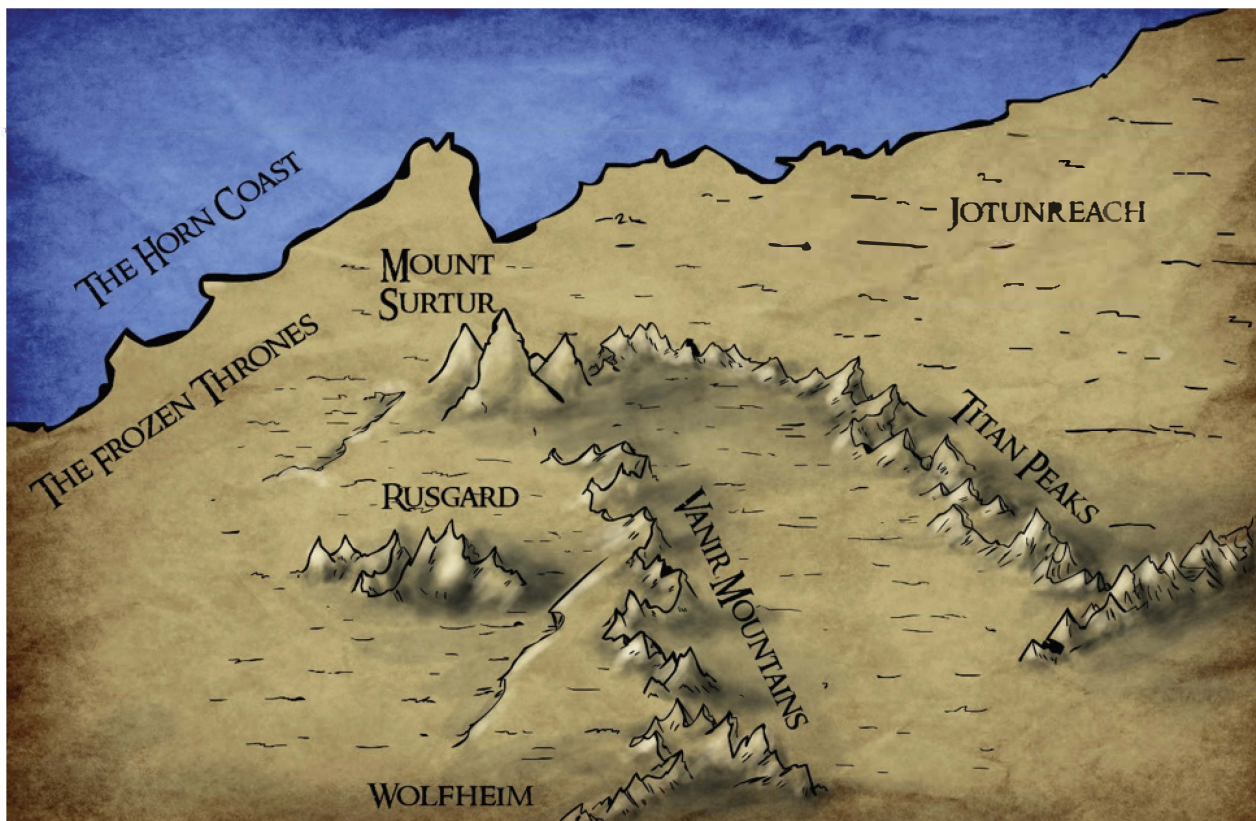


CHAPTER TWO: THE FIRST SPARKS

Located in the northern area of Rusgard, Farhill is not unknown as a place for travelers to stop and rest from their journeys, particularly with the Frozen Thrones so near to the west and the dangers lurking in the Titan Peaks to the east. Thus there are several reasons why a group of PCs might head toward the remote village, introducing them to its recent troubles and this adventure. A few such possibilities are listed below, but GMs are encouraged to develop their own reasons for sending the PCs to Farhill, to better fit in with their individual campaigns.

Regardless of their reasons for coming to Farhill, this adventure begins as the player characters approach the palisade leading into Farhill, unaware of the dire straits the village finds itself in.

- The player characters have set upon an expedition to the Frozen Thrones or to Mount Surtur in search of some lost treasure or relic. Their research indicated that Farhill would be a good location to stop and resupply before continuing on their journey.
- Word of Jarl Starkath's generosity to his bondi and opportunity within his forces has spread far and wide, encouraging many sellswords and adventurers to make the trek to Farhill in search of gainful employment with the jarl.
- The player characters come from a neighboring settlement (or as close to "neighboring" as one can get in such remote regions) and heard of the attack on Farhill. Their village elders sent them to see what happened at Farhill in case it poses a risk to their own home.
- Set upon by a ravaging Ursan warband, the characters were forced to flee to the north, and come upon Farhill with the hopes of finding a refuge from their pursuers.



APPROACHING FARHILL

The sight of the walled village in the distance fills all of you with an anticipatory warmth that helps to cut the icy chill of the winds and bring feeling back to your feet, frozen after the long trek to this remote location. The thought of a roaring fire, meat fresh from the spit, and a flagon of ale brings a smile to your faces. It takes a moment to notice that something is amiss. This far to the north there should be few, if any homes that do not have a column of smoke coming from their roofs as their fire pits provide sustenance and warmth for the home, but you notice that half, if not more, of the buildings in Farhill stand without any sign of a fire within. You and your companions are still too far away to make out any other details about the village, but the missing smoke plumes cause a knot of icy dread to form in the pit of your stomachs.

As the player characters approach Farhill, they will spot two guards atop the palisade manning the gate leading into the village. The guards are wary and exhausted; with the lack of bondi and the decimation of much of Farhill's Fyrd, the warriors the village has left have been keeping overly long hours acting in their role of militia and the daily day-to-day tasks necessary for the village's survival. Under ordinary circumstances, the guards of Farhill would welcome human or dwarven travelers to the village with little or no cause for suspicion, but in the wake of the kobold raid, many of the villagers worry that bandits or marauders will see the village as easy prey.

As the PCs approach, the guards will challenge them to state their business, bows drawn and trained on the characters. The guards, keenly aware that their reinforcements will take some time to arrive, possibly too late to assist them if the player characters prove hostile, will continue to question the PCs, trying to determine if the characters are genuine with their answers, or hiding more nefarious motivations. Should the characters act in a non-hostile manner, and accept the condition that they surrender their weapons

before being allowed through the gate, the guards will eventually relent and allow the PCs to enter Farhill. In this event, one of the guards will accompany the PCs as a guide to meet with Arnvindr, who has asked that any outsiders that look as though they could aid the village be brought to him.

Should the player characters decide to attack the guards or otherwise use force to gain entry to Farhill, one of the guards will ring an alarm bell on top of the palisade, summoning an additional 1d6 warriors who will arrive within 1d3+1 rounds to assist the guards. At any point during the combat, the defenders of Farhill will accept the characters' surrender, leading them to Arnvindr bound in rope and without their equipment. Should the player characters decimate the warriors summoned to stop them, they may enter Farhill under their own power. They will soon be confronted by Arnvindr, leading a squad consisting of some of the last of Farhill's Fyrd. Rather than risk losing the last of the village's warriors, Arnvindr will swallow the last of his pride and instead request the characters assistance, citing their obvious capability at besting Farhill's own warriors as proof that they may be the last hope for the village. Modify the information below as necessary.

GATE GUARDS AND FARHILL FYRD

AC 7, **Move** 12, **HD** 1 (6 hp), **THACO** 20, **Attack** 1 longsword (1d8), **Size** M, **Morale** 12, **XP** 15 1st level fighters

AUDIENCE WITH ARNVINDR

Once they have gained entrance to the village, the player characters are escorted by one of the gate guards to a longhouse that serves as the village's tavern. Now that they have entered the village, the PCs will see the remaining signs of the kobold raid on Farhill: burnt and singed buildings, shattered doors, blood stains, broken



weaponry, and more provide evidence of the battle, and the lack of effort to wipe the signs away attest to the limited manpower available to the village. Other signs alert the characters to the village's troubles: the local smithy, clearly equipped to house at least three smiths, has only one forge operating, and the smith working at the anvil is an un-bearded youth clearly struggling to force the iron into his desired shape; an elderly man, his hair thin and patchy, curses as he scrubs at some clothing, clearly unused to doing his own laundering. Players who state their characters are carefully sizing up Farhill's population should have their characters discover that only the very young or the very old seem to remain in any great numbers in Farhill.

If the characters should ask their guide any questions about Farhill's troubles, the guide's face turns scarlet and he looks away in shame, mumbling that Arnvindr will tell them everything. Be careful to make it clear that it is shame that keeps their guide from speaking; it is unwise to alienate the players to the villagers by making them seem rude or otherwise unlikable.

Once the characters have been led to the tavern, the gate guard sends a small child to find Arnvindr and bids the characters farewell; he must return to his watch at the palisade. The characters are left in the long common room of the tavern, accompanied by only old men who stare forlornly into their cups, small children tending to the drudgery work that adults should be handling, and a quiet innkeeper who looks as though he has not slept in days.

The door to the tavern opens to reveal an older man, back slightly stooped from age, but with the build of a man who once waged war. His gray beard is thick and long, even as the hair on his head thins and recedes, and the stout iron-shod cane he leans on looks as though it could serve as a sturdy club if the need called for it. His pale blue eyes settle on your group immediately, and he walks to where you are sitting, a slight limp to his gait even with the cane.

"Greetings," he says when he is at your table. "I am Arnvindr, and I welcome you to Farhill, though I fear that you do not find us at our best."

Depending on the circumstances of how the PCs gained entry to the village (see above), Arnvindr will treat the characters with wary respect. He knows that the villagers need help that the player characters can possibly provide, but the damage to the village, loss of his nephew, and the need to reach out to outsiders for aid have already damaged the proud warrior's pride; he does not wish to damage it further by facing rejection to his plea. Nonetheless, Arnvindr is forced to be a pragmatist in this situation, and will explain Farhill's current situation to the PCs, allowing the game master to provide the players with the information presented in the adventure background about the raid on Farhill. He sees to it that the PCs are treated as honored guests as they speak, provided with food and drink, of which the village has ample stockpiles at the moment.

"I have served this village my whole life," Arnvindr says, a kindle of pride still in his voice as he recalls his past. "I was huskarl to my father

and my brother, and advisor to my nephew when he became the jarl. I am too old now,” he continues, voice tinged with bitterness, “to take up a blade and gather a host to storm the kobolds in search of our missing. And only a fool would repeat such a tactic when it has clearly failed before. But a small force might slip past the kobold’s defenses, perhaps finding an opportunity to free any survivors and lead them against their captors.” The old man pauses, his voice catching in his throat for a moment. “We’ve no need for gold or riches, not when we’ve lost our nephews, our children, our wives and our husbands. Help us, and you’ll find ample reward and the generous friendship of our village.”

THE HARUSPEX’S BLESSING

Arnvin dr will insist that the PCs speak with the village oracle, the haruspex, whom he will refer to simply as, “the old woman” with tones of respect in his voice. If the PCs protest meeting with this woman, Arnvin dr will explain that the haruspex predicted doom for Starkath’s expedition, and that the morale of the survivors of Farhill would benefit should the haruspex give the PCs’ mission her blessing. He escorts the PCs to the haruspex’s hut outside the village’s walls, but does not enter.

Inside the hut the air is thick with the scent of a foul brew cooking over an open fire, a small hole in the roof functioning as a chimney. The haruspex herself, a twisted older woman with hair like a long gray tangle of vines, ignores the thick stench, but it burns at the throats of the PCs. The haruspex will ignore the PCs until they draw her attention, and then look them over, her face unreadable, before motioning for them to follow her outside to the pen where she keeps her sheep. She considers the sheep and the PCs before selecting a smaller sheep and leads it back inside the hut, signaling for the PCs to follow her once again.

Inside, she prays over the animal, comforts it, then slits the creature’s throat. Laying it on its



side, she disembowels the creature and begins to read its steaming entrails.

“Ancient traitors plot and scheme. Tragedy breeds in their wake. Fire burns within the heart, and shadows watch with anticipation. Those born not in the shadow of the fires of darkness may bring light to the hills near and far.”

THE HARUSPEX’S VISION

Depending on the needs of your campaign, the haruspex can be a genuine oracle with divine powers of divination, a sorcerous whose gift comes from pacts with dark beings, or a charlatan with a gift for following her instincts and a flair for the dramatic.

The haruspex’s vision seemingly has obvious elements to it when you know the whole picture. The Duergar can be considered “ancient traitors” from when they followed Umlo against Valagard, or the statement could reference Hefreya or Heimmir. Their actions have certainly bred tragedy, and there is fire at the heart of Mount

Surtur, and likely within the heart of the red dragon that is about to hatch. The last line would seemingly indicate that someone not from the surrounding area will manage to save Farhill.

Whether this accuracy is divine or merely an accident is up to each game master. The haruspex's vision is meant to help prod otherwise practical players who would question what a typical adventuring party can accomplish that a force of bondi could not into believing that there is some kind of divine aid supporting them. Should you wish to simply use this adventure as a dungeon crawl in a volcano with no outside consideration of divine plots or ramifications, feel free to leave the haruspex out of the adventure, or prove her to be a competent charlatan if you wish.

THE GUIDE

After the PCs have finished their business with the haruspex, Arnvindr will assist them in resupplying. Farhill does not have a supply of magical items to lend to the characters, but they



will be able to restock on ammunition or weapons and other basic supplies, if needed. Once the PCs are sufficiently stocked, Arnvindr will introduce them to Varhare, a young warrior who was the only one of the original scouts sent by the jarl to Mount Surtur seeking signs of the kobold raiders to return. Varhare is still recovering from the injuries he suffered while escaping the kobolds, but is fit to travel and act as a guide for the PCs, leading them to the entrance he and his fellow scouts discovered and gave the jarl's company directions to. While it is possible that the player characters might not want to be responsible for a still-wounded warrior during the adventure, and may decide that they have sufficient skill to track the missing bondi themselves, Varhare will ask for an opportunity to restore his honor and his pride by finishing the mission he was unable to complete.

VARHARE

AC 6, **Move** 12, **HD** 2 (11 hp), **THACO** 19, **Attack** 1 longsword (1d8), **Size** M, **Morale** 12, **XP** 15 2nd level fighter

TRAVEL TO MOUNT SURTUR

It takes three days to reach Mount Surtur from Farhill. With Varhare as a guide, the PCs have no reason to worry about going the wrong way. Even without their guide, a group as large as the jarl's company leaves ample traces. Even with two weeks having passed, there is still enough for the characters to be certain they are going in the right direction. The route to the ancient volcano is mainly frost and snow-covered wilderness, but traces of an ancient road can still be found as the characters travel, long since reclaimed by the unfeeling cold of the region, but clearly marking that ancient civilizations once called this region home.

RANDOM ENCOUNTERS

This part of the adventure is mainly an introductory section, meant to provide context for the PCs' exploration of the volcanic dungeon in the rest of the module. As such, it provides exposition and background material, but is light on conflict encounters to speed things along and keep the PCs at full strength when they reach Mount Surtur. Some groups dislike long stretches without rolling the dice as their characters encounter danger. If your players are among such a group, feel free to use the random encounter table here to present combat encounters for them as they travel to Mount Surtur.

The major dangers of the region are wild animals, though some raiders may also pose a risk, as might kobold or other nonhuman patrols. Each day there is a 25% chance of a random encounter on the table below occurring. If multiple random encounters trigger during the PCs' journey, re-roll for any duplicates.

D6 ENCOUNTER

1. A hunting party of 2d4 Ursan warriors confront the PCs for trespassing on what they claim are their lands. These are actual Varyag warriors who serve as scouts and spies for the Duergar.
2. 2d8 Ice Fang Kobolds
3. A pack of 2d6 wolves attacks the party.
4. 1-2 giant frost frogs
5. The party encounters an injured black bear defending its territory.
6. 2d6 Ice Trolls

The journey to Mount Surtur can take as much time at the table as your group finds interesting. If they are the sort who enjoy adventures where the group struggles against the elements or bond or bicker as they travel, you can stretch the amount of detail you lavish on the journey. If not, feel

free to truncate it down to a quick montage or even a sentence.

MOUNT SURTUR'S ENTRANCE (LEVEL ONE)

The spine-like ridge of Mount Surtur rises above the clouds. Somewhere, beyond the sight of all but the gods and the ravens, lies a caldera, long since dormant. The mountain itself is harder edged than those around it, as if somehow angrier and rawer. The ground beneath your feet seems warmer than elsewhere, as though something angry smolders below.

Scouting about the base of Mount Surtur invites a 1 in 6 chance that a kobold patrol above spies the group if they have not already done so. However, such scouting also reveals a very clear means of accessing the entrance to the mountain. Varhare knows only the route to the mountain. His people tracked the kobolds to the steps, but were attacked before they could attempt the ascent. This is the place of Varhare's shame, and he will stop to offer his respects to his fallen fellow scouts.

Huge steps, at least the height of a man, spill down from a dark, cavernous aperture. These steps end roughly where you approach the mountain. Though time consuming you climb these massive steps, ascending the many, many steps. By the time you reach the top, though, you are fatigued, requiring rest and water.

At the top of the massive steps lies a large landing. It leads into the cavern you saw from below which, from this closer perspective, is merely the entrance to the mountain. Two huge doors—some twenty-feet high and wrought in wood and iron—lay ajar within the recess.

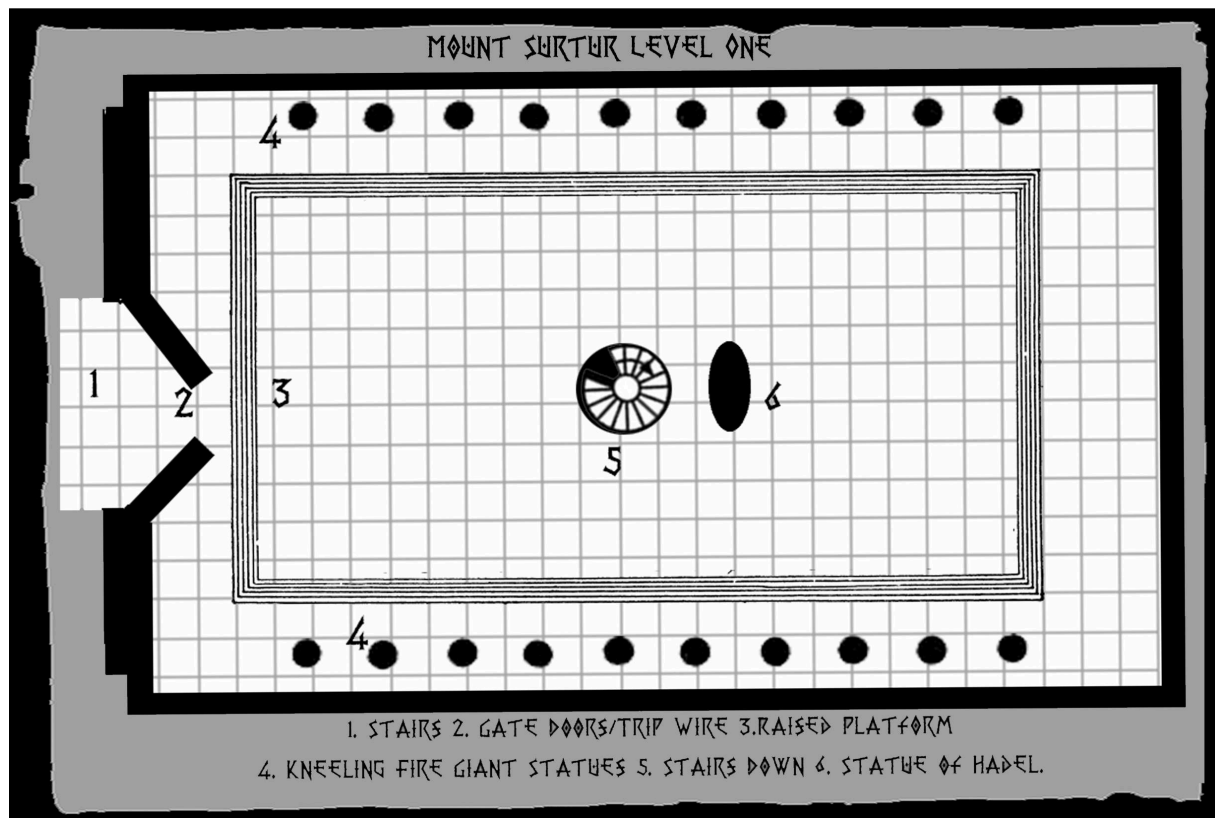
The Ice Fang kobolds long ago opened the massive doors, but have never attempted to close them again due to the difficulty in opening them, and the fact that the construction of the ancient (show picture on page 78)

portals have not been maintained since Hadel's forces inhabited the volcano.

LOCK/TRAP: Having been attacked so recently, the kobolds have attempted to rig a trap that will trigger an alarm should anyone fail to disarm it before crossing through the threshold of the doors. A carefully concealed tripwire stretches across the openings between the doors, just above ankle-height, and keeps a large net filled with heavy fist-sized rocks suspended over the stairway. Triggering the trap will release the net, causing the rocks to crash down the steps. The PCs are in no danger, but the kobolds below will hear the noise and spread the alarm. The kobolds' attempts at disguising the tripwire provide a -15% on any Find/Remove Traps checks. Once detected, the tripwire can easily be stepped over.

Past the doors lies a massive entry chamber cut into the side of the volcano. Large statues of fire giants line either of the walls to the side doors, all kneeling supplication to a bas relief of a massive fire giant bearing a two-handed sword on the opposite wall: Hadel. A winding staircase is cut into the floor below the statue, vanishing into inky blackness past the range of torchlight. The steps are large, much as the ones that lead up to the volcano landing. The steps are lined with knotted ropes and ladders apparently to make the giant stairs easier to traverse.

The steps have been lined with knotted ropes and ladders by the kobolds however, making them faster to traverse.



CHAPTER THREE: FANNING THE FLAMES

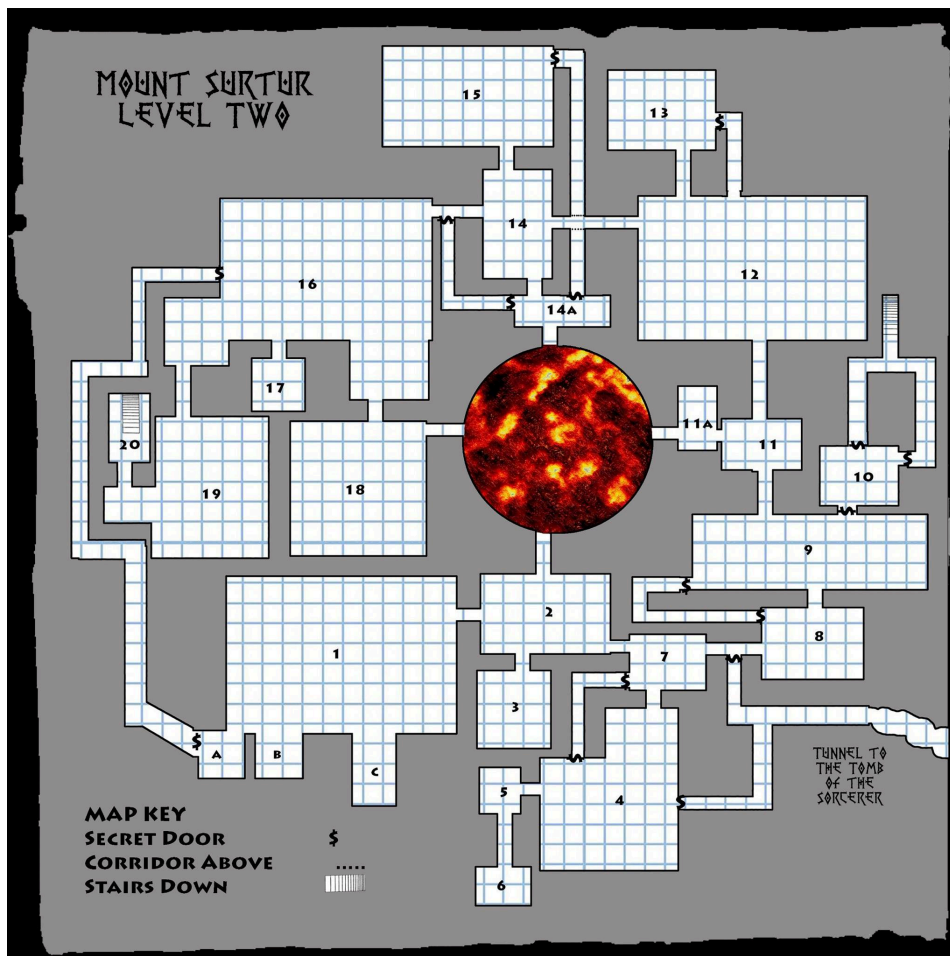
As a general note, the GM would do well to remember that giants hewed this fortress from the rock of Mount Surtur. Nothing within the fortress is small. The walls are cyclopean, the chairs massive, and the hallways vast and near cavernous.

