



*Patreon Adventure Supplement
August 2022*

Dyggvi's Peak

*Maps: Dyggvi's Peak summer (day)
Dyggvi's Peak summer (night)
Dyggvi's Peak winter (day)
Dyggvi's Peak winter (night)
The Crystal Mines*

*Dyggvi's Peak:
A mining village*

In this GM's Adventure Supplement:

Page 1 Contents

Page 2 Setting

- Setting description
- Regional map

Page 3 NPCs and Monsters

- Villagers
- Villager feuds roll table

Page 4 Around the Village

- Items sold in shop
- Food/drink in the tavern
- Animals to talk to

Page 5 The Mine and Enemies

- Mine set dressing with numbered map
- Mine plot hooks
- Enemies of the village



Patreon *Map of the Month* GM's supplement

© Heroic Maps, Joe & Sarah Bilton, August 2022

www.heroicmaps.com | www.patreon.com/heroicmaps

Regional map made using Inkarnate (www.inkarnate.com).

SETTING



Key to the map:

- 1 Little Heights, a quiet human village
- 2 Dyggvi's Peak, a dwarf village
- 3 The Crystal Mines
- 4 Stonri's Burrow, a troll home
- 5 The Lookout, a ruined tower
- 6 Bo the Bandit's small fort/hideout

Setting description

Dyggvi was a wanderer, a singer of songs and a teller of tall tales. The deep mines of his home held no interest for him and he refused to lift a pick and take his turn at the rock face. Each spring, when the snows thawed in the Lye mountains, he would head off into the world and return home to the Old Hold only in the late autumn, brimming with new stories to tell his people. Such wonderful stories of adventure! But as much as they enjoyed listening to stories they knew could not be true, Dyggvi infuriated them. If only he would mine a little, would show his commitment to the Hold.

On one of his wanderings, Dyggvi discovered a cave glowing with bright crystals. Such riches! Deep within him stirred the desire to mine. Returning home, he called his fellow dwarfs to come mine with him this seam of wonder, a crystal he called gandrsteinn. But Dyggvi's fellows wouldn't give up their secure home on the word of one who had never spoken so much as a single truth about the outside world. They dismissed his silly claims all winter and when the spring came, Dyggvi left the Hold with only his adoring second wife Ladruthe, his three reluctant daughters and their crest-fallen husbands.

Today, the village of Dyggvi's Peak sits a little way from the crystal mine, a charming picture of mountain tranquility. A cluster of handsome little houses, a glittering mountain stream. Impressions, of course, can be misleading. Never a day goes past here that one or another resident is not at the throat of a neighbour. Nearly everyone here is a descendant of the man they called Papa Dyggvi, many years now in his grave. Second or third cousins, everyone knows everything about each other and petty grievances run for generations.

Still, the villagers are fiercely loyal to each other in the face of outsiders. Dyggvi's Peak sits at the crossroads of what have become useful mountain routes and people frequently pass through. The village runs a small tavern and shop to ease a little coin from a traveller's pocket and are quite hospitable to those with of an honest nature. Some people, however, with a little villainy in their hearts are drawn here by the Peak's famous mine. The cave still brims with riches, despite the work villagers have done inside over the centuries. The glowing gandrsteinn, at first sold as a valuable curiosity to jewellers and those who desire novel lighting for their homes, has lately proven to be a source of intrinsic energy. This is of great interest to those who make arcane machinery and so, unfortunately, some unsavoury types are now rather interested in the village.

NPCs

Some of the villagers of Dyggvi's Peak

Soot-Hilda, the blacksmith

A skilled and diligent blacksmith, shy Soot-Hilda is a friendly old soul who visitors find helpful and kind. Prone to a little bit of paranoia, they are convinced that someone in the village is burying curse-stones under people's houses and that this is the cause of recent unusual errors that have occurred at the smithy.

Freymerry, a miner

Having to talk at any length is very annoying for Freymerry. She just prefers to quietly get on with practical tasks, be that mining, fishing or plaiting all the hair on her body. Moans that the current borgmester has been having too many civil conversations with enemies of the village.

Markvard the Younger, a miner

A cheery young miner who loves a joke. Markvard will home in on a person's unique feature and then joke about it forever. Somehow his easy charm stops people from thumping him. He wears a necklace bearing a small golden bat that he claims protects him from accidents in the mine.

Lefsi, who tends the shop and tavern

Although he took on this job as a joint task with others, Lefsi is the only one who does it these days. Thus, this ruddy-faced fellow, eyes buried beneath his wild brows, is a bored, monosyllabic figure, annoyed at his lot. Has overheard many a traveller's secret and notes some of them down in a book.

Gattha, a very old woman

Usually found sitting on a stool outside her cottage, surrounded by a black circle of spat tobacco, Gattha is a shrivelled and shrunken old dwarf who laughs at how much she has seen in her time. Will gladly share gossip if given alcohol or tobacco. She owns a wooden spoon carved with a glowing rune - any food it stirs is astonishingly tasty.

Defridygg, a layabout

Deeming it their role to follow the traditions of Pappa Dyggvi, this dwarf is more likely to be found dreaming on the grass with a daisy stalk in their teeth than doing anything of use. Will divert a person's attentions at length with long, ambling conversations. Defridygg's latest story tells of the tattooed hill-giant Eami who steals and eats the smallest in any party of travellers.