The workmanship is exquisite but very, very old. Portions are in disrepair, but anyone can see the magnificence that once reigned. Compared to the work of younger races such as men, this is nigh magical. Jotunwild—a giant script—predominates. Some few runes are recognizable, as Jotunwild shares a common root language with Thanespeak, but this ancient language of the giants is a dead language in this modern day and it is unlikely that any of the player characters would be able to read it. Even a bard using their

Bardic Knowledge ability would only succeed in recognizing the language as Jotunwild, but not in translating it.

Many of the walls of the fortress were painted or carved with bas-reliefs and glyphs, a common element of ancient fire giant architecture and design. Coupled with the few recognizable runes, these images may tell stories of the fortress' history and of Hadel's conquest, or may be simple self-aggrandizement, as the GM prefers.

Unless otherwise stated, any hall is roughly thirty feet in height and fifteen feet across (on all maps 1 square equals 15').



While many of the White Fang kobolds are pre-established with the halls of the Mount Surtur fortress, these encounters do not establish the limit of kobolds available to harass the adventurers. Every two hours in the dungeon the GM should check for random encounters by rolling 1d6. On a 1 the party will encounter kobold trouble.

Exactly what kind of trouble is up to the GM, but the following table is a suggestion.

DB ENCOUNTER

1. A random party of kobolds wandering the halls have been attracted to the noise, light, or commotion of the characters. 1d10+3 kobolds armed with small weapons (1d4 damage) will ambush the party (+1 surprise modifier).
2. The party stumbles across a random guard post the kobolds occasionally post. There are 1d4+1 kobolds standing guard wearing outlandish, ill fitting, and oversized and piecemeal armor (giving them an Armor Class of 4). They are armed with hand weapons that do 1d6 damage.
3. The party walks into a nest of resting kobolds. These kobolds are unprepared for combat attacking unarmed and have no shields. There are 2d6 kobolds in this nest
4. The party triggers a trap that does 2d6 damage (save for half) to any the fail a save against breathe weapon. The trap can be falling rocks, pit stakes, boiling oil, darts, or other primitive contraptions.
5. The party is rushed by a brave party of 10 kobolds armed with shields and hand weapons (1d6 damage).
6. A kobold scout fires a single shot from a crossbow or short bow from a secured area. This kobold is special though, he is a 1st level thief. He has already passed a move silently and hide in shadows roll and gets a +4 bonus to hit on his one attack and it does double damage. Plus, if the GM wishes, the arrow is poisoned. If he isn't dealt with immediately, there is a 55% chance of him striking again within the

next hour (repeat until he doesn't show up or he is dealt with).

7. The kobolds lay a trap to unleash a swarm of bees or wasps on the party. Make an attack roll against each character, and those hit are struck by a bee or wasp hive. If a victim ignores the insects or attempts to leave the effective area, they suffers 1d4 hit points of damage, but if they stop doing anything except defending against the bees or wasps, damage is reduced to 1 hit point each round. If the victim attempts to cast a spell, roll initiative for the insects, and if the insects win initiative against the victim, damage is dealt to the victim as normal and the victim's spell is ruined. The swarm does not suffer damage from weapons, however fire and other damage-causing effects with an effective area do inflict normal damage and disperses the swarm after inflicting 2 hit points of damage upon it.

Each hive that successfully strikes a character fills a 10-foot cube of area, anyone passing through this area risks the effects listed above.

8. Smoke and steam. The characters are assailed by smoke and steam directed at them by the kobolds. Each character must make a save against spell or suffer a -1 penalty on all D20 rolls for the next two hours.

1. WELCOMING CHAMBER

As you reach the bottom of the winding staircase, you come to a large chamber, poorly lit by low braziers that dangle from thick steel chains. The flickering illumination provided by the braziers does not penetrate entirely throughout the chamber, keeping half of the walls and the ceiling shrouded in dancing shadows. This makes it difficult to determine the full size of the chamber, but it feels enormous, as though you stood in the reception hall of Valagard itself. What you can see of the walls appears to be covered in carving and bas-reliefs of what can only be giants, adding to the sense of grandeur of this chamber.

At the edge of the light you can see huge wooden tables that disappear into the shadows beyond. Even untrained eyes can tell that the while the craftsmanship of the tables is exquisite, they are also ancient and bear the signs and strain of age.

This room is massive, at 80' x 110'. The braziers are kept by kobolds and are therefore much shorter than what the giants would have used to light this room. Far up in the corners of the walls are Huge Hunting Spiders. The kobolds trained them to attack intruders that do not reek of kobold odor.

Should the PCs have managed to avoid detection by kobold scouts, they will discover the remnants of a cook-fire near to one of the tables, now just smoldering embers. The remnants of a small game similar to chess lays on one of the tables, discarded in the haste of the kobolds to flee as they heard the descent of the PCs down the stairs. Should the PCs have been detected by scouts or by setting off the rock alarm, the kobolds have had more time to hide their recent presence.

This chamber was originally a reception area for those who came in search of Hadel's hospitality. The kobolds have turned it into a guard point, but prefer not to fight in this chamber, leaving intruders to the mercies of their trained spiders. The shape of the chamber is odd, with alcoves intended for guests to place garments such as cloaks.

Chamber A was used as one such alcove, but also houses a secret passage the leads to room 16. The passage was opened by a pressure plate in the floor, but as it was designed for use by giants, it will take two or even three PCs standing on the plate to trigger it.

Chamber B is a 25'x25' area that houses statues of fire giant heroes and a mural on the back wall that depicts Hadel vanquishing Gjillthrym.

Chamber C houses the stairwell the PCs have descended.

LOCK/TRAP: The secret passage leading to room 16 has been trapped by the kobolds. A 15' x 15' puddle of oil has been spread on the passage, with a tripwire rigged to cause a burning brazier hanging from the ceiling to fall and light the oil on fire. Any players caught in the conflagration must make a Save vs. Breath Weapon to try and avoid the worst of the fire. Players caught by this trap suffer 2d6 (1d6 on a successful save) initial fire damage, and 1d6 (1d3 on a successful save) fire damage on the subsequent round

HUGE HUNTING SPIDERS (2)

AC 6, **Move** 18, **HD** 2+2 (11 hp), **THACO** 19, **Attack** bite (1d6, poison), **Size** M, **Morale** 8, **XP** 270 Poison paralyzes on a failed save. See Ice Kingdoms Bestiary.



2. SITTING ROOM

Uncommonly warm, this 70' long x 40' wide room radiates with red light from the northern walls. The heat from this are will surely make you sweat if you stay for too long. The remnants of massive wooden chairs litter the room. A fine rug once carpeted the floor, but it has long since gone to mold.

On the northern wall is a passage illuminated with flickering red light. Strong goutts of heat radiate from this passage. Where the eastern wall meets the southern wall, there is another passageway.

A large opening to the south leads to another room, obscured by a tattered curtain.

Some of the mold is dangerous.

An archway at the north end of the chamber goes to a balcony over the pit leading to the volcano's center (see room 21). The volcano is not as dormant as people think. However, the sides are volcanic glass and impossible to climb. Anyone attempting to do so would surely fall the hundreds of feet below. A very tiny island appears in a lake of lava at the bottom of this shaft. Anyone going onto the balcony will suffer 1d6 heat damage (save vs spell for half damage).

The eastern wall door leads to chamber 7 while the tattered curtain leads to chamber 3.

HUNTER'S MOLD

AC 7, **Move** 0, **HD** 3 (13hp), **THACO** Special, **Attack** Special, **Size** M, **Morale** NA, **XP** 120. See bestiary chapter (Living creatures within 10-feet of a patch of hunter's mold suffer 2d4 points of cold damage and, if disturbed, the hunter's mold bursts forth with a cloud of poisonous spores. All characters and creatures within 10 feet of the mold must make a saving throw vs. poison at +4 or contract a disease. The disease causes the character to shake and tremble in the grip of terrible chills. The character will

have a penalty of -4 to any attack and damage rolls while in the grip of the disease, and will die in 3d6 days if the disease is not cured)

3. CURTAINED-OFF CHAMBER

As you try to peek past the tattered curtain your eyes are met with darkness. The flickering red light does not reach into this new chamber. The stench of rotting meet assails you, though you cannot determine its exact source, and you hear a slight noise, almost a shuffle, somewhere in the darkness.

Once you are able to bring a light source to bear, you see that this large room is filled with lengths of chain hanging from the ceiling. Impaled on hooks set into the ends of the chains are the bodies of humans, dwarves, and non-sentient creatures, a disturbing and unexpected abattoir.

A snarl cuts through the air as you try to recover from your shock, and a small horde of



humanoid creatures spring from hiding places among the carcasses and chains, weapons at the ready and feral, murderous glints in their eyes!

Ten kobolds lie in wait in this chamber, and will attack immediately should the party enter it. If the party does not explore the curtained-off room immediately, and instead proceeds toward chamber 7, the kobolds launch a surprise attack on the party's flank.

KOBOLDS (10)

AC 7, Move 6, HD ½ (3 hp), THACO 20, Attack 1 weapon (1d6), Size S, Morale 8 XP 7

4. TAPESTRY ROOM

Moldering tapestries hang from a ceiling fully forty feet in height. Whatever they once depicted lost to age and ruin. A dank scent permeates this room, and you can see that dozens of rough pallets lay scattered throughout the room. 30' into the room the chamber bends in a reverse "L" shape to the west.

The tapestries conceal the oddly shaped parts of this room. The room starts with a roughly 35' x 25' before joining another section that is 70' x 55'. A large wooden door can be found in the north-west corner, it opens westward into room 5.

The room's artifacts provide no clues as to its original purpose, but some of the kobolds sleep here. They've also set up a clever ballista made of giant bones. It covers the entrance to the room.

Six kobolds lay in ambush, and another two work the ballista. There are some scant coins, cups, and flatware made of silver amidst the pallets.

LOCK/TRAP: The door to the room is locked and trapped with a poison needle. The needle inflicts 1 point of damage, strikes the target as if it had a THACO of 7 and the poison does an additional 1d6 damage unless a save against poison is made.

KOBOLDS (6)

AC 7, Move 6, HD ½ (3 hp), THACO 20, Attack 1 weapon (1d6), Size S, Morale 8 XP 7



KOBOLD BALLISTA CREW (2)

AC 7, **Move** 6, **HD** ½ (3 hp), **THACO** 20, **Attack** 1 weapon (1d6) or Ballista, **Size** S, **Morale** 8 **XP** 7 (plus an additional 15 for the Ballista)

Ballista: the ballista is actually a fire giant crossbow mounted on a makeshift tripod created from broken furniture. It is AC 6 and has 20 hit points. Damage SM: 2d4+2 Damage L: 2d6+2 Range: 360/720/1080

A secret door on the north wall leads to a passage that goes to room 7.

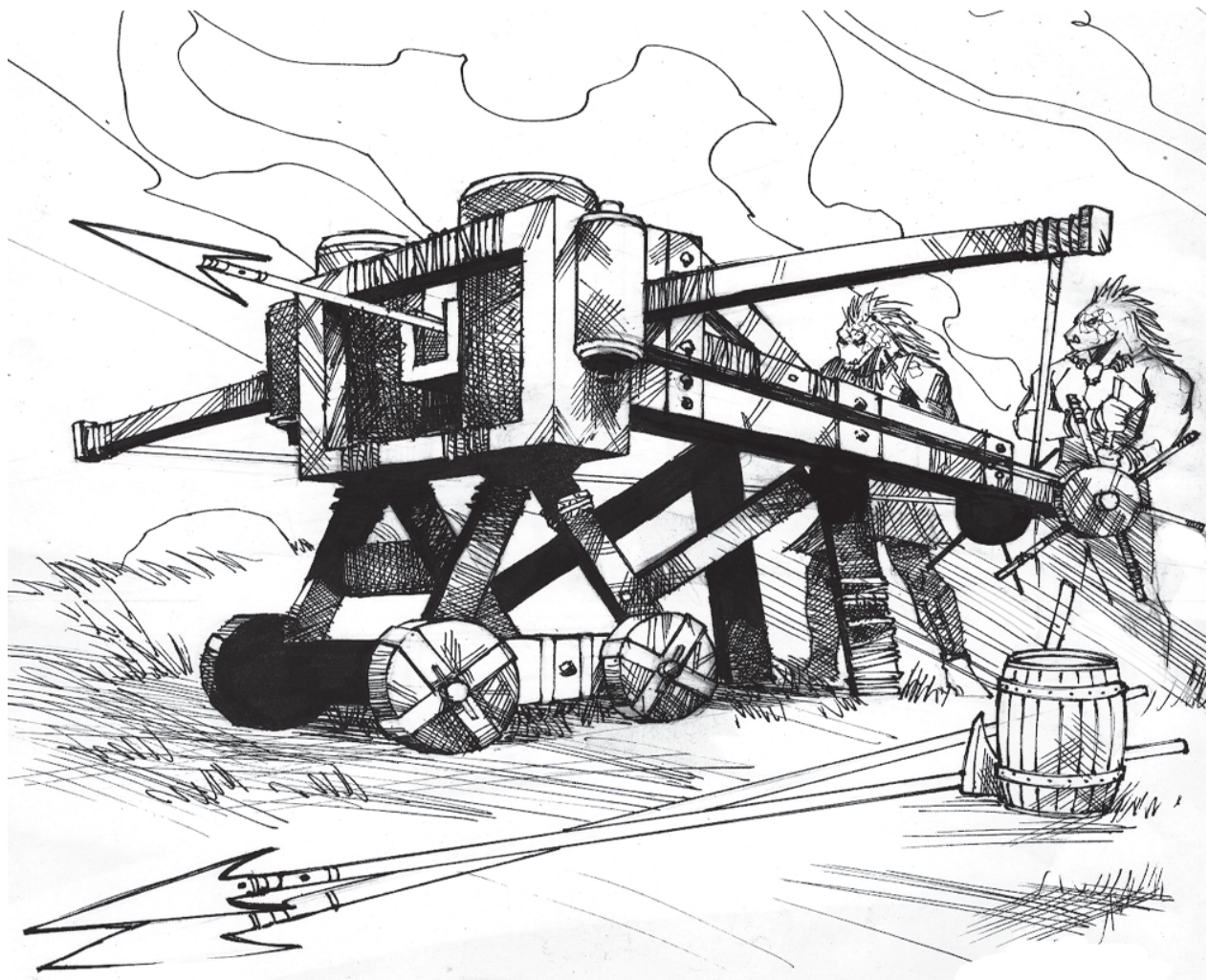
A secret door on the west wall leads to a passage that goes to the passageway between room 7 and 8 and to an exit out of the mountain.

5. STORAGE ROOM

This 20'x20' square room is quite cold. The walls and floor are wet with mildew and the smell of mold. Rotting wooden crates line the walls, ravaged by insects and time.

A large wooden door can be found in the south-east corner, it opens to the south into room 6.

The fire giants stored various supplies here. Rot grubs infest the wooden crates. Anyone searching the crates will be attacked by the rot grubs.



ROT GRUBS (6)

AC 9, Move 1, HD 0 (1 hp), THACO NA, Attack See Below, Size T, Morale 5, XP 15
See Ice Kingdoms Bestiary.

6. STORAGE ROOM

This 20'x20' square room is quite cold. The walls and floor are wet with mildew and the smell of mold. Rotting wooden crates line the walls, ravaged by insects and time.

The fire giants stored various supplies here. Rot grubs infest these wooden crates. Anyone searching the crate will be attacked by the rot grubs. In one of the crates along the back wall there is a *potion of cure light wounds*. The potion would be small for a giant, but could be divided up into three human-sized doses, should the party have empty vials.

7. EMPTY CHAMBER

This 40' long by 30' wide room is empty except for the elaborate mosaics on the walls and ceilings. These mosaics, much like others in the fortress, depict epic deeds performed by the giants during a war against the gods. On the eastern wall is another passageway, while a large door is set into the southern wall.

This room is empty. The passageway between room 7 and room 8 has a secret door on the southern wall that leads to passage that goes to room 4 and to an entrance to The Tomb of the Sorcerer (see page 63).

The kobolds have dug a 10'x10'x10' pit in the floor of the passageway leading between rooms 7 and 8 and filled it with shards of volcanic rock. This pit has been covered by rotting boards capable of supporting some weight, and then covered again with moldering rugs. If any adult human wearing armor heavier than studded leather (or someone equivalent in weight) crosses the rotting boards, they break, and the victim



must make a Save vs. Breath Weapon to grab the ledge in time and avoid the 1d6 +2 damage.

8. EMPTY CHAMBER

This room is another empty chamber, 50' long by 40' wide. It is nearly identical to the previous chambers with elaborate mosaics on the walls and ceilings. These mosaics, much like others in the complex, show epic deeds performed by the giants in the war against the gods. On the northern wall is another passageway heading north.

The room is empty. However, a secret door that hides a passageway between room 8 and 9 is located on the western wall.

9. ROOM OF HOLY RITES

This room is a massive hall, approximately 110' long and about 40' wide. The room is illuminated in an eerily flickering red light that seems to be coming from one-foot diameter holes spaced periodically in the floor, which provide a view of the lava below when you gaze into them. Much like the rest of the fortress, the walls are painted with murals, but the murals in this room have a strange effect, leaving anyone in the room feeling dizzy and nauseous as the flickering light seems to animate the action in the murals, causing a strange sense of motion in the images even though they do not actually move. Anyone viewing the murals is beset by the motion that mortals were never meant to view.

Among the usual depictions of the giants warring with the gods there are other images of ancient rites performed long ago by the giants, and based on the depictions you can easily surmise that those rites were performed in this hall, though the exact purpose of the rites are left unclear.

The room is roughly 40' long x 30' wide. On the northern wall there is a 20' long x 10' wide hall that leads to room 11. Indeed, the fire giants entered this room in altered states. There are holes in the floor which allowed hallucinogenic gasses from the volcano's center into the chamber. These gasses have been rerouted by the Duergar and do not fill the room any longer.

The floor itself is a mosaic maze, a pathway the giants would tread on the way to the sacrificial/initiation chamber in room 11. However room 10 is hidden behind a secret door.

Some Kobolds and a few Duergar hide in Room 10 to the north, prepared to ambush the PCs. This is their first encounter with the Duergar. As fighters, the dark dwarves are much more formidable than trifling kobolds. They use

arrow slits in the wall to harry the PCs first then attack. These are dedicated cultists and each is prepared to die.



DUERGAR WARRIORS (2)

AC 4, Move 6, HD 1+2 (7hp), THACO 19, Attack 1 axe (1d8), Size M, Morale 13, XP 120. See Ice Kingdoms Bestiary.

KOBOLD ARCHERS (8)

AC 7, Move 6, HD ½ (3 hp), THACO 20, Attack 1 weapon (1d6), Size S, Morale 8 XP 7

The bows and arrows of the kobolds do 1d4 damage

10. OBSERVATION ROOM

This plain room offers little clue as to its use. Holes set into the wall peer into the previous chamber. These holes provide the only source of illumination in the room, as the red flickering light from the previous area pours into this room through the holes, flickering like fireflies trapped in a jar, but otherwise leaving the chamber dimly lit.

The room is 40'x40'. The Duergar cultists, and the fire giant priests before them, use this room to observe new initiates and rituals dedicated to Hadel.

The holes also serve as arrow slits for the archers who attack in room 9.

There are two additional secret doors. One to the north and one to the east. They both lead to the same passageway that leads to a passage to chamber 3 of the level below.

LOCK/TRAP: The Duergar have a flame device made of something like brass set up here. Treat the flame device as a Fireball spell cast by a 5th Level Wizard. The characters suffer a -1 to their saves as the Duergar flood the room when only two cultists remain. The Duergar die in the fireball.



11. INITIATION/SACRIFICE CHAMBER

The walls here are black, volcanic obsidian polished to a mirror shine. Reflections of reflections, an endless series of regressions, march on to infinity in these walls. Upon closer examination, hundreds of thousands of tiny runes are carved into the volcanic obsidian. Across the hall is a door leading to the north, and a second door that leads to the west.

This room is 45'x30'. Here, initiates came forth from the mosaic path, their heads clouded with drugs. They saw themselves in these mirrors and, after, took a sacrifice down the hall leading west into room 11a where sacrificial victims were mummified alive. They then threw the unfortunate beings into the pit below.

Room 11a is 20'x35' and is full of materials used for mummification. An archway at the west end of room 11a goes to a balcony over the pit leading to the volcano's center (see room 21). The volcano is not as dormant as people think. However, the sides are volcanic glass and impossible to climb. Anyone attempting to do so would surely fall the hundreds of feet below. A very tiny island appears in a lake of lava at the bottom of this shaft. Anyone going onto the balcony will suffer 1d6 heat damage (save vs spell for half damage).

12. THE GREAT HALL OF HADEL

This enormous hall has a high peaked ceiling complete with arched buttresses to reinforce the ceiling, while huge chandeliers made of rotting wood hang from iron chains dangling from the elaborate carved images that adorn the ceiling and buttresses. Mosaics and carvings adorn the walls of the hall covering nearly every square inch of the 115' long by 75' wide hall. In the rare space of bare stone, you can see that this hall has been constructed from stone foreign to the

region. Great iron pots, each easily large enough to hold a man, sit along the eastern wall, some fallen to their sides while others still rest over open flames.

Along the north-west corner of the hall are two doors, one heading north and the other west. Both doors are made of wrought iron carved to resemble a fire giant wrestling a dragon. When the doors open, they split to separate the two combatants.

There is a secret door located near the center of the northern wall that leads to a passageway to room 13.

LOCK/TRAP: The non-secret door leading to room 13 is locked. Anyone who successfully picks the lock without first making a successful Find/Remove Traps check suffers 1d4 damage from the hidden spike that springs out when the lock is opened.

13. ATTENDANT'S QUARTERS

Rotting wooden frames indicate where dozens of large beds once sat. In front of them are broken foot lockers. Insets in the walls outline where a host of tools and weapons would have once sat. They are empty now, presumably scavenged by previous denizens of the fortress, or lost when their giant wielders were forced to abandon this place.

Ten human prisoners have been chained to the wall here. They are in a pitiable state, underfed with obvious marks indicating that they have been beaten and whipped.

This 65'x40' room is used to hold captives that will be sacrificed by the cult. If the characters rescue these unfortunate captives, they can learn that they were among the prisoners taken during the raid on Farhill. The prisoners can provide some details regarding the third level, specifically that the kobolds are working for dark dwarves that seem to be some sort of cult, and that the dwarves are using the prisoners as slaves

and sacrifices. They can also tell the characters that they were brought here from the level below through a secret passage somewhere to the east of this room, but when they were originally brought to Mount Surtur they were taken down a staircase somewhere past the throne room to the west.

In the distant past some twenty soldiers/servants of Hadel were barracked in this 55'x40' room. These were the elite retinue of the king and queen. The rest of the soldiers lived below.

There is a secret door located near the center of the eastern wall that leads to a passageway to room 12.

14. INNER GUARD CHAMBER

The inner chamber features a large shattered portcullis at the end of the passageway that leads into it, hanging loosely from the tracks that once held it in place. The walls near the edges of the portcullis are cracked, and open areas large enough for a man to crawl through are present on both sides of the portcullis, but the hall is otherwise blocked.

The hall itself is made of hard quartz stone with steel plates bolted down along the walls to reinforce them. Each steel slab holds an engraving of either fire giants at war, or long and confusing rune script based on the giant language. The floor is mostly bare, save for a few items hewn from the stone of the western wall and floor that extend out far enough to serve as tables and chairs for the guards who once pulled duty in this room. It would be impossible to remove this stone furniture from the room.

The northern wall is plain, and whatever furnishings that once decorated it are long gone. Remnants of stones, arrows and crossbow bolts are still imbedded in the stone and steel that covers the wall, remnants of Arfhrd's invasion of the fortress when he slew Hadel. A single door of stone rests in the wall, a large hole in it covered with a shoddy wicker covering.

On the western wall is another wrought iron door depicting two fire giants with huge crowns. The door opens between the two giants, swinging the giants in separate directions.

Along the eastern wall the room is lined with eight massive statues that would dwarf even the fire giants who once dwelled here. Each statue is roughly 30' high, and the ceiling above them extends another 10', but in some places even torch and lantern light cannot reach the top. The statues are of great warriors clad in plate armors and armed with various two-handed weapons held in front of them in positions of reverence.

To the south lies an open doorway that leads to another chamber. Red flicking lights cast long shadows both in the visible portions of that chamber, and the guard hall itself.

The room is 35' long x 60' wide.

LOCK/TRAP: The western door is locked and trapped. The lock is complex, causing picking attempts to suffer a -10% penalty. A successful skill to identify locks or construction or dwarf lore (or similar skill as the GM determines) will show the lock to be newer and of dwarf-like craftsmanship. The trap is a simple acid spray that inflicts 1d4 damage on whoever picks the lock successfully. If the attempt to pick the lock fails, the damage is increased by +1 per 10% of failure. In either case, any lock picks are destroyed.

The southern door leads to room 14a which is the kitchen. Here is where the fire giants used to cook the flesh of their victims before a banquet. The kitchen is open to the heat of the volcano through an archway and balcony. Anyone going onto the balcony will suffer 1d6 heat damage (save vs spell for half damage). Otherwise the kitchen is unremarkable, simply a roughly 20'x50' room. However there are five kobolds in the kitchen drinking from a pot of Kobold Coffee.

Five Kobolds are brewing an ancient brown beverage over a bubbling cauldron, filtered through the skin of humans and tipped with mounds of foaming madness? One of the kobolds is wearing a rough leather apron with a crudely drawn fire giant's head on it, its hair and beard blazing like a flame wreathed star. He wears a strange, fluffy, striped stocking cap.

If a fight happens in any adjacent area they will join in after 2 rounds.



A squad of kobolds wait in this area. They fear the throne and flame trenches in room 16, and avoid going near them at all costs, fleeing to room 15 or 14a if pressed by the characters. Due to the kobolds' concern that the Duergar might feed them to the fire snakes in the throne room if they are caught being lax in their duties, the kobolds in this area are always alert and ready for a confrontation.

KOBOLD WARRIORS (10) AND ARCHERS (4)

AC 7, Move 6, HD ½ (3 hp), THACO 20, Attack 1 weapon (1d6), Size S, Morale 8

XP 7. The bows and arrows of the kobolds do 1d4 damage

☞☞☞☞☞ KOBOLDS (5)

AC 7, Move 9, HD ½ (4 hp), THACO 20, Attack 1 weapon (1d8), Size S, Morale 18 XP 15. Can make one attack with a +2 bonus or two attacks with no bonus.

A secret door on the north wall east of the entrance to 14a leads to a passageway to room 15 (it goes under the hallway between room 12 and 14). Another secret door on the western wall leads to a passage the empties out to the passageway between room 14 and room 16.

KOBOLD ☞☞☞☞☞

In order to maintain their long vigils and shifts guarding the entrance to the Mount Surtur fortress of Hadel, the White Fang kobolds have tried many methods to stay awake. A few of them consume a bitter, dark draught similar to coffee. In kobolds this drink gives them the ability to stay awake for days at a time, but agitates them and makes them overly energetic. These kobolds have the benefit of rage as a berserker has (ie, they can either make two attacks in one round, or one attack with a +2 bonus to hit) plus they move faster, are tougher, stronger and almost immune to fear.

In humans and demi-humans, however, the drink has a variety of effects, mostly negative. If a human or demi human drinks it they must make a saving throw against poison. Success results in the immediate recovery of 1 hit point, failure requires them to roll on the chart below. Drinking more than one has two effects. First, each drink after the first has a -1 penalty on the saving throw against poison. Once a character fails a saving throw any further drinks that day result in the character vomiting for 1d4 rounds and suffering 1d4 hit points of damage. Second an additional save against spell must be made or the character becomes addicted.

An addicted character must have a least one drink of Kobold coffee a day. If they do not get a drink they must make a save against poison or suffer 1 hit point of damage (permanent) and a -1 penalty (on a d20, -5% on percentile, etc) on all rolls. Once they get a drink the penalty goes back to 0 (but the hit points are forever lost). All other rules for Kobold coffee above apply.

D6 EFFECT

1. +1d3 to intelligence (max 19). This bonus is reduced by 1 every hour.
2. +1d3 to constitution (max 19). This bonus is reduced by 1 every hour. Calculate all extra hit points immediately and recalculate every time constitution drops.
3. +1d3 to strength (max 19). This bonus is reduced by 1 every hour. If a character has exceptional strength or if the bonus takes a character's strength over 18, each point over 18 increases exceptional strength by one bracket (18/01 becomes 18/51, 18/99 becomes 18/100, 18/100 becomes 19).
4. No effect. However in the next combat the character is affected as if by a haste spell cast by a 7th level mage. However, the character ages 1d8 years.
5. +1d4" to movement. This bonus is reduced by 1 every hour.
6. +1d6 to dexterity (max 20). This bonus is reduced by 1 every hour. Each +1 to dexterity gives spell casters an 8% chance of spell failure.

15. COMMON ROOM

Great stone slabs form a tiered floor in this room. In the center of the room a table of obsidian rises from the ground, as if carved from the stone it rests on. The floor and table are covered in thick layers of dust. An assortment of stone and steel cups the size of a man's head rest on the table, and a few more are scattered upon the round.

Velvet couches and cushions rot in the corners of this 90'x55' room. Intricately painted tapestries hanging on the walls depict scenes from giant mythology. Here, on one tapestry which remains more or less intact, Hadel and a dark shadowy being figure prominently surrounded by an army of fire giants. The two central figures are clearly revered by all the giants in the frame.

Four kobolds fell back to this point as the PCs advanced. They are supposed to warn the remainder of their tribe who hide in the two bedrooms.

KOBOLDS (4)

AC 7, Move 6, HD ½ (3 hp), THACO 20, Attack 1 weapon (1d6), Size S, Morale 8 XP 7

A secret door on the east wall all the way to the north leads to a passageway to room 14a, running beneath the hallway between room 12 and 14.

16. THRONE ROOM

This room is a vast chamber composed of multiple alcoves and extensions. The ceiling is a buttressed dome painted to depict a starry sky, but the stars are not quite right. Along the western wall sits a huge throne, as grand as any a king might have, carved in intricate murals that match the ones lining the walls of the fortress.

Deep trenches filled with still burning flames line a path to the throne, illuminating the room. Around the throne, glittering in the light of these fires, you can see large rubies cut in the shapes of flames making it appear as though the throne is ringed in a circle of jeweled fire. Behind the throne you can see cut outs in the wall where a crown and a weapon could be hung, both now empty.

An area of the room on the eastern wall extends to the south, and to the southwest of the throne hangs a mighty curtain of red cloth with gold embroidery depicting a fire giant wrestling a dragon.

The main section of the throne room is 55' x 75', with an extension to the south-eastern side that is 45' x 45', and another enclave on the south west wall that is 30' x 40'.

The Cult of Hadel have summoned and bound a pair of fire snakes to guard this room, housing them in the trenches of fire on the floor. These fire snakes are the sources of the kobolds fear of this room, as the Cult has been known to lead prisoners to this room and leave them to the mercies of the fire snakes, their screams echoing throughout the level.

The fire snakes will remain dormant until the characters approach the throne. While they lack developed intelligence, they still possess an animal cunning that allows them to realize that the rubies inlaid around the throne are distracting for potential prey, allowing the fire snakes a

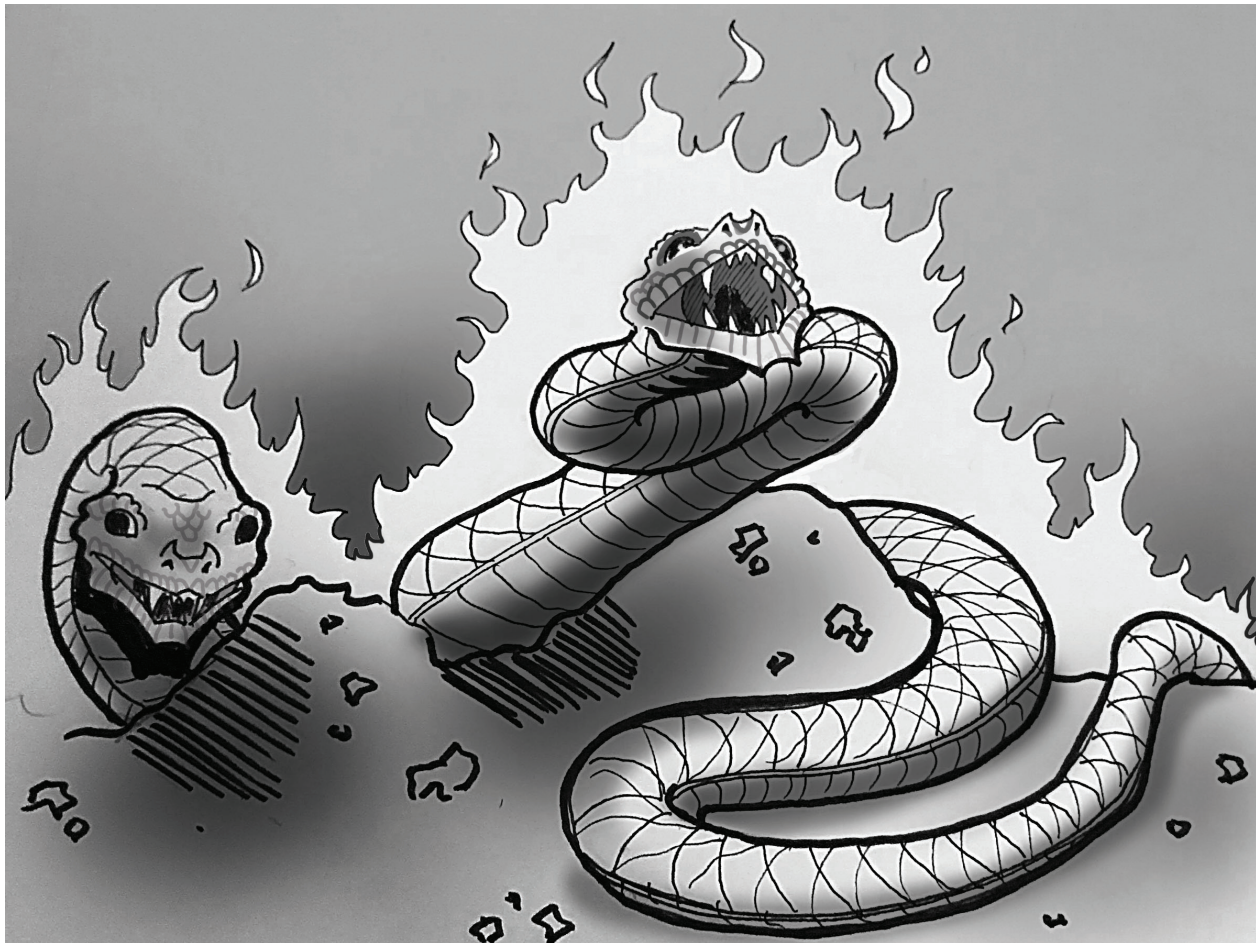
potential advantage by surprising distracted and unsuspecting prey.

The gems set around the throne are worth a total of 1,000 gold. There is a chest filled with robes worn by the cultists on the north end of the room.

LOCK/TRAP: A locked door leads to the purging room once used for removing sacrifices in the past.

FIRE SNAKES (2)

AC 6, Move 6, HD 2 (9hp), THACO 19, Attack 1 bite (1d4), Size S, Morale 13, XP 175. Paralyzing Bite, fire/heat immunity, See Ice Kingdoms Bestiary.



There is a secret passageway behind the throne that leads to room 1a. The red and gold curtain hide a small enclave to the south west that has a passageway leading to room 19.



17. DRESSING ROOM

Rotting wardrobes line the walls of this room, and decaying garments can be seen all over the floor and in the remnants of the wardrobes. A neglected mirror stands partially shattered on the floor, its wooden frame barely hanging together.

This 30' x 30' chamber is where Hadel and his consort dressed. Rot grubs have infested the remains of the wooden wardrobes.

ROT GRUBS (6)

AC 9, Move 1, HD 0 (1 hp), THACO NA, Attack See Below, Size T, Morale 5, XP 15
See Ice Kingdoms Bestiary.

18. CATHEDRAL OF FIRE

The walls of this room are somehow absent the signs of age that all of the other walls in the fortress bear, leaving the murals depicted on them as fresh as they were the day they were first painted. Fire giants genuflect in two-dimensional reverence toward a pit of fire that resolves into a volcano. Upon further reflection of the room, the

murals depict the entirety of Mount Surtur and shows Hadel find the fortress redoubt.

A depiction of Hadel shows that the giant king has his own head bowed in deference to a figure whose form is hidden, a being that might be composed of fiery radiance or blackened smoke; the mural is unclear.

The room is adorned with a series of stone pews arranged in a semi-circle facing the eastern wall. An altar stands directly ahead of the pews, with a large organ-like instrument made of brass tubing built into the eastern wall. The tubes of the organ are bent and twisted, leaning out over the altar. The organ has obviously been previously damaged and repaired, as you can see that some components are of decidedly poorer craftsmanship than others.

You hear the shuffling of tiny feet across the stone floor as you enter.

This 65' x 65' room was used to sacrifice victims to the gods of fire and the very essence of the volcano itself.

The organ is known as the Immolation Baptismal, and uses the hallway vent to the volcano core as a conduit and focus for a vicious flame. The device is a long, thick, brass organ-like instrument that channels the heat and lava into an area effect blast. Treat as a Fireball spell cast by a 5th Level Wizard. Once the kobolds spy the PCs, they scurry to safety behind the altars and pews of this chamber and prepare the Immolation Baptismal. Allow the PCs a chance to hear the kobolds beyond the pews and altars. If they prepare, add +3 to their Saving Throw. They can escape through the door they entered. The door sealed when this trap was first made but does so no longer.

The machine that operates the Immolation Baptismal is made of something like brass. Its workings are mysterious, but the Duergar showed the kobolds how to set it off. The Duergar themselves must reset it for them.

There are four kobolds in the chamber, they will attack after the Immolation Baptismal goes off or if the players somehow disarm the trap.

KOBOLDS (4)

AC 7, Move 6, HD ½ (3 hp), THACO 20, Attack 1 weapon (1d6), Size S, Morale 8 XP 7

To the east there is open doorway that leads to a balcony that overlooks the great lava pit far below (see room 21). Anyone going onto the balcony will suffer 1d6 heat damage (save vs spell for half damage).

19. ROYAL BEDCHAMBER

A vast oblong piece of porous volcanic stone dominates the room. It is only by context amidst the rooting drawers and collapsed stone tables, that you ascertain that it was once a bed. The walls of the room are covered with rotten and torn tapestries.

The room is 75'x60' with an extension of 25'x30' near the south west corner. This extension leads to a door going to room 20. It is from this extension that ten kobold warriors prepare to make a stand. All of the valuables the tribe possesses are in this room.

As you approach what seems to be an extension to the south-west, you can see a make shift wall of stones and broken furniture creating a barricade, blocking off the rest of the chamber and whatever lies beyond. Then, with a sudden flurry of movement, several kobolds with crossbows leap up and open fire!

KOBOLDS (10)

AC 7, Move 6, HD ½ (3 hp), THACO 20, Attack 1 weapon (1d6), Size S, Morale 8 XP 7

Behind the makeshift barricade are several small female kobolds and their small offspring, along with a several small piles of coins and goods—what must be the kobold tribe's "horde." Behind them to the north is another wooden door that appears to be of newer construction to the rest of the doors in the fortress.

These kobolds do not wish to fight. The females are armed with daggers, and will use them if necessary to protect the offspring. The kobold children will not fight.

KOBOLD FEMALES (10)

AC 7, Move 6, HD ½ (2 hp), THACO 20, Attack 1 unarmed (1d3), Size S, Morale 8 XP 7

KOBOLD TREASURE "HORDE"

The Kobold Treasure Horde is a small mound of "goods" and "valuables" as seen by the kobolds. Buttons, broken tankards, shattered glass, a broken mirror rest atop a pile of dirty, filthy, copper pieces. There is 1000 CP in all in the pile, but it is coated in filth. Anyone pocketing or searching the treasure must make a saving throw against poison or suffer from rashes (-1 on all D20 rolls, -5 on all D100 rolls, no penalty on dice rolls smaller than a D20). These rashes last for 1d6 hours, on a 6th rashes continue for another 1d6 hours until a 6 is not rolled. The treasure also has 3 potions of cure minor wounds (1d3 hit points).

20. ESCAPE ROUTE

Before you, stands a large wooden door. It is adorned with a wet skull covered in some sort of reddish slime. The wood of the door has many runes on it, some etched into it with a knife or other tool, some painted on with various inks; some may even be painted in blood. Other runes are made of precious metals such as silver or gold and are nailed into the door.

If anyone tries to remove the gold or silver runes, the door shakes unnaturally but does not open and the runes do not move. Prolonged attempts to do so will break any non-magical item used to pry them off.

LOCK/TRAP: The door does have a lock, but it cannot be picked. The door is magically held (Hold Portal spell) and can only be opened if a knock or dispel magic (or similar spell) is

used and then the lock can be picked or the door otherwise batted down.

A staircase behind the door leads to chamber 10 of level three. This was the king's escape route should this level of the fortress fall.



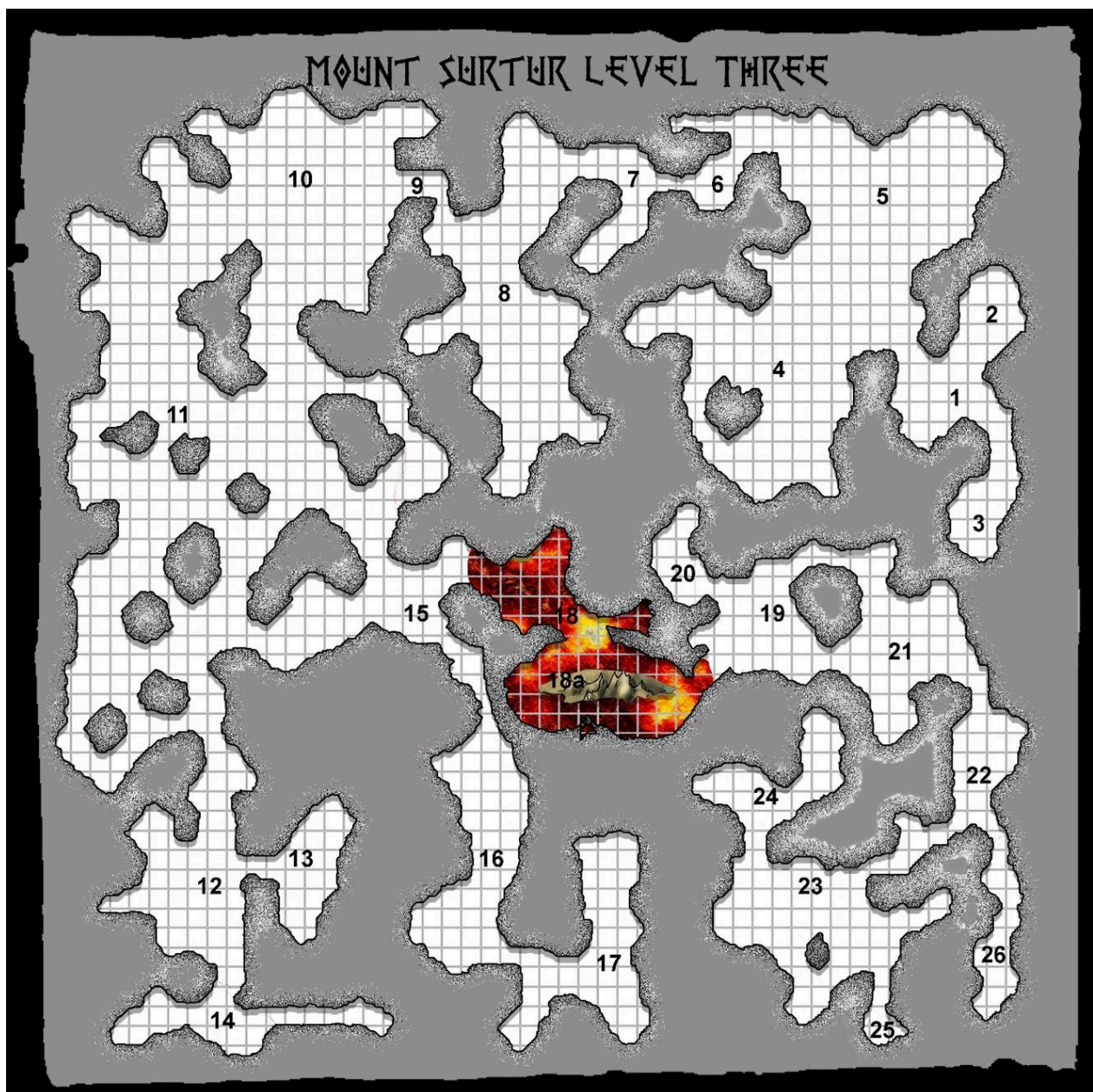
CHAPTER FOUR: THE BONFIRE OF DEAD GODS

Unlike the finished fortress above, this level is made of natural caverns that run through Mount Surtur. The fire giants have added carvings in some areas, but the majority of this level is rough natural rock carved out by natural elements over the past millennia.

All of the storm on this level is warm to the touch. There are no natural light sources in the caverns other than the glow of magma and lava, casting an eerie red glow to the caverns it can

reach. Those without some sort of dark vision, such as infravision or ultravision, suffer penalties from total darkness, unless they bring their own light source.

There are two methods of reaching this level. The stairs in Room 20 in level 2 go to chamber 10, and the secret passage located in the tunnels leading from Room 10 go to chamber 3.



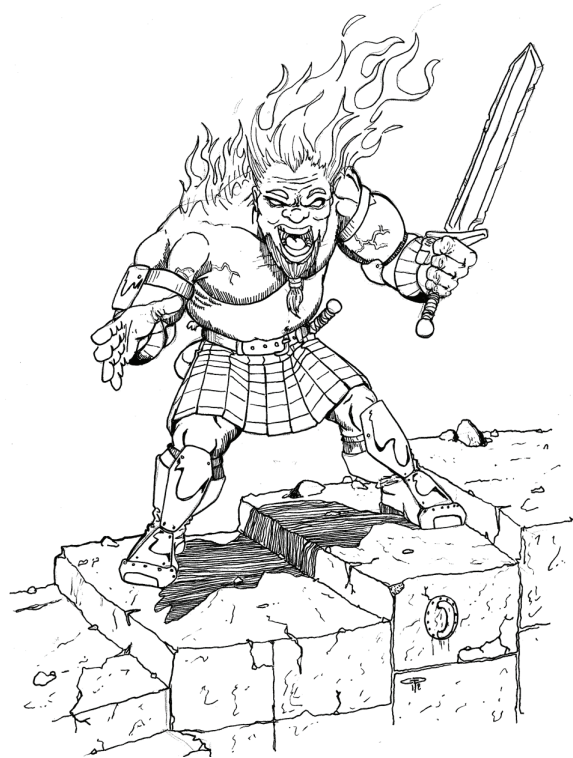
1. AZER GUARD POST

This oval-shaped chamber has three exits, one to the northeast, one to the northwest, and one to the east. The darkness of the caverns is broken by the presence of four figures that you would describe as dwarves, were their hair and beards not made of fire. They are naked from the waist-up, revealing skin the color of brass, and clad only in kilts made of fine ringlets that appear to be copper and bronze. Each of the dwarf-like figures is armed with what appears to be weapons made of alloys of bronze and iron, glowing white-hot from some unknown source of heat. These strange beings scowl as they keep vigil over the exits.

Near to the northwestern exit of the chamber, reflecting the flickering light of the dwarves' fiery beards and hair, you can see a massive horn of copper and brass. No mortal could possibly lift such an instrument, though it might have been something the giants that once dwelled here might have carried. A blast from this horn might echo far in these caverns.

This chamber is used as a guard post by the Cult, both to keep the prisoners in Chamber 4 from escaping through the secret exit in Chamber 3, should they manage to escape their cages, and to alert the Cult should any interlopers make it past the kobolds above and discover the secret entrance to this level. If this is how the characters entered this level, this will be their first encounter with the Azer enslaved within Mount Surtur.

Because of the magic of the skull kept by the Cult (see the **Adventure Background** section for more), the Azer are unwilling to negotiate or parlay within anyone not allowed into the caverns by the Cult. Should the characters have come into the possession of the skull prior to reaching this point, the Azer will be willing to speak, asking for release for their servitude in exchange for assisting the characters against the Cult, assuming that the PCs have not already made an agreement with the Azer earlier in the caverns.



Should the characters engage the Azer in combat, three of them move to close distance and melee the party, focusing as much as possible on reaching any obvious spellcasters. The fourth Azer will move to blow the brass horn to alert the Cult of the attack, and then on subsequent rounds will move to join his fellows in their engagement with the party.

AZER GUARDS (4)

AC 2, **Move** 6, **HD** 2+1 (10 hp), **THACO** 19, **Attack** 1 weapon (1d8+2), **Size** M, **Morale** 13, **XP** 420 +1 to attack rolls, immune to fire/heat, 5% magic resistance, save as level 2 clerics. See *Ice Kingdoms Bestiary*.

If the PCs defeat the Azer, they discover that beyond having exceptionally well-made weapons, there is nothing magical about any of the Azer equipment; the white-hot heat of the weapons was a result of the Azer's natural body heat.

If the Cult uses the mechanism in Chamber 7 to flood part of the level with lava, this chamber



and its contents will be among those filled with the molten death. See Chamber 7 for the effects of this.

2. ANCIENT ARMORY

This chamber contains ancient racks and stands that once held weapons and armor for the fire giants, but the weapons once kept here have long since been taken. In their place, strewn in large piles on the chamber's floor appears to be items and equipment discarded by the Duergar. Much of it appears to be in various states of disrepair, but you see a few pieces here and there that appear to be salvageable.

This ancient armory was once used in case fire giant guards needed to quickly arm themselves while fleeing through the secret exit in Chamber 3, or using the exit to flank intruders.

Now, the Cult of Hadel uses it as a place to dump the equipment and other items belonging to their captives. Whenever the Cult needs raw materials that they do not already have on hand they return to this chamber to peruse the piles in search of what they need. Most of the weapons and armor have been ruined either in battle or through disuse, and would need care and tending by a trained smith to return them to a functional condition, but not all of it is worthless.

If the characters need to scavenge the piles for lost equipment, such as ammunition or to replace weapons that may have broken above, allow them to do so here. If the characters free the prisoners in Chamber 4 of this level, enough of the warriors among the prisoners will be able to equip themselves to plausibly make an attempt at returning to Farhill, though they will be in no shape to assist the characters in other areas of this dungeon.

If the Cult uses the mechanism in Chamber 7 to flood part of the level with lava, this chamber and its contents will be among those filled with the molten death. See Chamber 7 for the effects of this.

3. HIDDEN ENTRANCE

This chamber is dominated by an ancient set of giant-sized stairs that lead to a hatch in the ceiling. A series of scaffoldings, ramps, and man-sized stairs of more recent construction has been assembled to make the ascent up these stairs easier for smaller creatures.

A tunnel leading out of the chamber angles downward steeply. Rough grooves have been channeled into the stone to make it easier to traverse the incline.

This Chamber contains a door leading to the secret tunnels behind Room 10 on the level above. The fire giants originally designed this passage as a means to retreat or flank enemies should the keep ever be invaded. The Duergar cult keeps it

as a way of easily transporting prisoners chosen to be sacrificed to the fire snakes in the throne room, keeping their prisoners hooded so that they do not know exactly how the door mechanisms work, or where it exits on the level above.

If the Cult uses the mechanism in Chamber 7 to flood part of the level with lava, this chamber does not flood, as the sharp angle of the tunnel leading from Chamber 1 to Chamber 3 prevents the lava from reaching it.

4. SLAVE WARRENS

This massive area is filled with rows upon rows of metal cages. The overpowering smell of feces, urine, decay, and body odor assails your senses and you take in the horrible scene. Many of the cages are packed so tightly with prisoners that they are forced to stand, having no room to even collapse in exhaustion. Others are slightly less filled, and you can see that the people in those cages look to be in better health than their fellow captives, but bear more signs of suffering the lash.

Duergar and Azer patrol the rows. At the far end of the chamber you can observe what seems to be cooking fires, and you detect another horrid stench that you suspect might be whatever the Duergar are preparing to feed their prisoners.

The Duergar keep their slaves in this area. Their methods of captivity are cruel, but serve the Cult's purpose: they need to stockpile arms and armament sufficient to serve the army that they feel Hadel will raise upon his return to Eordan. Much of the raw material that they need can be supplied by forcing slave laborers to mine the ores and other materials from the mountain interior. Slaves who prove to have great facility for this work are kept in slightly more generous conditions than the others, with some room to move and maintain a certain minimum of muscle mass and strength to allow them to be others. The others are packed into the cages in a manner that prevents them from resting or moving, keeping

them weak enough that they cannot resist the Duergar when pulled from their cages to serve as a sacrifice.

A large natural column of earth fills a portion of this cavern to the southwest. Here, the Duergar have hung the bodies of several prisoners that they slew horribly, "examples" to encourage proper behavior from the rest of the prisoners. Among the dead is Farhill's Jarl, Starkath Randversson. His face and body have been mutilated by the Duergar cultists, who performed the torture in front of their prisoners to help break their spirit. He now dangles from chains wrapped around his naked torso, strips of flesh missing, a hole carved to allow the Duergar to remove his heart which they stuffed into his gaping mouth after shattering his jaw and teeth. His arms were staked to the column, his severed hands now dangle from a rope tied into a noose around his neck. And those are the mildest of the depredations done to the Jarl.

A patrol of Duergar and a patrol of Azer stalk the rows of cages, watching for signs of disease among the slaves, moving to remove any risks for the next batch of sacrifices or to feed to the fire snakes above.

DUERGAR CULTISTS (4)

AC 4, Move 6, HD 1+2 (7hp), THACO 19, Attack 1 axe (1d8), Size M, Morale 13, XP 120

AZER (4)

AC 2, Move 6, HD 2+1 (10 hp), THACO 19, Attack 1 weapon (1d8+2), Size M, Morale 13, XP 420 +1 to attack rolls, immune to fire/heat, 5% magic resistance, save as level 2 clerics. See Ice Kingdoms Bestiary.

In a section of the cavern jutting toward the northwest, the Duergar have set up a kitchen where the gruel fed to the slaves is prepared. The contents of this "meal" consist of rat, mushrooms, lichen, and other chunks of meat

that close inspection will identify as human—the Duergar have no desire to waste a slave when it might prove useful in a “non-traditional” fashion. Three Duergar cooks occupy this area, as does the Warrens Overseer.

DUERGAR COOKS (3)

AC 4, **Move** 6, **HD** 1+2 (7hp), **THACO** 19, **Attack** 1 cooking instrument (1d6), **Size** M, **Morale** 13, **XP** 120

DUERGAR WARREN OVERSEER

AC 4, **Move** 6, **HD** 2+4 (13hp), **THACO** 17, **Attack** 1 longsword (1d8), **Size** M, **Morale** 14, **XP** 175

Chamber 4 and Chamber 5 have no real separation; an alarm raised in one chamber will cause the Duergar in the other to come to the aid of their fellows. Character who have already obtained the skull controlling the Azer may have turned the Azer against the Duergar previously; in this case, the Azer patrol is already engaged in a pitched battle against the Duergar in this area.

LOCK/TRAP: The cages containing the prisoners are locked. The locks are of Azer manufacture, using technics and mechanisms not normally found on Eordan; any Open Locks checks suffer a -15% penalty because of the alien manufacturing. The Warren Overseer possesses a set of keys that can be used to open the cages, but will not willingly hand these keys over. This zealot must be slain to obtain the keys, unless the characters are capable of managing to remove the keys via stealth or some other method of deception.

The prisoners are too cowed to really interact with the characters while the Duergar are still patrolling the area. A few will manage to cheer the characters on as they battle the Duergar and Azer. Once reassured that they are, for the time being, safe, some of the prisoners will talk to the characters and answer what questions

they can. While in the dark as to the Cult of Hadel’s true motives, the prisoners can tell the characters about the forge operated by the Azer in Chamber 8, and the mining area in Chamber 11. The prisoners also know that sometimes groups of them are taken to the east, to Chamber 1, and that such groups do not return. Likewise, the prisoners know that some group are taken toward the mines separately from the chain gangs assembled in Chamber 5; those who have worked in the mining section have seen these separate groups escorted through Chamber 11, but beyond that they are unaware of what happens to them, though a group was recently taken. The Duergar seemed unusually excited about this most recent group.

Rescued prisoners urge the characters to seek out Hargrimm Randversson, who was Jarl Starkath’s brother and served as his huskarl, if he is not already with the characters. Now that the Jarl has been slain, Hargrimm is the rightful Jarl of Farhill and the torture he was forced to watch his brother undergo has done nothing to break his spirit. Hargrimm has been biding his time, trying to rally what warriors still have strength to rebel, but has had limited success. Hargrimm was among the prisoners added into a chain gang that is still in the mines; if the characters would seek his aid, they will need to look for him in Chamber 11.

If the Azer in Chamber 1 have been neutralized, rescued prisoners can search through the cast aside gear in Chamber 2 to try and arm themselves, but they have no strength to assist the characters in what will surely be a grueling battle. If Varhare is still with the characters he will offer to lead the surviving slaves back through the fortress above and see them returned to Farhill. While not all of the slaves are from Farhill, they will be eager to go to any place that might offer refuge. If Hargrimm is with the characters, he will state that his duty is to protect his people, but if pressed will agree to stay with the characters to aid them however he can.



If the Cult uses the mechanism in Chamber 7 to flood part of the level with lava, this chamber and its contents will be among those filled with the molten death. See Chamber 7 for the effects of this. If the slaves are still caged they will all be killed.

5. SLAVE STAGING AREA

This massive chamber contains long lengths of thick chain, easily twenty feet in length or more, with pairs of sets of smaller chains ending in heavy manacles attached. It is not hard to imagine that these could be used to form chain gangs of slaves by the Duergar. Stacks of wooden stocks are kept near the chains, no doubt to restrict the hands and arms of prisoners as the chain gangs are moved out. A small group of Duergar are examining the chains, no doubt checking to make certain the chain links remain strong.

The Duergar bring cages of prisoners at a time to this area, locking one cage of prisoners in the chains and stocks before bringing out the next. This staging area provides the Duergar with enough distance from the slave warrens that if a group of slaves manages to cause trouble while

being sent out or brought back, they have little to no support in their insubordination.

Chamber 4 and Chamber 5 have no real separation; an alarm raised in one chamber will cause the Duergar in the other to come to the aid of their fellows.

DUERGAR SLAVERS (4)

AC 4, Move 6, HD 1+2 (7hp), THACO 19, Attack 1 axe (1d8), Size M, Morale 13, XP 120

If the Cult uses the mechanism in Chamber 7 to flood part of the level with lava, this chamber and its contents will be among those filled with the molten death. See Chamber 7 for the effects of this.

6. NARROW TUNNEL

This tunnel would be narrow for something the size of a fire giant, but three thanes could easily walk side by side as they traversed the steep incline of this tunnel.

This tunnel was originally constructed by the fire giants to act as a channel should the mechanism in Chamber 7 be activated, directing the lava into the lower chambers beneath the tunnel and cutting off access for anything not immune to heat and fire. Traversing up the tunnel from Chamber 5 is somewhat arduous due to the incline. Traversing down the tunnel from Chamber 7 is somewhat unnerving, as it is hard to keep from sliding down the tunnel floor.

If the Cult uses the mechanism in Chamber 7 to flood part of the level with lava, this chamber and its contents will be among those filled with the molten death. See Chamber 7 for the effects of this.

7. THE MAW OF FLAMNAGARD

This crescent-shaped chamber is divided into two levels; on the lower level, a far wall houses a massive circular door made of some sort of unknown metal. The floor slants downward, leading toward a narrow tunnel which bears a steep incline downward.

A pair of Duergar monitor the upper level of this chamber, keeping watch over a strange lever set into the ground near the lip of the wall that separate the upper and lower levels of the cavern. A platform and pulley system have been rigged to provide a sort of elevator between the two levels. The ringing of hammer on anvils from somewhere beyond the cavern is almost deafening.

The metal door leads to a lava tube connected to the lake of lava at the heart of Mount Surtur. Should it be opened by pulling the lever on the floor, lava will pour into the lower part of the chamber, run down the narrow tunnel, and floor the lower portions of the third level. This mechanism was originally forged by the Azer for Hadel as a means of eliminating enemies should they pursue through the tunnels. He never had the opportunity to use it. If a character touches the metal door they suffer 1 point of damage from the heat of the metal.

The platform and pulley system is used by the Duergar to raise and lower chain gangs between the levels, as they are incapable of climbing up the wall. There is no way to use this system to ascend the wall without alerting the Duergar above, should the characters approach through Chamber 6. However, there are climbing handholds carved into the wall by previous inhabitants of the cavern, allowing them to be climbed, should the characters wish to take the Duergar above by surprise.

The Duergar stationed on the upper level of the chamber are keeping watch for activity from the forges. They are not expecting trouble from the direction of the slave warrens, and their proximity to the Azer forges drowns out the

sound of the warning horn in Chamber 1 if the Azer managed to blow it. The Duergar will not activate the Maw unless ordered to by Hlevang or his lieutenants. One of the Duergar has a key to the portcullis in Chamber 9.

DUERGAR CULTISTS (2)

AC 4, Move 6, HD 1+2 (7hp), THACO 19, Attack 1 axe (1d8), Size M, Morale 13, XP 120

If the Maw is activated while the characters are in the lower portion of the chamber, or in any of the chambers Chamber 6, they must immediately make a Save vs. Spells. If they are in the lower level of Chamber 7, or in Chamber 6, a successful save allows them to take half damage as they dive to avoid the lava in the narrow tunnel, or else climb the wall in Chamber 7. A save in any of the chambers beyond 6 alerts the characters in time to flee the lava by running to reach Chamber 3. This should be a close and harrowing experience, but should leave the characters unharmed. If any characters fail their Saving Throw, they suffer 10d6 damage as molten lava pours over them (half damage on a successful save). Assume that anyone who survives the damage manages to make it solid ground before being consumed in the lava.

TOO BRUTAL?

It is easy to look at an adventure at this level and be surprised to see that the damage from the Maw of Flamnagard and be surprised to see a dungeon element that can inflict the same amount of damage as a 10th-level Wizard's Fireball spell over such a wide scope. Indeed, this damage can utterly destroy many parties at even higher levels. It is brutal. Which is entirely the point.

Using the Maw of Flamnagard is the equivalent of the Duergar using a doomsday device against intruders; it is meant to wipe out everything in its path and leave no survivors. And it is this utter devastation that makes the Cult so hesitant to use it.

The Cult believes that the restoration of Hadel will trigger a Ragnarok event, that their god will summon his armies back to his command and lead them to triumph against the gods of Valagard. The Cult intends to have the means to equip this apocalyptic army, and to present this offering to their god upon his return as a means of further earning his favor. They need their slaves to mine the resources required to allow the Azer to forge these armaments, and are loathe to lose their workforce so completely.

Thus, the Maw is more of a means of deterring the characters for Hlevang, should he need to do so, or else a means of enacting vengeance against them should the characters foil his plans. For the characters to be caught in the path of the Maw's destructions, events must have turned very badly for them. In this circumstance, brutal is exactly what is called for.

Of course, few groups take kindly to completely wiping the party via such means; Game Masters should feel free to adjust the damage down (or up!) should they feel their group will react badly to being caught in the path of the Maw.

8. THE AZER FORGES

The sound of hammer on metal greets you before you catch sight of the interior of this chamber. Waves of heat can be felt blasting through the cavern opening, leaving visible shimmers in the air.

Within the chamber you can see perhaps a dozen dwarf-like figures with fire for hair and bears working billets of metal into weapons and armor gigantic in scale, with multiple furnaces blazing. The sound is as deafening as the heat is oppressive, assaulting your ears as the air sears your lungs. There are plumes of fire accompanied by hisses and pops as weapons are quenched in oil, and the sound of blade being ground at grinding wheels.

The Azer smiths in this room are hard at work producing giant-sized weapons for the Cult, offerings to Hadel upon his return to help outfit the army the Cult believes he will raise. Further into the cavern lie small outcroppings that are being used to store the Azer-produced weapons.

LOCK/TRAP: These outcroppings are sealed off with locked iron gates. Most of the weapons and armor stored in these outcroppings are too large for mortals to even try to wield, but some of the caches were made with the intention of the Cult members to wield, and could be scavenged if needed. Such weapons are masterpieces of excellent quality, though none bear any form of enchantment; the Cult did not want any potential stray arcane energies to interfere with their rituals.

Because of the noise in this chamber and the magically-compelled focus of the Azer on their tasks, it is possible for the characters to sneak through this chamber without needing to engage in a conflict. The Azer will not be alerted to any alarms raised outside of this room, unless a runner is specifically sent to warn them; the noise of the forges is simply too loud for them to hear any alarms. Should the characters engage the Azer in battle, however, they face tough opponents who have ample armaments at hand.

AZER SMITHS (12)

AC 2, **Move** 6, **HD** 2+1 (10 hp), **THACO** 19, **Attack** 1 weapon (1d8+2), **Size** M, **Morale** 13, **XP** 420 +1 to attack rolls, immune to fire/heat, 5% magic resistance, save as level 2 clerics. See Ice Kingdoms Bestiary.

9. PORTCULLIS

This passage is blocked by a massive portcullis made of a strange metal. The lattice of metal that makes up the gate has surprisingly small openings, much smaller than what you would have expected giants to use in their construction. You cannot fit between them.

The only means of raising the portcullis appears to be a keyhole in the side of the tunnel.

Duergar in Chambers 11 and 7 have keys to the portcullis, which is kept shut to somewhat muffle the sound of the forges in the rest of the caverns, and also prevent any slaves from reaching the forge and arming themselves should they somehow manage to escape their chain gangs.

Raising the portcullis alerts any guards in Chamber 10; the portcullis itself is not quiet, and the sudden increase in the amount of noise produced by the forges is enough to alert any guards in Chamber 10 and Chamber 11, though any Duergar in Chamber 11 will not automatically assume that anything is wrong. The guards in Chamber 10 will be able to see that someone not authorized to open the portcullis is opening it. The Azer in Chamber 8 will not be alerted should the portcullis be raised; the noise they are producing drowns out the sound of the portcullis opening.

10. ENTRANCE CHAMBER

This chamber bears a grand staircase that appears to have been fashioned from the volcanic rock of the cavern, leading to a door on a level above. Much of this cavern remains in its natural, unfinished state, but some areas show carvings and murals that are similar to the ones in the fortress above.

Large, giant-sized braziers are set onto pedestals and are lit with roaring bonfires, almost distracting from the dwarf-like beings with fire for their hair and beards that stand as sentries in

this chamber. You notice a large horn of brass and copper near the southern passage.

An exit to the east is blocked by a portcullis, while open passages lie to the south and the west, the openings laying very close to one another. The western passage appears as though it might be of more recent construction.

Characters who enter the third level of Mount Surtur through the passage in Room 20 of level two arrive here. This chamber was used as the official entry from the finished fortress above to the caverns below, which the fire giants considered to be a sacred area. This chamber was one of the few that Hadel permitted to be worked by his craftsmen and artisans, as much to mark it as the beginning of sacred pilgrimages to the heart of Mount Surtur as to help pilgrims recognize is as the exit once they were ready to leave.

Four Azer stand guard in this chamber. Anyone entering through the portcullis in Chamber 9 alerts the Azer automatically due to the noise of the portcullis. If the characters are descending the stairs from Room 20 they might be able to sneak past the Azer, avoiding a conflict. Should the characters sneak past the Azer and later return from Chamber 11, they would need to sneak past the Azer again, unless they have taken possession of the skull and parlayed with the Azer. If the Azer are engaged in combat, one of them will attempt to blow the horn immediately, alerting the Duergar in Chamber 11 and beyond of an incursion.

The passage to the east leads to Chamber 9. Both the southern and western passages lead to Chamber 11. The western passage is more recent, an accidental tunneling as the cult's slaves mined for ore to send to the Azer forges in Chamber 8.

AZER (4)

AC 2, **Move** 6, **HD** 2+1 (10 hp), **THACO** 19, **Attack** 1 weapon (1d8+2), **Size** M, **Morale** 13, **XP** 420 +1 to attack rolls, immune to fire/

heat, 5% magic resistance, save as level 2 clerics. See Ice Kingdoms Bestiary.

11. MINING TUNNELS

This chamber is more a network of tunnels than a large open area. It is almost pitch dark, with only the occasional light of luminescent fungi hanging from some of the walls to illuminate the area. Within these tunnels you can hear the sound of picks striking stone, groans of human slaves, and the lashing of whips accompanied by Duergar curses.

These tunnels are where the Duergar cult has their slaves mining into the earth in search of deposits of useable ore to fulfill the needs of the Azer forges. The Cult maintains multiple chain gangs of slaves operating at all hours of the day, rotating as necessary to avoid using up their slaves entirely. Each gang is responsible for several wagons of ore, and when the wagons are full they are marched back into the forges, forced to pull the ore wagons behind them.

Approximately a dozen Duergar cultists monitor the activities of the slaves as the mine, but are rarely found in groups larger than a pair due to the number of slaves that need to be monitored. If the characters move cautiously, and have avoided raising an alarm thus far, they might ambush each pair of Duergar and take them out before they can raise an alarm. If the Azer in Chamber 10 have already raised an alarm, the Duergar will have grouped together, arranging rows of slave in front of them and assaulting the characters with ranged attacks, relying on the reluctance of the characters to slaughter helpless slaves to act as a shield.

DUERGAR SLAVERS (12)

AC 4, Move 6, HD 1+2 (7hp), THACO 19, Attack 1 axe (1d8), Size M, Morale 13, XP 120

Among the slaves mining for the Duergar, the PCs can find Hargrimm Randversson, the Jarl of

Farhill now that his brother is dead. If Hargrimm is found and freed, he will urge the characters to help him free the slaves in Chamber 4. Hargrimm does not know of the recent sacrifices brought through this area.

The tunnels have a total of five exits leading to other Chambers; two of the exits lead to Chamber 10, two exits lead to Chamber 15, and one leads to Chamber 12.

12. DUERGAR BARRACKS

This chamber appears to have been converted into a makeshift barracks for the Duergar. You can see multiple tables, some with the remnants of meals, others with small boards checkered in alternating colored squares with playing pieces arranged on them. You see several cots lining the walls of the chamber.

When the characters enter this chamber, there are four Duergar cultists within. If the area is on alert, the cultists are armed and ready for the characters. If not, they are asleep on the cots on the floor.

The Cult converted this Chamber into a makeshift barracks when it became obvious that the limited availability of boats capable of sailing on the lava lake made it impractical to regularly ferry cultists over the lake from the area where they have made their camp. The cultists instead operate in shifts, using this area as an area to relax in when not performing their other duties.

Among the items stored in this chamber are healing supplies to aid the characters if they are injured. While the exact amount of healing items in the Chamber is left up to the Game Master based on the needs of the party, it is recommended that there should be two extra potions of healing for the characters to take with them.

The northern exit of the chamber leads to the mining tunnels. The eastern exits leads to the Chamber 13, where sacrifices are taken to be



purified before they are ferried to the obsidian island. The southern exit leads to Chamber 14.

DUERGAR CULTISTS (4)

AC 4, Move 6, HD 1+2 (7hp), THACO 19, Attack 1 axe (1d8), Size M, Morale 13, XP 120

13. PURIFICATION CHAMBER

This chamber has several pools of steaming water. Near each pool there are piles of ash. An odd stillness fills the air of this chamber.

This room is where the Cult of Hadel takes slaves to be purified before they are transported to the obsidian island at the center of the lake of lava. The slaves' garments are taken and ritually burned, the ashes left in piles on the floor of the chamber, and the slaves are then bathed in the pools, which are just hot enough to redden the flesh of the slaves without risking the death of the sacrifice due to extreme heat.

When the characters explore this chamber, it is empty. If they are aware of the slaves taken from Chamber 4, there are signs that some of the ash piles are recent. However, the Duergar have already finished the purification rituals, and have escorted the sacrifices from this Chamber.

14. NEW EXCAVATION

This lengthy section of tunnel bears signs that it has recently been excavated, but is currently empty. What might have caused the Duergar to stop their mining operations in this tunnel is unclear.

The Duergar began excavating this area to explore the possibility of expanding their mining operations, and found some promising results. However, as the Cult has neared the time of what it feels will be its final series of rituals to restore Hadel, the Cult has elected to reduce its mining operations in case the restored fire giant king would take umbrage to any changes made to the caverns.

15. THE LAKE SHORE

You exit the mining tunnels to find a large chamber lit in the red glow of lava bubbling at the edge of a corridor to the northeast of the chamber. Another passage exits the chamber to the southeast, and two tunnels to the north- and southwest lead back into the mining tunnels.

A strange boat, seemingly made from some kind of a crystalline substance, is partially beached next to the lava. It does not appear to be harmed by the lava.

This chamber is one of two shores bordering the lake of lava at the center of Mount Surtur, and serve as a point where the Duergar embark and disembark as they move between the mines on this side of the lake, and their camp on the other. The crystal boat that is partially beached on the shore of the lava is capable of sailing on the lake without harm, and can be prepared

and be ready to be cast off with a few minutes preparation. Because there is no wind within the core of Mount Surtur, the boat must be rowed using crystal oars.

Any characters who scout the shore of the lava will find signs that another boat recently case off from this side of the lake, and can spot in the distance, heading toward an island that rises like a black dagger jutting from the lava lake's surface. Anyone with a means of magnifying their vision can see that several human prisoners, all nude, their flesh red as if recently cooked, are aboard the boat.

Should any character begin to prepare the remaining crystal boat, they are attacked by a pair of Lava Children that burst out of the lava. The Lava Children were obscured beneath the molten lake surface, watching the boat on behalf of the Duergar in case anyone would try to steal it.

As you begin your preparations to sail across the lava bed, you are shocked when two man-like figures burst from beneath the lake's surface. These strange figures are broad-shouldered with pinkish-white skin, overly long arms, with strangely child-like faces whose lips seem permanently twisted in a malefic smile.

The lava children attack the characters without any opportunity for parlay.

LAVA CHILDREN (2)

AC 4, Move 9, HD 4 (18 hp), THACO 17, Attack 2 claws (1d6), Size M, Morale 14, XP 270 Ignore metal (metal weapons cannot hurt them, metal armor is ignored other than magical bonuses). Immune to fire and heat, double damage from air and water. See Ice Kingdoms Bestiary.

There are four exits from this chamber. Two on the western side that lead back to Chamber 11; another on the northeastern side of the chamber that leads to Chamber 18, the lake of lava; and a final exit to the southeast that leads to Chamber 16.

16. GUARD STATION

Passing through a narrower passageway than you have found elsewhere in the caverns, you come to a large, crescent-shaped cavern. Four of the dwarves with fire for hair and beards wait within, standing near the center of the chamber and watching an exit at the far end of the eastern wall.

Unlike the other such patrols of these dwarf-like beings that you have seen elsewhere in the caverns, this particular group seems to be engaged in a heated argument with one another, though you cannot understand the language that they speak in.

The Duergar have left four Azer to guard the entrance to the ritual chamber where they keep the skull that gives them control over the Azer. In a paradoxical twist, however, their continued proximity to chamber where the magics controlling their wills is routinely being reinforced has actually imbued the Azer here with some degree of resistance to the Duergar's compelling. While this is insufficient to allow them to fight back, they are able to voice their discontent amongst themselves. The Duergar have become aware of this peculiarity and have commanded the Azer to stay in the front half of this chamber, concerned that they might eventually gain enough control to try and claim the skull for themselves. This provides the characters an avenue to retreat, as it will become apparent during any battle with the Azer that they cannot past the median point of the chamber.

The exit of the chamber leading into Chamber 17 has had a permanent zone of Silence cast around it, ensuring that the rituals performed beyond are not disturbed by any noise from the mining in the nearby tunnels

AZER (4)

AC 2, Move 6, HD 2+1 (10 hp), THACO 19, Attack 1 weapon (1d8+2), Size M, Morale

13, XP 420 +1 to attack rolls, immune to fire/heat, 5% magic resistance, save as level 2 clerics. See Ice Kingdoms Bestiary.

17. RITUAL CHAMBER

You enter this chamber shrouded in unnatural silence. Arcane runes and sigils have been carved into the floors and walls of this cavern, and a runic circle dominates the center of the floor. Large crystalline candelabras illuminate the room with eldritch green flames.

In the center of the circle kneel four Duergar, chanting softly in an arcane tongue. At the center stands a fifth Duergar dressed in slightly more ornate robes than his fellows. This Duergar holds a skull cast in metal and graven with oddly unsettling runes over his head. The skull-bearing Duergar roars a chant in a similar tongue as the kneeling Duergar, and a strange aura permeates the room.

This chamber was where Hadel first enchanted Thordrain's Skull, and it is here where the Duergar must regularly reinforce the necromantic enchantments bound into it. The cultists in this chamber will attack immediately upon any interruption of their ritual and will fight to the death to preserve their control of the skull. They are aware that if the Azer were turned against them, it could doom the cult's plans.

The Duergar Warlock carries a *dagger* +1 if he is forced to engage the characters in melee.

DUERGAR CULTISTS (4)

AC 4, Move 6, HD 1+2 (7hp), THACO 19, Attack 1 axe (1d8), Size M, Morale 13, XP 120



DUERGAR WARLOCK

Warlock

AC 6, Move 6, HD 4 (18hp), THACO 17, Attack 1 club (1d6), Size M, Morale 13, XP 420

In addition to the warlock's natural abilities of Strength and Burning Hands four times a day each as a 4th level caster, the warlock is a 4th level wizard with three 1st level spells and two 2nd level spells. 1st Level: Armor, Magic Missile, Shocking Grasp. 2nd Level: Darkness 15' Radius, Flaming Sphere

Once the cultists in this area are defeated, the characters can take possession of the skull, which will allow them to avoid any further conflicts with any of the Azer in the caverns.

PARLAYING WITH THE AZER

Upon gaining control of Thordrain's Skull, the characters have the power to take control of the Azer and compel them to do their bidding, but any good-aligned characters should find even handling the Skull distasteful, as there is nothing but evil about the Skull or the magics used in its creation.

If the characters try to interact with any of the Azer after having possession of the skull, they will find that the Azer can speak the dwarven and Thanic tongues, although they prefer their own native language.

The Azer long to have revenge against the Duergar, and to be free of the control of the Skull. The Azer know how to break the rituals binding them to the ancient artifact, rendering it inert, and will show the characters what to do should they agree to destroy Thordrain's Skull. In exchange, the Azer will assist the characters in freeing any prisoners still being held captive by the cult, and will even agree to help the characters assault the cult on the obsidian island and at their camp.

Good- or Neutral-aligned characters who instead choose to compel the Azer with the Skull should be made aware of the inherent evil of this course of actions. Further, the Azer will remember this mistreatment as the Skull's enchantments begin to fade. Without the records of the Cult and the teachings of Hadel, it is unlikely that the characters will be able to maintain the power of the Skull forever, and eventually they will face any remaining Azer, who will be eager for revenge against the characters.

18. THE LAKE OF LAVA

The heat of the lava is greater than any forge you have ever seen, and your brows drip from sweat as you set sail across the lava lake. Shimmers of heat trick your eye and distort your vision, but your objective is clear: the island of obsidian at the center of the lake, a black spike with a metallic sheen that stabs out of the lava bed.

You are halfway to the island, your bodies exhausted and drenched from the exertion of propelling the crystalline boat through the lava, when you notice a strange ripple in the lava near to the edge of your boat. Barely a second later, a pink-fleshed hand shoots out of the lava, splashing the dangerously hot substance over the edge of the boat as it grips the railing of your boat, followed by another hand. A maliciously grinning, child-like face appears as another of the creatures that attacked you on the lava lake's shore appears.

More ripples appear around the boat, heralding the arrival of more of the creatures, and you have no doubt that they will also attempt to board your boat.

Anyone going onto the lake (even in the boats) will suffer 1d6 heat damage (save vs spell for half damage).

More of the Lava Children attack the characters, attempting to stop them from

reaching the obsidian island. Battles on a boat are dangerous in any situation, but are more so in these circumstances; falling over the edge means certain death in the molten depths of the lava beneath the characters' boat.

At the beginning of the combat, have only one Lava Child make it onto the ship, allowing the characters to try and deal with the lone Lava Child before it has reinforcements. On the beginning of the third round, have a second Lava Child grab onto the edge of the ship, hauling itself onto the deck on the fourth round. A third Lava Child grabs hold of the ship on the sixth round, and joins the others on the deck on the seventh round.

The crystal oars can be used as clubs when attacking the Lava Children, and creative players may have their characters use the oars to shove Lava Children from the deck of the boat. If all of the Lava Children are removed from the deck in this manner, allow the characters to proceed, under the assumption that the Lava Children cannot adequately regroup to pursue them before

the characters can get underway and reach the obsidian island.

LAVA CHILDREN (3)

AC 4, Move 9, HD 4 (18 hp), THACO 17, Attack 2 claws (1d6), Size M, Morale 14, XP 270 Ignore metal (metal weapons cannot hurt them, metal armor is ignored other than magical bonuses). Immune to fire and heat, double damage from air and water. See Ice Kingdoms Bestiary.

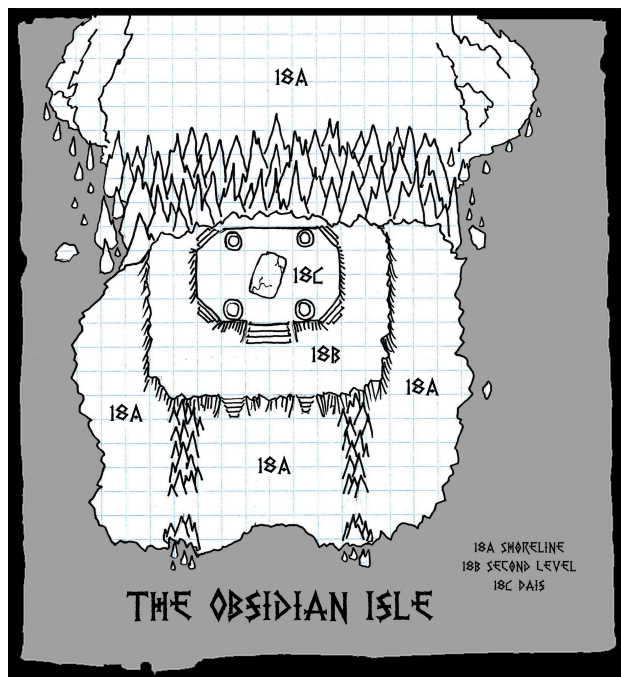
FALLING IN LAVA

Any character walking through a lava pool suffers 10d6 points of damage each round – if the character is submerged in one of these pools the damage is increased to 100d6 points of fire damage each round.

18A. THE OBSIDIAN ISLAND

As you near the island in the middle of the lava at the heart of Mount Surtur you get a better view of it. Mountainous peaks of jagged obsidian cover the northern side of the island, black with visible veins of browns, greens, and reds running through it. You have no doubts that attempting to ascend that side of the island would slice your hands into ribbons. Fortunately, there appear to be accessible shores separated by more jutting spikes of obsidian. The western shore has another of the crystal boats embanked on it.

Robed Duergar move along the shore line. You cannot tell at this distance if they are patrolling or if their movements are part of some foreign ritual. Beyond the shore there is a steep wall of more obsidian. Atop the upper portion of this wall, you can see that some sort of temple-like structure has been erected, with massive pillars bearing bonfire-like flames topping it.



(show picture on page 79)

The obsidian island is approximately 75' at its widest point, and approximately 65' at its longest. The shoreline of the island (18a) is separated into a western, southern, and eastern shore by jagged outcroppings of obsidian that jut from the island's surface. A pair of Duergar cultists are stationed on each of these shores to perform ancillary rituals while Hlevang and his warlocks handle the main rituals above. Once the PCs have engaged in battle with one pair of Duergar, the others will quickly move to aid their fellow cultists, unless otherwise engaged.

DUERGAR CULTISTS (6)

AC 4, Move 6, HD 1+2 (7hp), THACO 19, Attack 1 axe (1d8), Size M, Morale 13, XP 120

You crest the stairs leading to the upper ledge of the island and behold an amazing sight: Eight Duergar stand over bound Thanesmen and Thaneswomen, blades poised above their prisoners, ready to strike, as the Duergar chant. The captives are completely nude and appear to be terrified.

In the center of the ledge is a raised dais with a wide staircase facing the southern face of the island, and a smaller staircase at each corner of the dais. Large rune-covered pillars rise from the top of the dais, bonfires of flame blazing on each pillar's summit. At the center of the platform is a large egg, easily the size of a grown Thanesman, its shell riddled with thick red veins. Another group of Duergar chant about the egg, the loudest voice coming from a Duergar clad in charcoal grey robes with seared edges on the sleeves and train.

One of the Duergar standing over the sacrifices notices your ascent and lets out a cry of alarm. "Ignore them!" shouts the Duergar's leader from the Dais. "The ritual is almost complete! There is nothing they can do to prevent Hadel's rebirth!"

The characters have two rounds of combat to stop the Duergar cultists from sacrificing the Thanesmen. Unless they are directly attacked,

the cultists follow Hlevang's commands and concentrate on the ritual. Cultists who are attacked will defend themselves, turning away from their victims. If other cultists have already sacrificed their victims and remain unengaged, they may run to still-bound victims to perform their sacrifices, unless they are also attacked by the party.

DUERGAR CULTISTS (8)

AC 4, Move 6, HD 1+2 (7hp), THACO 19, Attack 1 axe (1d8), Size M, Morale 13, XP 120

A MORE CINEMATIC BATTLE

At first glance, the battle on the obsidian island is horribly stacked against the player characters. The party has likely faced two attacks by Lava Children on their way to get to the island, only to be met by a force of cultists on the shore, and an even larger force on the upper ledge that counts powerful Duergar Warlocks among their ranks, and culminating with a battle against a dragon. Even fresh, with time to prepare their defenses and healing resources, such a battle would likely prove a challenge. In the midst of a dungeon, most of their resources possibly exhausted, and such a battle is likely impossible.

And yet, such battles are not uncommon in the Sagas and Epics of myth and legend. If Game Masters want to emulate this experience, creating a more "cinematic" feel to the battle, the following system is recommended:

For any enemy that is not considered "important" for this battle, when rolling damage halve the total damage rolled (rounding down), and then apply that damage against the enemy's hit dice. If the enemy is reduced to 0 hit dice or less, it is defeated. It is recommended that this be applied to the Duergar Cultists both on the shore and standing ready to sacrifice the prisoners (increasing the odds that the party will be able to save some or all of the sacrifices). The Duergar on the Dais and the dragon, once it hatches, are

recommended to be treated as normal; they are the true challenge of this encounter.

Alternatively, if the party was able to recruit any allies, such as the Azer or if the Game Master allowed for some of the slaves to be fit enough to accompany the party, have them engage with the “lesser” foes recommended above, keeping them occupied while the party deals with the main threats.

Once the last of the sacrifices has been made, or if the party manages to save any of the sacrifices, the encounter will move to its next stage.

The ritual ceases abruptly, arcane energies flying around the dais, surging into the egg, the red veins pulsing in response...

... And then nothing. The energies fade as quickly as they appeared, the veins on the eggs fade back to as they were when you first arrived, and nothing seems to have happened.

“Damn you!” spits the Duergar leader, his face stormy with rage. A small, leathery, bat-winged creature with a barbed tail and sharp, twisting horns lights on his shoulder. “They’ve spoiled the sacred ritual! Kill them! Kill them all!”

The Duergar howl with a zealous frenzy and attack!

Any Duergar on the dais move to join the remaining Duergar Cultists, engaging with the PCs. The Duergar Cult Elite charge down the main stairs of the dais, moving to flank as many PCs as possible. The Duergar Warlocks will move into position to make the best use of their burning hands ability, and will then enhance the Cult Elites with their strength spells. Hlevang’s imp will use its invisibility power to retreat from the battle, returning to the fight only if Hlevang appears to be in danger of being killed. Hlevang will stay at range so long as he retains any ranged spell-like abilities, and then move to engage the PCs in melee. If he is reduced below half of his

maximum hit points, he will disengage and begin to move away from the battlefield.

DUERGAR CULT ELITE (4)

AC 2, Move 6, HD 3+6 (20hp), THACO 17, Attack 1 axe (1d8), Size M, Morale 15, XP 270

DUERGAR WARLOCKS (2)

AC 6, Move 6, HD 4 (18hp), THACO 17, Attack 1 club (1d6), Size M, Morale 13, XP 420

In addition to the warlock’s natural abilities of Strength and Burning Hands four times a day each is a 4th level caster, both warlocks are 4th level wizards with three 1st level spells and two 2nd level spells. Spells marked with a * have already been cast.

WARLOCK ONE

1st Level: Affect Normal Fires, Enlarge*, Spook

2nd Level: Flaming Sphere, Fog Cloud

WARLOCK TWO

1st Level: Color Spray, Sleep, Spider Climb

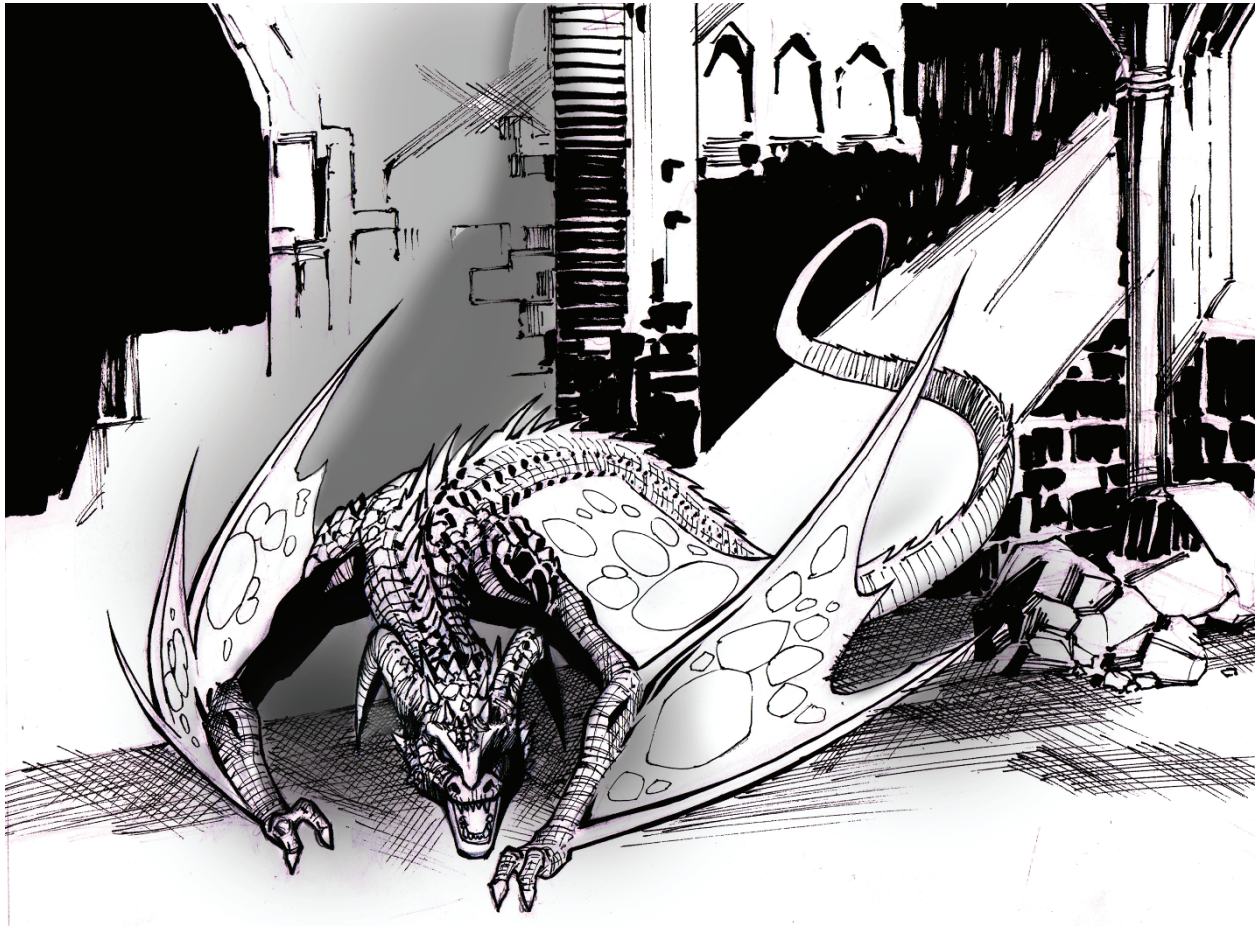
2nd Level: Deafness, Strength*

IMP (1)

AC 2, Move 6/18 flight, HD 2+2 (11 hp), THACO 19, Attack 1 clay or stinger (1d4 or poison), Size T Morale 10, XP 1400 A successful sting by an imp injects a poison into the victim who must make a poison save. Failure instantly slays the victim. See Ice Kingdoms Bestiary.

HLEVANG

AC 2, Move 6, HD 5+10 (33hp), THACO 15, Attack 1 longsword (1d8), Size M, Morale 17, XP 650



Once either both of the Duergar Warlocks, or three of the Cult Elites, or Hlevang have been defeated, move to the next phase of this encounter.

A sharp “crack!” fills the air, audible even over the roaring of the lava and the sounds of battle. The temperature on the island seems to soar. Past the island, you can see that the lake of lava stirs and churns wildly, as if whirlpools were forming in its surface. Large columns of lava shoot upwards, and for a moment you question if Mount Surtur is about to erupt.

Another “crack!” fills the air, and then another. And another. A horrible certainty fills everyone on the island at once, and all eyes turn to regard the egg, which now has large cracks running all over its surface. The egg visibly trembles twice before growing still.

Without warning, the egg’s shell explodes outwards in a blast force and heat so powerful

that it threatens to knock you from your feet. Amid the remnants of the egg’s shell, a large creature, its body curled tightly about itself, regards everyone on the upper ledge with black eyes that burn with tiny embers at their center. Its draconic face is sheathed in red scales with a dull finish. Its wings unfurl from about itself, and beat twice as it uncoils its 20-foot long reptilian body, generating scorching, buffeting winds.

The newborn dragon leaps into the air, flaps its wings uncertainly for a moment, and then lands on one of the jagged crags, breathing a column of flame into their air before looking down and regarding each of you with its malevolent gaze.

“Behold!” screeches the Duergar leader, his voice verging on hysteric. “Behold Hadel, reborn to Eordan! Behold the god of the fire giants who will raze Valagard to the ground and salt the earth behind him!”

The dragon springs from its perch suddenly, snatching two of the Duergar in its claws before returning to the jagged crags. A gout of flame from its terrible maw incinerates both Duergar in an instant before the dragon snaps both of the cooked Duergar into its fanged mouth.

“No! Lord Hadel, we are your faithful! We have aided in your return!” The Duergar leader cries out in horror, his face growing pale as he realizes that his words are lost on the dragon.

The arcane rituals performed by the Cult have energized and unnaturally enlarged the red dragon. It has all of the abilities of a hatchling red dragon, but its size makes it seem as though it were a young dragon. The dragon has developed an appetite for the arcane energies wielded by the Duergar, and will target them first, unless a character does something to draw its ire (such as attack it). During combat, the dragon may dive into the lava lake, emerging from another point in the lake to take the characters by surprise (roll surprise every round the dragon does this, but the characters gain a +1 bonus to avoid the surprise), in addition to the standard tactics of a dragon. While prideful, the dragon is no fool; should the characters manage to reduce it below one-quarter of its hit points (ie 10 hit points or less), it will attempt to flee the battle, ascending the shaft of the volcano to escape its foes.

Hlevang, if he is still alive, will attempt to flee the island, returning to Hadel’s Tomb (area 24) to prostrate himself before the remains of Hadel in search of absolution. As he leaves, he will command his imp to “Unleash the Maw upon the slaves!” The imp, materializing back into view, will shoot off to let the Duergar in Chamber 7 know that Hlevang wants them to activate the Maw, or else to activate the Maw itself. Unless the party has already taken measures to free the slaves in Area 4, they will likely die a molten death (see Chambers 7 and 4 for more details).

RED DRAGON (ENLARGED HATCHLING) (1)

AC 0, **Move** 9, flight 18 **HD** 9 (41 hp), **THACO** 11, **Attack** 3 (claw d10+1, claw d10+1, bite 3d10+1) **Size** M, **Morale** 17, **XP** 8000
Once per day can breathe fire for 2d8 damage hitting one target, treat as a dragon’s breath weapon for purposes of hitting and saves.

The magical energy in the dragon prevents it from being controlled by *potions/scrolls/rings of dragon control*, it cannot be charmed or otherwise affected by charm like abilities. If the dragon survives it will age quickly, increasing one age category per week until reaching adulthood.

If the party defeats the dragon, its death throes seem to echo within throughout the volcano; the ground shakes, and the lava churns, and it should suddenly become apparent to all of the characters that Mount Surtur has the very real possibility of erupting. Whether there is any true danger of an eruption or not is left to individual Game Masters. Some groups may appreciate a thrilling race to escape the volcano, while others may want more time to explore.

19. THE FAR SHORE

You reach the far end of the lake of lava and come to another “beach.” Another of the crystal boats used by the Duergar is embanked here, but there is no immediate sign of any Duergar guards, at least not that you can see.

Three exits lead away from this chamber, one to the northwest and one to the northeast and the south.

This area is used as a sort of “dock” for the Cult when they return to their main camp that lies in the chambers beyond. One of the crystal boats is usually kept here at all times in case Hlevang needs to summon reinforcements from the cult members that remain on this side of the lake to honor and guard Hadel’s tomb. The cult

has always held such confidence that the Azer would remain under their control, and that the Lava Children would deal with anyone who tried to sail on the lava lake against the cult's wishes, that they never bothered to establish a guard post here.

Should Hlevang have escaped the battle on the Obsidian Island, he will have retreated to the Duergar encampment; modify the description of this area to reflect that Hlevang's boat is also here.

The exit to the northwest leads to Chamber 20, and the other two exits both lead to Chamber 21. The northeast exit leads to the "kitchen" area of that Chamber, while the eastern exit leads to the main communal area.

20. STORAGE ROOM

This small area appears to be used by the Duergar as a storage room. Various boxes and crates fill the small chamber.

An examination of the contents stored here reveals that they are largely mundane in nature, mostly vestments, ritual items, supplies for maintaining the crystal boats, and food stuffs. The Duergar food supplies are mostly unpalatable to humans, and any non-dwarf or non-gnomes who attempt to make rations from them will need to make a Saving Throw vs. Poison or suffer a -1 penalty to their Constitution for the next 24-hours as they become violently ill and weakened. Dwarves and Gnomes, being related to the Duergar, are able to subsist on these food items, although they will find the flavors and textures odd and probably not to their liking.

There is sufficient food stuffs here that could be kept long enough to create travel rations that could last over 100 days for a single person. If the characters were able to gather the remainder of the materials together and transport them to a marketplace where they could find a buyer, they could sell the entire lot for at most 50 gold pieces.

Any spellcasters who need to replenish material components that individually cost 5gp or less can do so here.

21. CULT COMMUNAL AREA

This area is set up to serve as a sort of communal area for the Duergar; tables are arranged to allow for meals, an area to the north seems to serve as a kitchen, and other areas seem to also serve for the purposes of recreation and, it would seem, prayer. You can see that a small number of Duergar are engaged in these activities, while two other Duergar work in the kitchen area.

Two exits on the western side of the chamber lead back toward the beach where you landed; the only other means of exiting appears to be on the southeastern corner of this chamber.

This area is similar to Chamber 12 in that it serves as an area for cult members to eat, partake in recreational activities, and also worship. The cult has not established this area as a sleeping chamber; that area lies deeper into this set of caverns.

Unless Hlevang has passed through this area, retreating from the battle on the Obsidian Island, the cultists are not on their guard, and characters who approach via stealth can easily take them by surprise. If Hlevang did flee in this direction, he ordered the Duergar to prepare themselves for battle, and the Duergar are ready and waiting for the characters.

DUERGAR COOKS (2)

AC 4, **Move** 6, **HD** 1+2 (7hp), **THACO** 19, **Attack** 1 cooking tool (1d6), **Size** M, **Morale** 13, **XP** 120

DUERGAR CULTISTS (4)

AC 4, **Move** 6, **HD** 1+2 (7hp), **THACO** 19, **Attack** 1 axe (1d8), **Size** M, **Morale** 13, **XP** 120

22. ABANDONED GUARD POST

This chamber has all the hallmarks of serving as a fortified guard post: there are spiked barricades to channel attackers into a particular path so that the Duergar can control the field and flow of battle. Horns of brass and copper—not the giant-sized horns you have seen in other parts of these caverns, but rather more normal horns that you might expect a warrior to carry at their belt—hang from pegs pounded into the cavern wall.

Curiously, this fortified area does not appear to have been used in some time. Even more curious, you note that the fortifications are not arranged as if to protect from threats coming from across the lake of lava, but rather toward a narrow tunnel leading south. This tunnel appears to be newer than the other openings in the caverns, and is too small to have been made by giants.

Other than the southern tunnel and the passage back to the communal area, there is one other exit, to the southwest of the chamber.

This chamber was originally built as a guard post, but rather than being concerned with protecting the cult from threats on the other side of the lava lake, it was built to protect the cults from some threat that pursued it on its trek to Mount Surtur; there are barricades built into the choke point leading to Chamber 26, the now-collapsed tunnel used by the Cult of Hadel to enter Mount Surtur. Since the collapse of the tunnel, this post has been abandoned by the Duergar.

This chamber has three exits. The exit to the north leads into Chamber 21. The exit to the southwest leads into Chamber 23. Next to that exit is the barricaded tunnel to Chamber 26.

23. CULT SLEEPING AREA

The floor of this large cavern is covered with sleeping pallets. It is obviously the main chambers where the Duergar sleep, and based

on the dozens of pallets in the area, it is possible that the Duergar forces are far larger than you had previously suspected. If the numbers indicated by the pallets are true, you are indeed fortunate that so many of the Duergar appear to not currently be present in Mount Surtur, though it does raise the question as to what the rest of the Duergar's forces are currently doing, if they are not here in the volcano.

A pair of massive double doors are set into the northern wall. They resemble some of the doors you saw in the fortress above, designed to look like a giant wrestling a dragon, with the two combatants separated when the doors are opened. Another door leads to the south, although it is plainer in design.

This chamber is empty at the moment. The reasons for the disparity in the Duergar forces is up to each individual GM; while the Cult certainly lost some forces when they first entered Mount Surtur and struggled to gain control of the Azer, GMs who want to maintain a Duergar presence in the area might rule that the Cult has sent out scouting parties, perhaps in search of missing forces that once served under Hadel, hoping to bring them back into the fold once their fire giant god was restored.

The exit to the north leads to Chamber 24 and the tomb of Hadel; this area is sealed off by two massive doors, but are otherwise unlocked. A passage to the south leads to Chamber 25, Hlevang's personal chambers. This area is sealed by a door with a version of Hold Portal cast on it. It cannot be opened without the use of magic, such as a Knock spell, or from the key that Hlevang keeps on his person.

24. THE TOMB OF HADEL

The walls of this chamber is inset with rows of alcoves, each bearing the skeletal remains of a giant. The alcoves circle the chamber, evenly spaced with rows of three alcoves running from the ceiling to the floor. An opening to the west

leads to another space, through which you can see a large platform carved from the ground itself. Another giant appears to have been laid in state upon that platform thousands of years ago.

This is the final resting place of Hadel's remains. The outer chamber houses the remains of the giant king's attendants. Further inspection inside each alcove shows that the Cult has inscribed prayers to honor the spirits of the attendants, leaving multiple scrolls in each alcove, each one bearing long dwarven script dedicated to the honor and valor of the nameless corpses.

The walls of the second chamber are painted in murals that depict a fire giant king engaged in multiple victorious battles against a variety of foes: frost giants, the gods of Valagard, and other unknown entities and factions. The bones of what is likely the subject of the mural rest in a position of honored repose on the natural platform in the center of the chamber. A strange aura of majesty emanates from these remains, and you feel a sensation of heat that rivals that of the lava from within the bones.

Embedded into floor at the head of the platform is a massive sword. Its blade is made of a steel that reflects the light with a reddish hue despite its mirror polish. Script matching the runes carved into the walls of the fortress above have been inlaid into the design of the steel blade, and the guard and pommel have been intricately carved to depict a giant with hair and beard of flame, arms raised in victory.

The inner chamber houses the body of Hadel. If Hlevang was forced to flee from the obsidian island, this is where he has retreated to, hoping to gather strength in the presence of his god's remains, and wanting to make certain the invaders do not desecrate Hadel's resting place. He has had some time to heal himself of any injuries that he might have previously suffered. Hlevang fights to the death in this area.

The massive sword is a Two-Handed Sword +2 / +4 vs. Frost Giants. Hadel drove the blade into the ground here at the conclusion of his battle with Arfhrd, long ago. Wielding this sword is difficult for mortals; it takes two hands for a Medium or Large creature, a Small creature cannot wield it. For a Medium sized character it takes a minimum Strength of 16 just to lift the blade, and a minimum strength of 18 to successfully wield it in combat with a -1 penalty to attack rolls due to the awkward size. A Large sized character can wield it with a strength of 15 and 17 respectively. The wielder (regardless of strength and size) has +3 to save against all cold and frost (ice) spells and attacks and only suffers half damage, with no damage on a successful save. While carrying the weapon, treat a Large or Medium character as if they suffered from an encumbrance level one higher than what they would normally have. If a character wielding the weapon ever benefits from an Enlarge Person spell or Girdle/Potion of Giant Strength or has a strength of 18 (100)/Ogre or greater strength (including from Gauntlets of Ogre Power) while using the weapon, or uses the weapon to slay a frost giant, the sword's



enchancements will align with the character, and it will re-size itself appropriately to be used by the character in future without penalty. If a character capable of reading Jotunwild studies the script on the sword, they learn that it is a prayer to Heimmir for glory in battle, and that the sword is called “Hadel’s Pride”.

HLEVANG—INJURED (1)

AC 2, Move 6, HD 3+6 (20hp), THACO 17, Attack 1 longsword (1d8), **Size M, Morale 15, XP 270**

At this point Hlevang is enraged, giving him one additional attack or +2 to hit and to damage on a single attack. While enraged he also has +2 on all saves. He will fight to the death. Regardless of how wounded Hlevang was in previous encounters, these stats are what he will have during this battle.

25. HLEVANG’S CHAMBERS

This chamber appears to be the private chambers of a Duergar of great importance. While the bedding is of similar quality to the pallets in the sleeping chamber outside, the room is filled with a sweet incense from some unknown source, and a writing desk that must have been laborious to transport sits on one wall, covered in papers, books, and scrolls and writing materials. Two chests rest on the floor on either side of the desk, open, stuffed with more scrolls and books. Another chest lays near the bed, closed.

This is Hlevang’s personal chambers, where he keeps his records and research notes. Anyone able to read Dwarven who goes through the documents on the desk and within the open chests can learn much of the Cult of Hadel’s beliefs, as they are filled with legends and cult lore. It appears as though Hlevang may have been attempting to translate ancient Dwarven and Giant Sagas to incorporate into the cult’s beliefs, though anyone able to read Jotunwild will note that there are some apparently intentionally

inaccurate translations, as though Hlevang were trying to rewrite the giant Sagas to better fit his own beliefs and vision.

LOCK/TRAP: The closed chest is locked, with a sophisticated combination lock of Duergar design. This lock imposes a -15% to any Open Lock tests. Inside, the characters find a *Wand of Fireballs* with 5 charges remaining, a *Wand of Enlarge Person* with 5 charges remaining, and a scroll of *Burning Hands*, as well as a purse with 50 gold pieces. Hlevang did not keep these magical items on him while conducting rituals in case the items’ enchantments conflicted with the arcane magic channeled during the rituals.

26. COLLAPSED TUNNEL

Past the fortified barricade, you enter a narrow tunnel that forces you to go single-file. Perhaps 45’ into the tunnel you come to a section that has collapsed, sealing off this passage completely.

This tunnel does not use the scale of the rest of the map, having been tunneled by the Duergar and their slaves when the Cult first arrived at Mount Surtur. One square on the map in this chamber represents a 5’x5’ space. This tunnel was the Cult’s entrance to Mount Surtur.

Anyone with experience with mining tunnels, stone craft, or the Dwarven Stonecutting ability (or some similar ability), can tell that this tunnel was collapsed from this side of cavern. Why the Cult sealed this tunnel off remains unknown.

For the purposes of this adventure, this area is impassable, however Game Masters who wish to have their players explore further in this region should allow players to assemble excavation teams to clear the passage, or should allow for sufficient seismic activity as Mount Surtur resumes activity to account for the passage clearing naturally.

CHAPTER FIVE: THE FINAL EMBERS

The Fire of Mount Surtur is an adventure with several potential endings and plot hooks left for future exploration by the party, should they wish to continue adventuring in the region or return to the area after taking care of other business. Depending on how the PCs interacted with the adventure, several possible facts are potentially true when the adventure concludes:

THE CAPTIVES

The Duergar used the Ice Fang Kobolds to capture a large number of Thanemen to add to the existing slaves that they brought with them to Mount Surtur. Depending on the actions of the PCs during the adventure, some or all of these slaves may have been freed from their bondage, and may even have left Mount Surtur and be heading toward Farhill. Alternatively, the slaves may have perished in a flood of molten lava as part of Hlevang's revenge for the party's interference.

The return of the captured Thanemen to Farhill may seem as though it is a necessary element of completing the adventure, but what can be a more interesting element to explore after the conclusion of the adventure is not, "did the party save the slaves," but rather, "what happens to the slaves next?" Many of the slaves were either from Farhill, or from other villages in the region, and will almost certainly try to return home to the lives they had before their captivity. Other slaves, particularly those brought to Mount Surtur by the Duergar from whatever lands the Cult originally hailed from, may not have that option. Some of the slaves may not even speak any of the local languages. What happens to this sudden immigrant population? Do they join Farhill and other communities, trying to fit in despite language barriers or differing customs, or do they strike out on their own to form competing communities or even bands of bandits? And how does the local population react to their presence in the area?

THE AZER

The Azer have been trapped on Eordan for some time, and seemingly lack the ability to return to Flammagard on their own. Will they try to enlist the aid of the party in seeking a way to return home, while remaining in the caverns of Mount Surtur to remain close to the elemental confluence between the planes within the volcano's heart? How do the locals feel about the presence of the Azer, particularly if any of the Duergar's slaves return home to tell stories of the fire-haired demons that aided the Duergar in keeping them captive?

As discussed in the sidebar that addresses parlaying with the Duergar, the Azer attempt to barter aiding the party in return for the party destroying Thordrain's Skull, freeing them from the arcane bonds compelling their wills. If the PCs decided not to destroy the Skull, and instead to use it against the Azer to guarantee their loyalty, what will the Azer do once the enchantments on the Skull wear off? What form will the Azers' vengeance on the PCs take?

THE DRAGON

Depending on how the battle against the dragon went, there may be a larger-than-normal red dragon hatchling loose in the region. The dragon will almost certainly return to Mount Surtur after it feels that it is safe, turning the area into a lair. How long will it wait before attacking the surrounding settlements? What will the settlements do in response? Will they demand the party, having failed to slay the dragon once, finish the job?

Furthermore, what if the Cult's ritual didn't fail, but simply hadn't had enough time for the effects to be known? What if Hadel (or Heimnir) has been reborn in the body of a dragon? What would a resurrected Titan do, and how long until

its strength is sufficient to begin advancing its ancient plans and taking revenge for grudges whose origins have long past out of the lore of even the eldest Sagas?

THE CULT OF HADEL

The adventure suggests that not all of the Cult's members are present during this adventure. What do any survivors, whether they escaped the volcano, or simply were not present, do next? Has their apparent failure to restore their god to life shaken their faith, or simply hardened their resolve? Will they seek revenge on Farhill or on the party? If Hlevang is still alive after the adventure ends, he will almost certainly seek revenge upon the party, particularly if they absconded with Hadel's Pride or any Hlevang's writings or journals.

And what of the reason that the Duergar sealed off the tunnels in the Chamber 26? What could the Cult have been fleeing from that they felt they had to risk collapsing the tunnel to escape?

MOUNT SURTUR

The conclusion of this adventure ends with a volatile and possibly active Mount Surtur. The suddenly-active volcano may pose a natural threat to settlements in the region that are unprepared for the lava flow should Mount Surtur erupt. Will the communities choose to relocate, and if so, will they enlist the party's aid in finding them a new home?

Even if Mount Surtur is not an active and dangerous threat to the region, it is a fortress that is suddenly empty, leaving it ripe for conquer from another group. Over the centuries since Arfhrd slew Hadel, multiple clans, hordes, and other forces have claimed the fortress as their home, eventually disbanding or being crushed by a superior force and leaving the fortress waiting the next group to claim it. Who, or what,

will arrive to fill in the vacuum this time? An enterprising party may even consider the fortress to be a good stronghold for themselves. If they choose to claim Mount Surtur for themselves, what emerges from the depths of the volcano or from elsewhere in the Ice Kingdoms to challenge their claim?

FARHILL

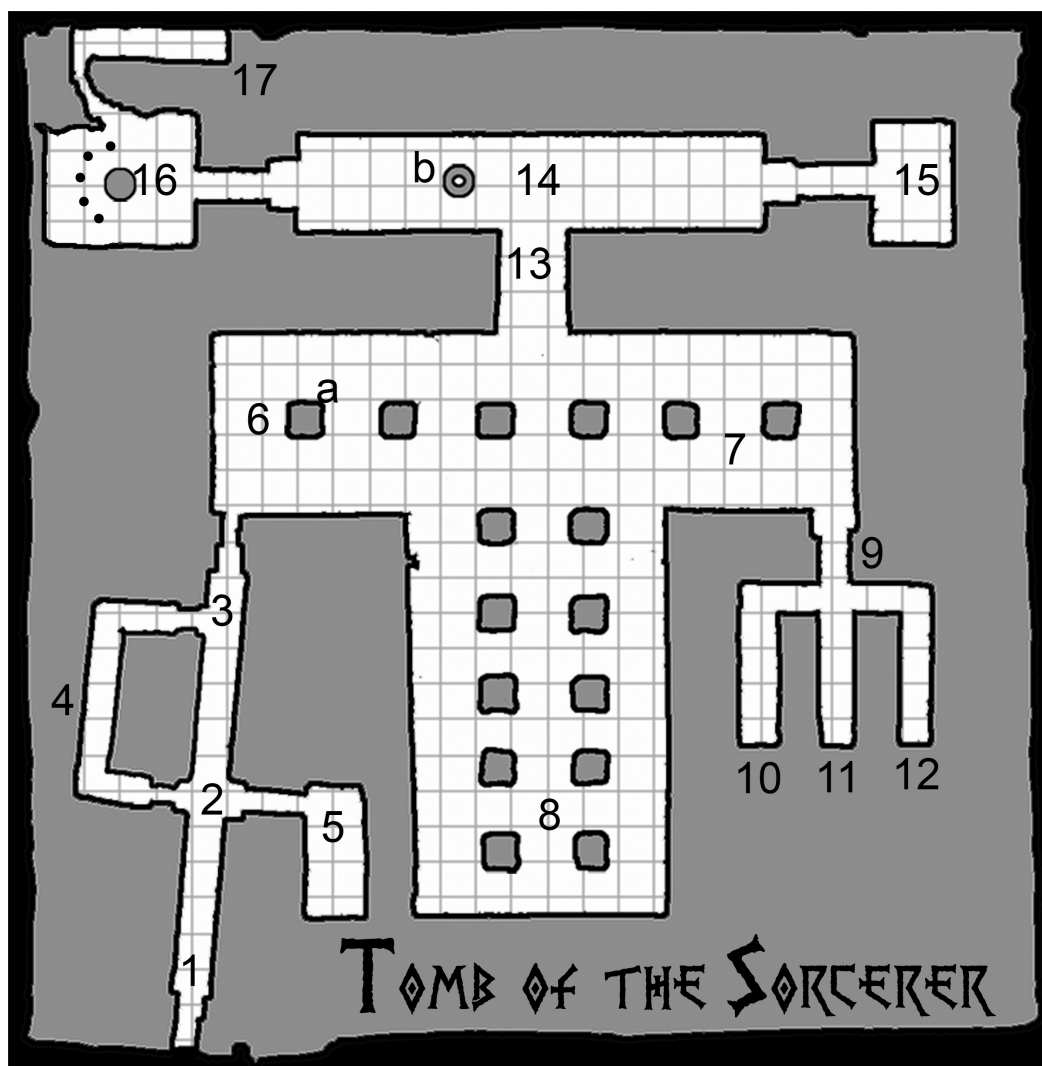
Farhill's fate depends in part on the actions of the PCs during this adventure; if the party fails to rescue the slaves and return them to Farhill, the village will have a difficult time surviving. They may need to reach out to the PCs to act as envoys to other villages, seeking alliances and support to help both groups survive the harsh and deadly region. Such alliance might even lead to confederacies or other forms of nations forming, and the PCs would potentially be poised to have important roles in such fledgling organizations.

If the PCs did save the slaves, Farhill may not need to seek out aid. Arnvindr will surrender his rule of the village to his nephew, Hargrimm, should the latter have survived the adventure. Hargrimm will try to rule the village as best as he can, though he is not as talented a ruler as his brother was. If any of the PCs are interested in taking the position of Jarl of Farhill, Hargrimm might even prefer turning the role over to him, resuming his role as huskarl for the new Jarl. In either event, if the party has saved any of the captive Farhill residents, they are almost certainly hailed as local heroes, and the residents of Farhill will welcome them to set up operations in the visitor, giving them a home base in the region. For characters interested in establishing a stronghold or recruiting henchmen, Farhill could become an invaluable resource.

CHAPTER SIX: THE TOMB OF THE SORCERER

The Tomb of the Sorcerer is a bonus level to the Fires of Mount Surtur. Centuries ago, the magician Thoth-Albrecht made a pact with Hadel to build his tomb beneath Mount Surtur. After his death at the hands of his former ally Arfhrd, Thoth-Albrecht was entombed by his mistress the deadly medusa Sabi. The tomb is no longer the resting place of Thoth-Albrecht who returned from his death several decades ago, but his curse on his mistress keeps her guarding his resting place.

The walls of the tomb are rough with gouged rivets covering their surface. They look more like they were clawed out by hand and not carved by the tools of engineers or built from bricks. A closer inspection of the walls reveals what looks like bits of long since petrified bits of bone and flesh embedded into these finger sized crevices and marks. The floor and ceiling are uneven, with the distance in height ranging from a little over the height of a large man to nearly double that. There is no consistency in the construction. Those with stone working skill, lore, and craft are baffled at the construction, it hardly feels safe. Even kobolds dig mines safer than this.



1 ENTRY HALL (30' LONG X 7' WIDE)

The hall you are entering is roughly seven foot wide. While the entryway is propped up by two large wooden logs that look almost like tree trunks shoved into the ground and wedged beneath the ceiling to hold it up. These too have long since hardened into an almost stone like state.

Several dozen of steps, roughly ten feet into the tunnel, you see another support beam of rough stone, this one in the shape of an ogre, troll, or some other giantkin reaching up and bracing the ceiling with his club like hands. The statue pushes on what appears to be a large wooden shield that splinters under the weight of the mountain above. Further down the hall there are three more similar statues doing similar tasks, all of them acting as support beams and pillars for this nearly unstable tunnel.

The entry hall leads to area 2.

2 THE INTERSECTION (10'X10' ROUGH SQUARE)

Passing these statues is difficult as they leave only a few feet to maneuver around them. After thirty feet of travel, after the second statue, there is a 10'x10' intersection where you can travel north or take a tunnel to the east or west. In the center of the intersection there is another statue bracing his back and shoulders against the ceiling.

LOCK/TRAP: If the characters proceed past the intersection, without going left or right, there is a 55% chance they trigger an ancient trap (roll for each character as they exit the room). This trap uses magically preserved blood of the Medusa that lives in area 16. When triggered the blood drips on the statue returning it to flesh and bone. Suddenly alive after all these years as a petrified statue the straining hill giant takes one strike at the nearest character. After doing so the ceiling collapses, killing the giant and inflicting

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3d10 damage on anyone in the intersection (save against breath weapon for half damage). If the characters are at the base of the statute the damage is 6d10. Large creatures change the damage from d10 to 12 and cannot save to reduce damage (there just isn't any room for them to dodge the falling ceiling).

The trap can be detected (-10%) which will reveal a pressure plate style trap under the stones near the exit, but disarming it is harder (-25%) and only disarms it for a short while (1d4+2 characters can pass before it is active again). Only let characters find it if they actually search for traps in that area (not the statue, not the exits to the east or west, etc). The true nature of the trap is not learned (just the general function, you step here, these stones depress, it triggers something, but I am not sure what). And the trap is never truly disabled (these twigs and rocks should hold it in place, hopefully, but I am not sure how long).

The left exit leads to area 4. The right to area 5. The path after the statue and trap lead to area 3.

3 DESCENDING STAIRS (30' LONG X 7' WIDE)

Past the intersection you go deeper into the mountain, more ogre statues hold the ceiling in place, though they are spaced out better and you can easier navigate around them. After another 20 or so feet the tunnel floor turns into a three foot wide set of stairs, barely carved out of the rock, almost like the stairs were ripped into the earth. As the stairs end you are about five feet below the original tunnel.

Read the following only if the characters did not come from the bypass tunnel.

To the east you can see a tunnel.

Note: If the intersection trap was triggered this area is wobbly and feels like it may also collapse (it doesn't but keep that image in the heads of the players). However, dust and debris from the collapse clog the area.

4 BYPASS TUNNEL (25' LONG X 5' WIDE)

If coming this way from area 2 read the following description.

To the west is a tunnel that seems more natural than the hall you are currently in, at first it is a squeeze to get in as it narrows to roughly 2 feet wide, but then opens to a roughly five feet wide area. After about fifteen feet it turns north and continues for twenty five or so feet before going back east where it rejoins with the original hall you were in. You have bypassed the rest of the intersection and are now only a dozen feet south of a set of stairs.

This bypass tunnel leads to area 3.

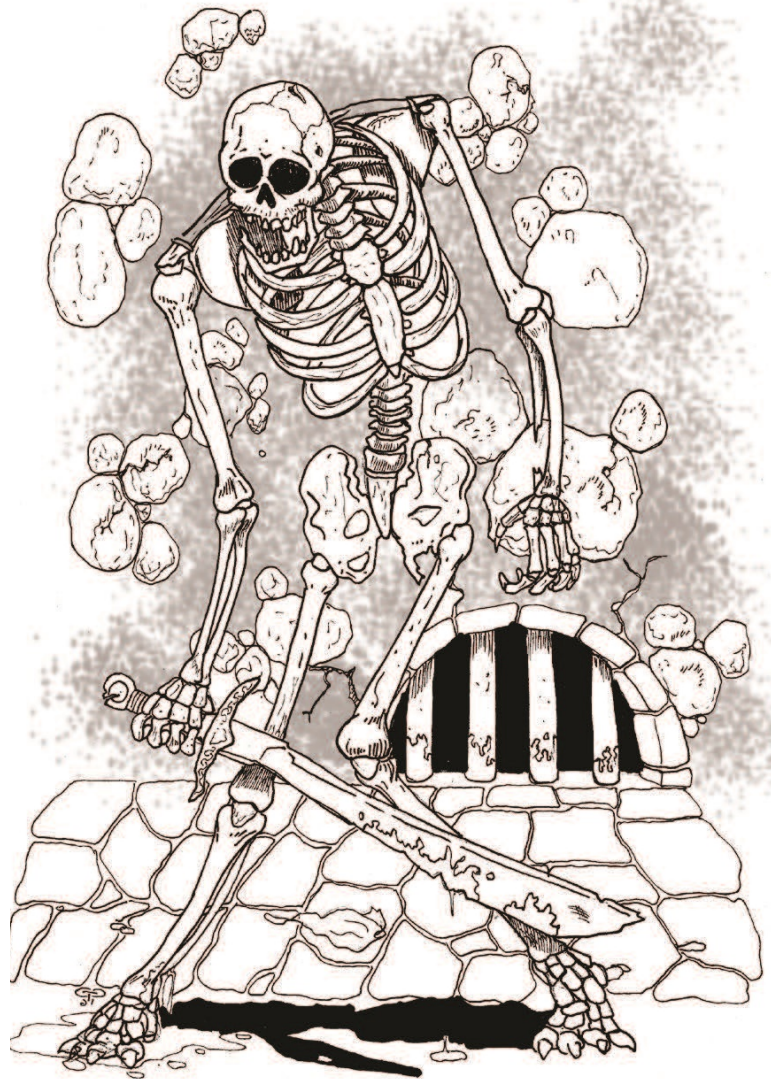
If coming this way from area 3 read the following description.

To the west is a tunnel that seems more natural than the hall you are currently in, it is roughly five feet wide area. After about fifteen feet it turns south and continues for twenty five or so feet before going back east where it is a tight squeeze to get in as it narrows to roughly 2 feet wide, but then opens up and rejoins with the original hall you were in. You have bypassed the rest of the main hall and are now at the intersection.

This by pass tunnel leads to area 2.

5 GUARD ROOM (20'X10')

A short winding tunnel descends quickly about ten feet and opens up into a cold, wet room that appears to be a natural opening in the mountain rock. The cave walls are smoother as if carved by millennia of rushing water, now long evaporated by the heat of Mount Surtur. But the room is not empty, as your vision adjusts to the darkness of the cave and your light breaks the pitch black of the room, ten human sized skeletons garbed in rotted leather armor and carrying broken shields and shatters spears emerge from the blackness.



They quickly shamle toward you, but not a sound accompanies their unearthly movements, not even when their boots stammer into the earth.

The ten skeletons have stood their watch in here since the day the sorcerer was laid to rest. Now that the characters have disturbed their hall they have a chance to perform their sacred duty of guarding the entrance to the dungeon.

SKELTONS (10)

AC 7, Move 12, HD 1 (5 hp), THACO 19, Attack 1 mace (1d6+1), Size M, Morale NA, XP 120

6 EAST HALL OF TOMBS (30'x25')

The Hall of Tombs is a magnificent and gigantic chamber dedicated to the sorcerer. Upon the walls are carved elaborate hieroglyphs from ancient civilizations long lost to the Thanesmen of the Ice Kingdoms. Traces of elven, dwarven, draconic, and older rune scripts can be found painted, carved, and embedded in various locations.

Entering the great hall at the bottom of the stairs you can see that it extends as far as your light and eyes can see to the east. Your light and vision is broken by giant columns that hold the twenty foot high ceiling in place. Much like the entryway these columns seem to be ogres and other giant like humanoids bracing the ceiling with gauntleted hands, giant shields, or wooden beams. By your best estimate the room is roughly 25 feet wide from north to south, but the southern wall opens up to another branch of the great hall which seems to extend more than fifty feet to the south. The hall continues east and to the north is an exit way through a large set of ascending stairs over ten feet wide. These stairs disappear into the darkness.

All in all the Hall of Tombs is about 90 feet from west to east with the southern branch extending south another 85 feet or so. The southern branch is 40' at its widest. Six giant statues hold the ceiling up from west to east, while two rows of five statues each stand in the southern branch of the Hall of Tombs.

Four ghouls lurk in the southern Hall of Tombs, they use the statues to maneuver up and down from the floor to the ceiling and cross from statue to statue at the top where they can move almost unnoticed. They will try to ambush (surprise) the party if they go below the third statue in the southern branch. They gain a surprise bonus of 1.

GHOULS (4)

AC 6, **Move** 12, **HD** 2 (9 hp), **THACO** 19, **Attack** 2 claws (1d3), 1 Bite (1d6) **Size** M, **Morale** 12, **XP** 175 Creatures touched by a ghoul, except for elves, must save vs. paralyzation or be unable to move for 1d6 + 2 rounds or until subject to a remove paralysis spell. Ghouls are immune to sleep and charm spells, but may be turned by clerics and paladins. Ghouls are unable to enter an area protected by a protection from evil, 15' radius spell.

7 WEST HALL OF TOMBS (30'x25')

This is the eastern extension of area 6.

8 THE GREAT TOMBS (85'x35')

This is the southern extension of area 6.

9 DESCENDING STAIRS

A steep set of stairs descends five feet or so down. The steps are broken, chipped, and cracked. Rat and lizard bones are strewn all about, with the remnants of torches littering the stairway. The bottom of the stairs empties into the middle of a 30' long and 5' foot hall going east to west. The southern wall opens into three more halls leading south. One on the extreme west, one at the far east, and one in the center hall across from the stairs. The walls are scratched with a variety of symbols, again crossing different cultures and species. Even some Jotun speech is engraved amongst the tongues of men and dwarves.

The hall is empty, but entering into it causes an unnatural green light to begin glowing from the walls. This is a magical effect caused by arcane slime living within the walls. Any sort of detect evil or detect magic spells or abilities used in this section of the tomb will reveal extreme levels of both, though there is no inherent danger at this point.

10 HALL OF THE PAST

The hall leading south at the west end of the main hall.

This hall is extremely cold, anyone not properly outfitted for the cold suffers 1 hit point of damage unless a save against magic is made.

The hall is roughly 5 foot side and ten foot high. It extends about 20 foot southward. The walls are inlaid with a blue like metal forming a series of hieroglyphic like symbols that cover the entire hall. At the southern wall the various stories told all merge on a giant stone disc that spans the entire wall.

The symbols and hieroglyphs tell the story of a young man, kidnapped from his family (or sold into slavery) at a young age, forced to work under intense suffering and pain. Enslaved by raiders and forced to kill other children, fight in the arena, and his eventual escape.

11 HALL OF THE FUTURE

The hall leading south at the east end of the main hall.

This hall is extremely hot, anyone not properly outfitted for the heat suffers 1 hit point of damage unless a save against magic is made.

The hall is roughly 5 foot side and ten foot high. It extends about 20 foot southward. The walls are inlaid with a red like metal forming a series of hieroglyphic like symbols that cover the entire hall. At the southern wall the various stories told all merge on a giant stone disc that spans the entire wall.

The symbols and hieroglyphs tell the story of a sorcerer locked in the eternal struggle with demons and devils. However this struggle seems to be more of one of allegiance and betrayal. At the end of the hall the large stone disc displays various horned and winged demons. The eventual

climax of the story is the sorcerer becoming one with the demons and ascending to demonic status.

Characters who linger too long near the stone are attacked by a clawed hand that reaches at them from the disc. It attacks once and then vanishes, anyone in its grasp must make a strength check or be pulled into the disc. If they are pulled into the disc they suffer a loss of 1d3 strength and constitution, plus a further 1d4 hit points and must make a saving throw against magic or they are actually pulled into the disc and their facial features become a blemish on the stone as their eternal scream is petrified.

HANDS OF FATE

AC 10, Move 0, HD 1 (6 hp), THACO 20, Attack 1 grab (1d4, see above), Size M, Morale NA, XP NA

12 HALL OF THE PRESENT

The hall leading south at the center of the main hall.

The hall is roughly 5 foot side and ten foot high. It extends about 20 foot southward. The walls are inlaid with a green like metal forming a series of hieroglyphic like symbols that cover the entire hall. At the southern wall the various stories told all merge on a giant stone disc that spans the entire wall.

The story of the young man continues on these walls. In these runes and hieroglyphs a story of a quest for power, first through force of arms while adventuring with a barbarian lord, then through faith in the gods as a powerful priest, and finally through sorcery as the central figure in the story apparently sells his soul for six coins.

13 ASCENDING STAIRS

A steep set of stairs that are about 10' wide and ascend about 15'. They seem to be made of some sort of black volcanic glass. Beneath their

polished surface you see movement and the wavering of light, not reflected off the top of the steps, but something moving beneath it. Suddenly you realize that the faces of thousands of souls flow and ripple beneath the steps, trapped by the polished stone.

The stairs lead up and into the great hall. Anyone looking at the faces in the steps for too long will eventually see their own face. When this happens make a saving throw against death magic. Failure results in the permanent loss of a hit point and temporary loss of 1 level of experience (energy drain).

14 THE GREAT HALL

As you reach the top of the stairs you enter into a large hall. The long room stretches for nearly seventy feet from east to west and is approximately fifteen feet deep. Carved from the same rough-hewn stone as the earlier chambers you have seen, the walls are decorated with silver and steel torch bearing sconces on the walls and frescos of giants and gods battling on the north wall. The hall opens to a corridor to the west and a large silver door stands on the eastern wall.

The chamber is 65' long x 15' wide. As the characters enter the chamber they can hear the bubbling of water.

At the center of the room, slightly to the west, is a large well. The occasional lap of liquid can be heard from within.

If they approach the well-read the following, otherwise they can head to the doors on the eastern wall or the corridor on the western wall.

The well has a dark blue water like liquid within that swirls around in a counter clockwise motion. Globules of green, white, red, and yellow droplets rush about on different currents within the water almost like stars and heavenly bodies moving in the night sky. The walls of the well appears to be a coiled giant Linnorm dragon, its wings and legs protrusions leading from the

well to the ground around it. Its mouth and neck turned backwards toward the center of the well, trickling a stream of white water into the well. Occasional clouds of smoke and fog roil across the surface of the water, like miniature thunder storms, with the occasional crack of lighting and soft, distant, thunder.

The waters of the well are magical. Characters drinking from the well will either lose (1-2 on d6) or gain (3-6) 1 point from a randomly-determined ability. Roll 1d6: 1=strength (or 10% of exceptional strength), 2=dexterity, 3=constitution, 4=intelligence, 5=wisdom, 6=charisma. It will not increase an ability over racial maximum or give non warriors exceptional strength (unless they have exceptional strength available to them for other reasons). One time only effect, each character checked separately for loss or gain and affected characteristic.

15 TOMB OF THE SORCERER

A large silver door engraved with images of monks and priests praising the moon bars your way into the next room. An elaborate series of locks line the center of the door.

LOCK/TRAP: The door is both locked and trapped. Detecting the trap is difficult (-10%) and disarming it is also hard (-5%). If the trap is not disarmed successfully, it goes off early (see below). If the door is unlocked by an open locks roll, read the following.

You hear the locks click and shift as the door begins to open, splitting down the center and dividing into two doors swinging outwards toward the great hall revealing a passageway. Suddenly you hear a hissing sound followed by a low humming. Suddenly lightning rips through the passageway.

A trap is triggered when the door is opened. The trap sends out a chain lightning spell as if cast by a 6th level wizard. Characters can save for half damage. If the trap is triggered by a failed

disarm trap roll the chain lightning spell is treated as if it were cast by the third level caster instead of 6th level, but the character trying to disarm the trap cannot make a save to reduce damage.

The passageway is a dark corridor ranging from five feet wide at some points to upwards to twelve foot in some areas. The corridor is made of smooth, black, stone that has an iron feel to it when touched. No symbols or runes adorn this area. The darkness of the corridor seems to devour any light, limiting your vision (even special visions) to less than five feet. Finally, after about fifteen feet the corridor opens into a bright chamber.

Light spells, fire, special visions (ultra, infra, dark, twilight, etc) do not extend vision further than five feet. The corridor is too dark to read (even a scroll). The chamber it opens into cannot even be seen until the characters exit the corridor.

The chamber in front of you seems to be roughly 20 feet from north to south and 15 feet east to west. The room is constructed of white stone. The walls radiate cold, much like ice and snow does. The walls rise up thirty feet peaking with a pyramid shaped ceiling engraved with large glowing runes. At the center of the chamber is a large sarcophagus that looks as if it grew out of the stone floor. The sarcophagus is open, its lid lies shattered about the chamber. Peering inside the sarcophagus you can see red silk sheets covered in salt and herbs. But otherwise the sarcophagus is empty.

16 THE GREAT SHRINE

The west wall of the great hall has a ten foot wide corridor exiting the room. This corridor quickly shrinks to five foot wide after a short distance (five feet). The corridor continues for ten more feet before opening into a larger room.

There is nothing special about the corridor. However, based on how loud the characters have been, they may hear hissing or other strange

sounds coming from the next room. This is the medusa preparing a spell.

The chamber in front of you seems to be roughly 20 feet from north to south and 20 feet east to west. The room is constructed of white stone. The walls radiate cold, much like ice and snow does. The walls rise up thirty feet peaking with a pyramid shaped ceiling engraved with large glowing runes. At the center of the chamber is a large altar that looks as if it grew out of the stone floor. A red sheet covers the altar. On the altar sit candles, scrolls, and potion bottles. Five statues of monstrous humanoids surround the altar in a half moon open toward the eastern entryway. The chamber seems to be a defaced shrine of Uthin.

As the characters look around the room or approach the altar have the party make surprise rolls at -1.

Suddenly leaping out from behind the altar a feminine warrior lands on the altar, pushing the scrolls, potions, and candles to the floor. The woman hisses, her leather and metal armor glimmers in the light of the growing fire from the now set aflame red sheet on the altar. She holds a vicious looking mace in her right hand and a shield in her left. Her helmet covers her hair and her eyes, but, for a second, you can see slithering snakes roaming around her scaly face and neck when she stares at you with greenish glowing eyes from under her horned helmet.

The medusa is a servant of the Sorcerer and has been left to guard his tomb for centuries. She is also a priestess of the Crone mother. She has cast strength and protection from good on herself. Unless prepared or otherwise available to avoid her gaze, all the characters who entered the room will have to make a save against paralyzation or be turned to stone. Anyone who is surprised suffers a -1 on this save.

Anytime the medusa is hit for damage there is a chance equal to the damage inflicted that some of her blood will spray on one of the statues in the room transforming the statue back into its original

form of an orc. The orc is still under the charm spell cast on it before it was turned to stone.

MEDUSA

AC 4, Move 9, HD 6 (27 hp), THACO 15 (14 with strength spell), **Attack** 1 mace (1d6+1/1d6+3 with strength spell), **Size M, Morale 14, XP 3000** Any creature who looks into a medusa's eyes from 30' away or closer must save vs. petrification or be turned to stone. A medusa's serpents are venomous, and a medusa may attack foes within a foot of her with her serpents (1d4 damage). Victims so bitten must save vs. poison or die. Petrification can be reversed by stone to flesh spell, remove curse spell, or contact with the blood of the medusa (she has enough blood after death to return 5 people to normal)

The *strength* spell she has cast on herself gives her a strength of 18 (+1 to hit, +2 to damage). She has a *ring of invisibility* that allows her to ambush the characters. She also carries a *potion of extra healing*.

The medusa uses her control undead ability and her *animate dead* spell to keep and control the skeletons and ghouls in the temple. If the ghouls have yet to be encountered she will summon them to her aid. They will arrive four rounds after the combat starts. The skeletons will arrive four rounds after the ghouls arrive if they are still intact, but they will trigger the hallway trap in area 2 if it is not already disabled, which will kill half of the skeletons, leaving 5 to arrive to aid the medusa. If the trap was triggered, the skeletons cannot come to aid the medusa.

The medusa Sabi is a 6th level priest of the Crone Mother with pacts with other dark and demonic gods. Her evil alignment and the devils she worships allow her to use both the turn undead and the control undead special clerical powers, though she can only use one or the other in any one encounter. She prefers to control undead.



Her spells are:

1st Level) Aid, Blight (reverse of bless), Darkness (reverse of light), Spider Climb*

2nd Level) Spiritual Hammer, Strength*, Wyvern Watch

3rd level) Animate Dead

*indicates wizard spell available to Sabi through her pacts of demons and devils. The GM should review her spell list before running this part of the dungeon and employ these magical abilities wisely.

17 TREASURE CHAMBER

A winding path in the north-west corner of the shrine leads to a 40' long by 10' chamber filled with coffers, chests, and sacks of treasure. Most of the treasure is in a chest along the northern wall, other pieces, like potions and scrolls, are on a series of shelves on the east wall.

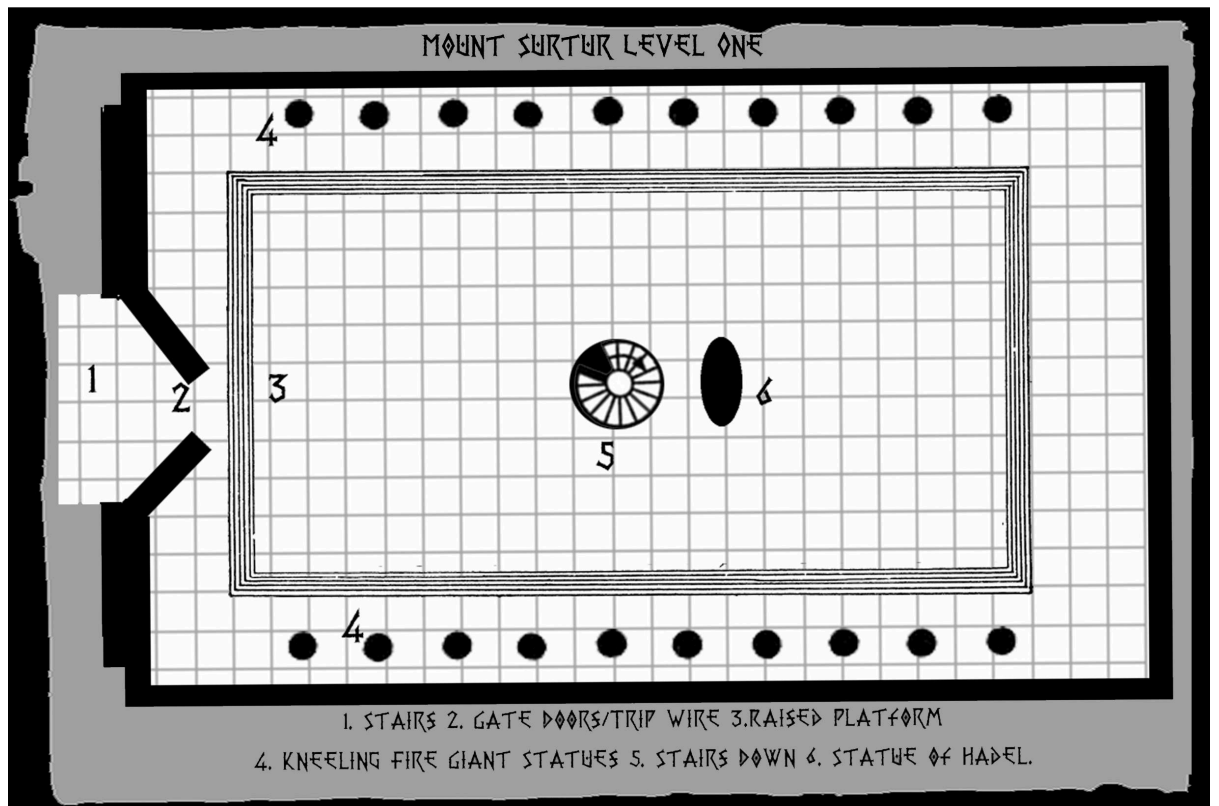
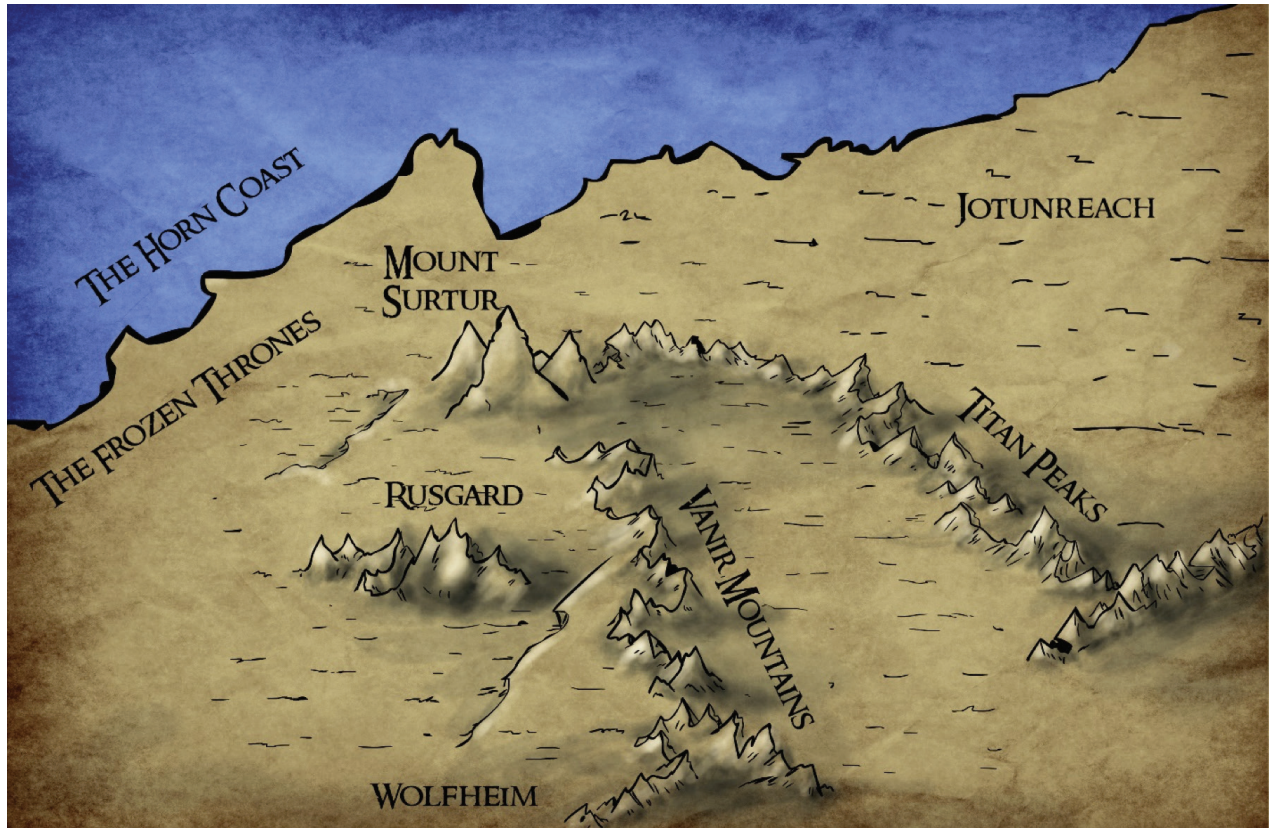
Treasures include: A chest with 3,000 gold, a chest with 1,000 gold, two chests with 5,000 silver each, two chests with 2,000 electrum each, a bag with 50 gold, and a bag with 20 gold.

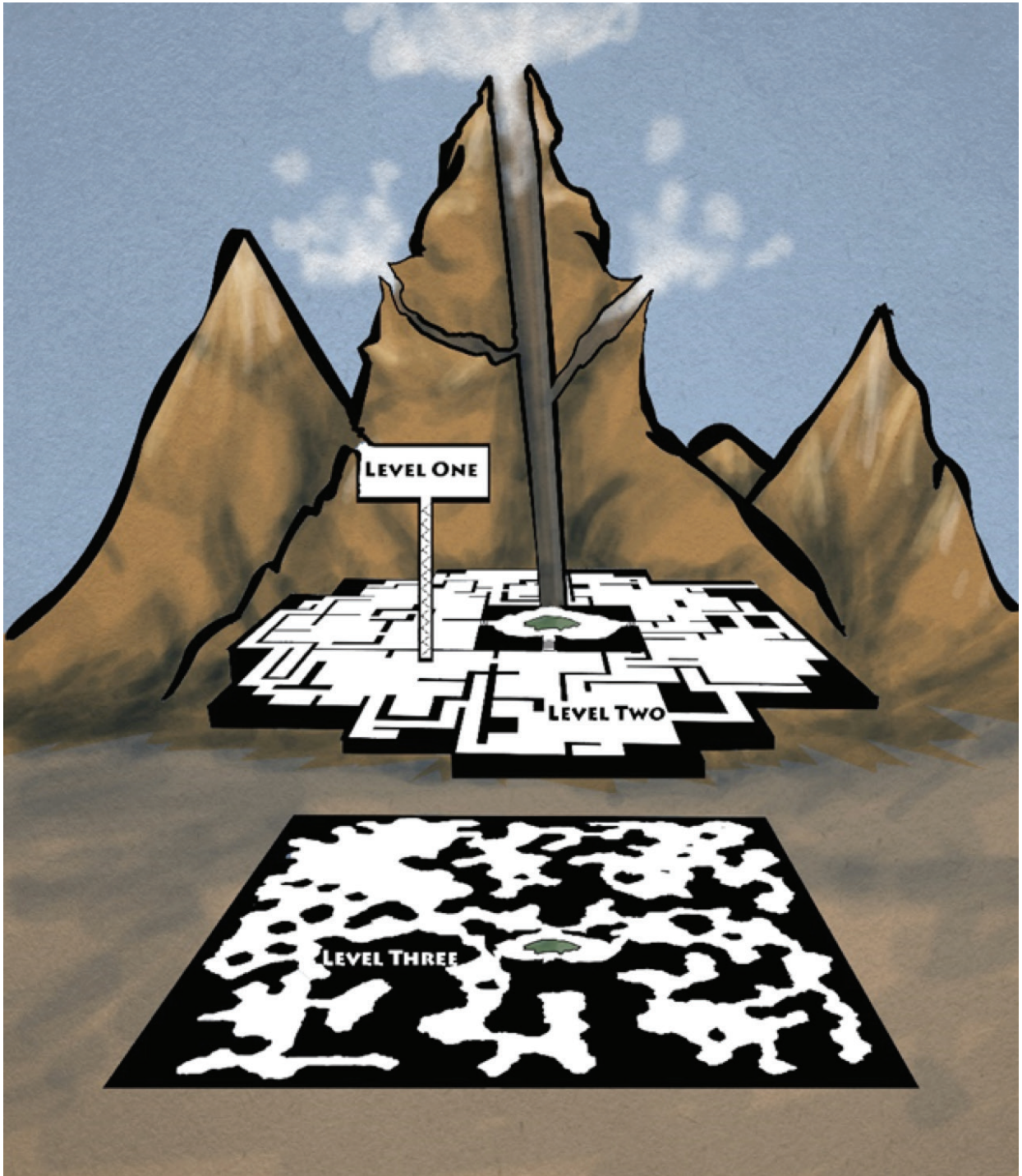
Amongst the shelves are 22 gems, 4 pieces of jewelry, 2 scrolls, (a *scroll of protection from possession* and a *scroll of protection from fire*), and a jar of *ointment of healing* (treat as neutralize poison or cure disease spell when used, also heals 1d4+8 hit points, 5 uses).

Hidden beneath a pile of old blankets and broken shields is a *sword of wounding*.

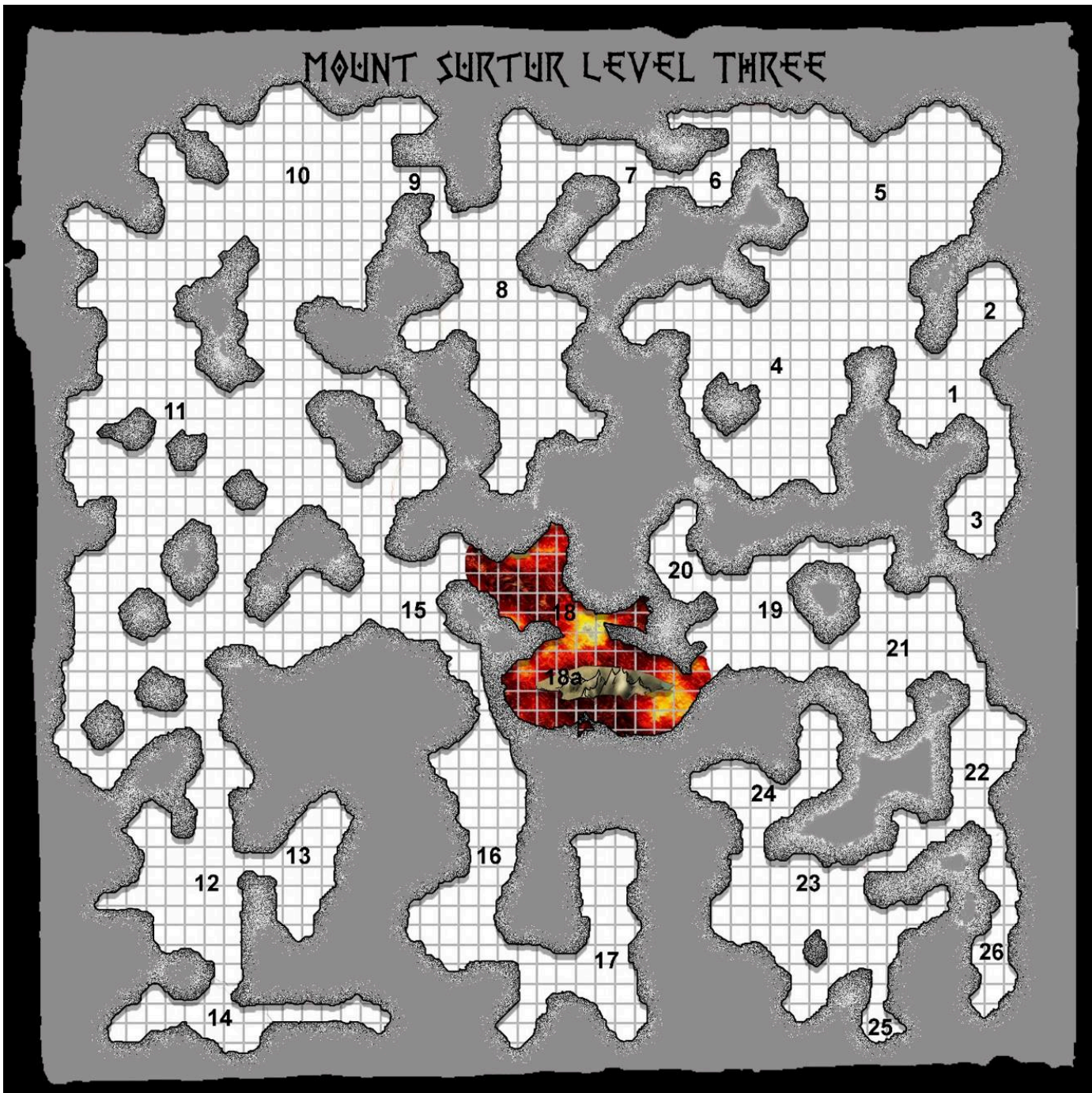
The treasure room has a secret exit out of the mountain.

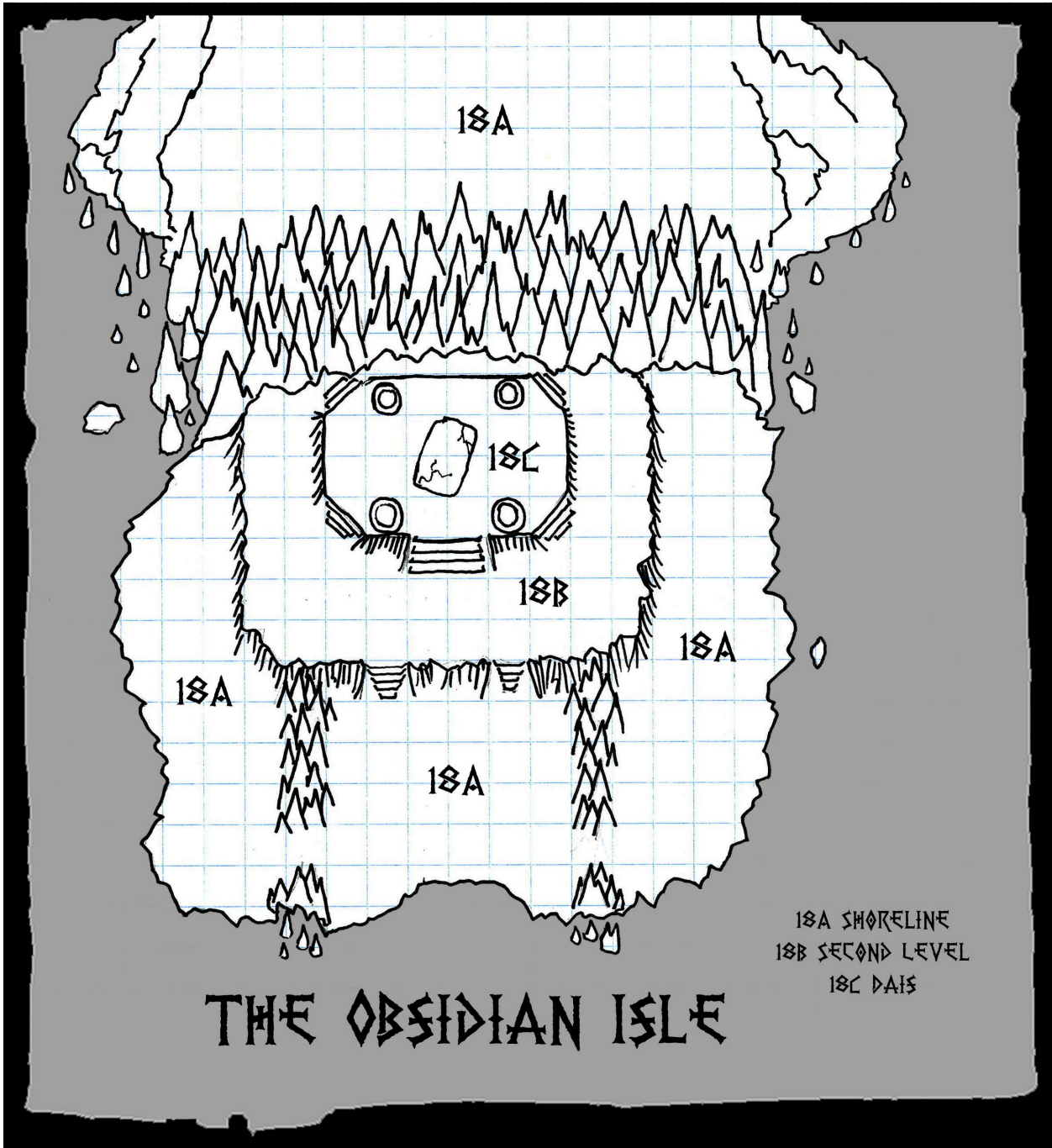
APPENDIX A: MAPS

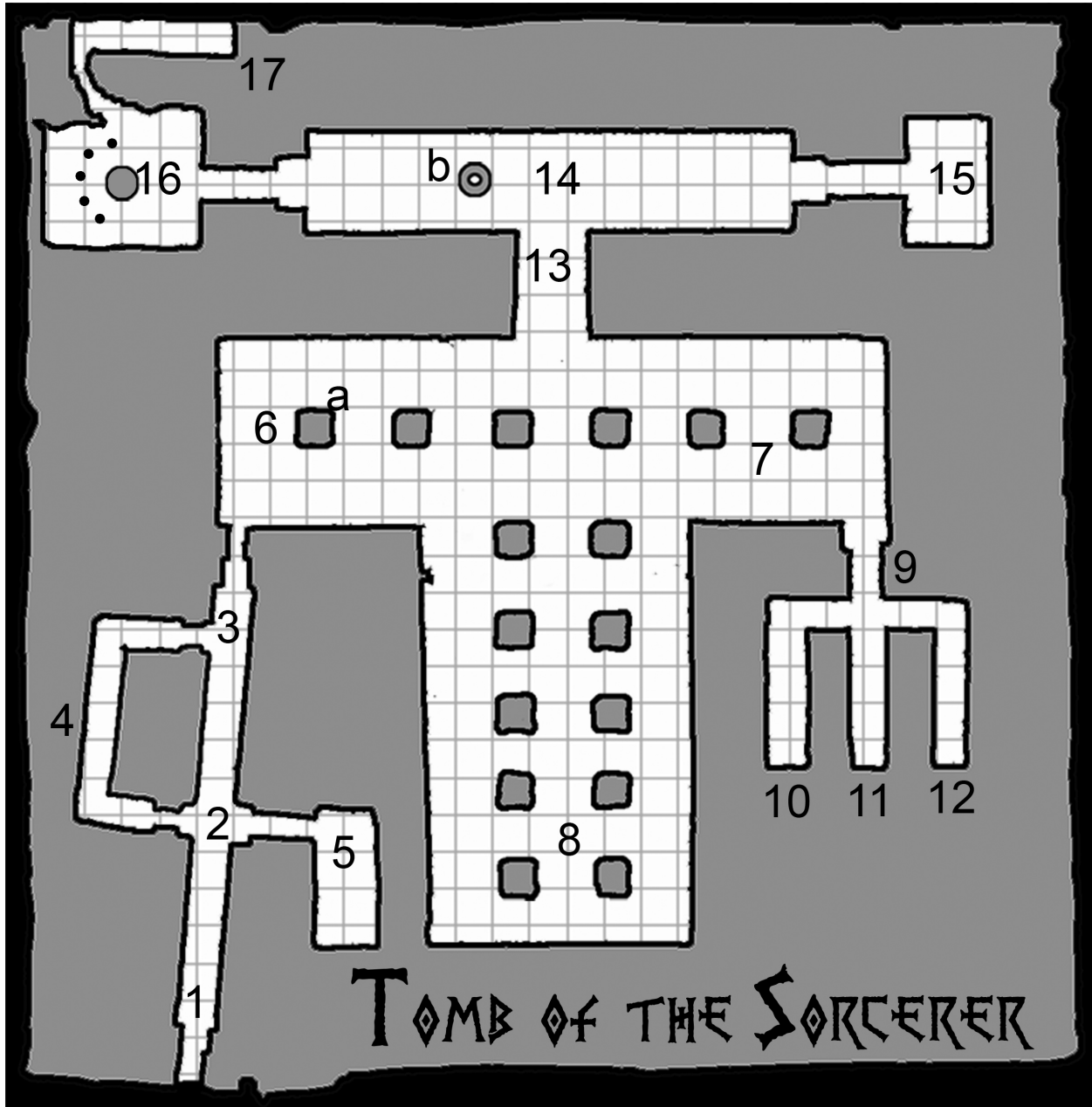




MOUNT SURTUR LEVEL THREE









DAVID
NEWBOLD
2018



ICE KINGDOMS BESTIARY

There are many monster encounters in the adventure and not all of their stats are detailed within this book. Base stats and abilities are listed with every encounter, but full potential and abilities are available in other Ice Kingdoms Related releases, primarily the Bestiary Compilation.

The following list includes where these creatures can be found. BC refers to the Bestiary Compilation while MS refers to The Fires of Mount Surtur.

Bear, Black	BC page 3-4
Dragon (Red)	MS page 54
Dwarf (Azer)	BC page 6-7
Dwarf (Duergar)	BC page 6-7
Fiend (Imp)	BC page 10-11
Firesnake	BC page 14
Frog, Frost (Giant)	BC page 15
Ghoul	MS page 66
Kobold	BC page 24-25
Lava Children	BC page 25-26
Medusa	MS page 70
Mold, Hunter's	BC page 29-30
Rot Grubs	BC page 29 BC
Skelton	page 41-42
Spider, Hunting (Huge)	BC page 46-48
Troll, Ice	BC page 50-51
Varyag	BC page 52-53
Wolf	BC Page 57

If you do not have The Bestiary Compilation, many of these monsters have stats in our other publications or equivalent stats in many similar games (For Gold & Glory or OSRIC for example).

The Bestiary Compilation is available for sale online as a PDF and print product.

THE WALL OF VALAGARD

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ALLAN GROHE
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MARTIN NICHOL
MATT SHURSEN
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MICHAEL NOVY
MMACGREGOR
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PETER SUNDELL
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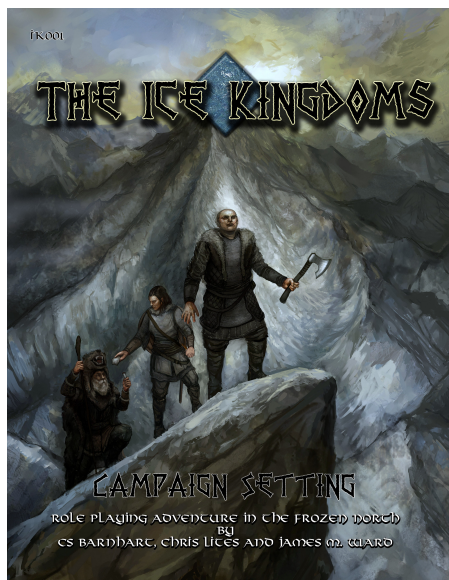
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CAMPAIGN SETTING

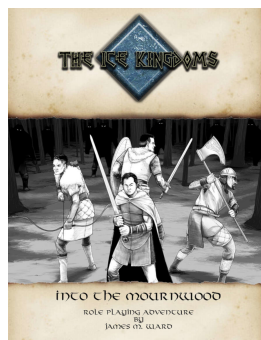


THE ICE KINGDOMS CAMPAIGN SETTING

Far to the north of the known world, at the edge of civilization, lies a collection of borderlands stretching between fair Adierolf and vile Dargogran, a mountainous and savage untamed wilderness of marauders, monsters, and mysteries known to the world as the Land Bridge. But the Land Bridge holds more than just chaos and danger, for it is home to the savage and misunderstood Ice Kingdoms!

Welcome to the Ice Kingdoms, a campaign setting for old-school rules gaming!

ADVENTURES



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THE LAIR OF THE WHITE WYVERN

Something is amiss in the village of Ainchild. A sickness sweeps through the people and no cure can be found. Rumors and tall tales lead the desperate to blame a long-vanished wyvern for the illness. Can your adventurers unravel the secrets of The Lair of the White Wyvern?



THE GIRL WITH THE DEMON TATTOOS

Tenebrous is a village of outcasts. Home of the infamous Gardens of Woe, the only refuge comes from the local temple of the god of dooms. Under the watchful eyes of the temple's priests lies a secret evil returning for revenge. Can you survive...the Girl with the Demon Tattoos?

<http://www.drivethrurpg.com/browse/pub/11031/Mad-Martian-Games>

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Kobolds... Those little dog-lizard vermin that tend to scavenge the lesser traveled, darkest corners of the world...

When the villagers told us that they had been seen in the area, we scoffed... Why would they be here in the coldest reaches? it would be an EASY earned coin, we thought, so we took the job, a merry band of exterminators...

We found them in the entryway of Mount Surtur... and easily slew them, laughing at their small stature and tiny weapons... In every room we found them and scattered their numbers, and they came again, and we continued to wade through them... and STILL they came on! again and again... Wave after wave, like a plague of rats...

At first it was an annoyance, a nick here, a bite there. Enough to madden our group, but easily brushed off. And again they came! Dozens... HUNDREDS... Our arms grew tired, and multitude of tiny wounds increased...

And again they came...



AN ADVENTURE FOR 4-6 CHARACTER\$\$ LEVEL\$ 3-5