Kellfir, a forager

Providing food for the village brings Kellfir a lot of pride, but that hasn't stopped him regularly falling out with everyone. Easily recognised by the many animal skins he wears. Although Kellfir does a little hunting, foraging has proved the most useful of his skills. He keeps a large jar of preserved bear hearts that he has found in carcasses.

Reedvind, the current borgmester

Villagers take year-long turns as village decision maker and absent-minded Reedvind is halfway through her current, peaceful rotation. A vague and nervy person, she seems to have her mind elsewhere. Lately she has seen an eagle dropping small red stones and believes it is the legendary bird Blood Arne who appears near the end of the era.

Villager feuds roll table

Petty disagreements between villagers that can be used for local colour or minor sidequests

- 1 She was rude about my son's beard on his wedding day and now he refuses to keep one lest she comment again. He's a lesser dwarf without one.
- 2 He borrowed my woodcutting axe and never gave it back. When I ask for it, he claims he never had it. My late father carved the haft with dragons and it was precious to me.
- 3 She bests me every year at the village Rock Contest (where we carry rocks and then smash them with our hammer) then teases me all year until the next one. I'm sick of being a laughing stock.
- 4 He is too noisy at night, carving away at chunks of gandrsteinn, making silly little trinkets, just like his blasted father did before him. Fifty years of bad nights' sleep has done nothing for my temper.
- 5 She gets steaming drunk at the tavern and picks a fist fight with me over any outlandish grievance she invents. We used to be the best of friends.
- 6 He is keeping a pet squirrel in his roof and it keeps jumping across to mine, scrabbling inside and stealing my best woodland snacks. When I caught it and threatened to kill it he went ballistic and I accidentally let it go. Now we don't speak at all.

AROUND THE VILLAGE

Items sold in The Dygger's Rest General Store

- 1 Bundles of smoked, dried fish. Tied for carrying.
- 2 Gandrdust, (small pouch) powdered crystal that glows in the dark (please note: absolutely not edible!)
- 3 Strands of drakewortle root, which if brewed, is said to induce creativity and clarity of vision. Also vomiting.
- 4 Pine glue, a sticky adhesive useful for repairs or helping a person to sleep safely high up in a tree
- 5 Arrows, locally produced iron heads and with raven-feather fletching that is coated in gandr dust
- 6 Pinecones painted and decorated like little characters

Refreshments served in The Dygger's Rest

Food

- 1 Scrap - crunchy, skillet-fried root shavings with popped acorns. Salted and herbed. A tasty snack.
- 2 Miner's Moon - a round pasty filled with pinenut paste, beetroot and beet tops. Portable. Served cold.
- 3 Forest salad - dandelion leaves, dried elfshrooms and barley. Optional addition: a whole, baked cogfish.
- 4 Goat-meat skewers with a goat yoghurt dressing on hot pan-bread. A local favourite.
- 5 A goat's cheese roundel fired-baked in spud-skins, with a fried dandelion & potato cake. Dish of the Day.
- 6 Bumbleballs - fried dough balls steeped in honey. Very sticky and sweet. Can also be bought by the jar.

Drinks

- 1 Glowater - purified stream water with a tiny cube of gandrsteinn in the bottom of the glass. Effervescent.
- 2 Milkshake - barrel-chilled goat milk. Optional syrups: honey, sunberry, black pod.
- 3 Dygger's Honey Ale - served by the ½ gallon. Mild.
- 4 Gravel - barley spirit flavoured with herbs. By the sip.
- 5 Miners' Tea - boiled pine needles, mint and dawn leaf. Highly caffeinated.

Animals in the village that are willing to talk to visitors with appropriate skills

- Sigrid, a goose** A know-it-all who prefers to remain as unhelpful as possible, Sigrid pads about the village inside and out, sticking their beak into everything. White with brown flecks, this vain goose enjoys compliments.
- Lichen, a donkey** Lichen is a long-eared, slow-witted donkey with a kind heart. Having worked in the mine for many years, Lichen knows everything about it. Enjoys pinecones dipped in honey.
- Lemon, Fluffy and Rye, chicks** A very silly trio of chicks whose mother was roasted at the last village feast (they haven't noticed). They tend to careen around the village and only a handful of grain might get them to stop awhile. They recently pecked at some discarded chips of gandrsteinn from the mine and now glow in the dark.
- Anvil, a dog** The blacksmith's dog, Anvil is more a working animal than a pet, able to fetch and carry, and work the bellows. Very helpful, if quite excitable, Anvil has some buried treasure that a snack of roast squirrel might coax out the details of.
- Beehive, a billy goat** Named for the time he kicked a beehive that swarmed the village, this proud, long-horned goat struts about as if he owns the place. Rude, impatient and occasionally vicious, he talks obsessively about the bridge and is constantly checking it. Will drop his airs if engaged on the matter of the bridge and the potential for trolls.
- Herring, a hunting hawk** Although kept hooded and on a leash, Herring has many years' knowledge and experience of the local country. Despite a beautiful glossy-coat that signals majesty, Herring is actually a crazed, meat-mad bird that delights in carnage.

THE MINE



Mine set dressing (see numbered map)

- 1 In the silence, one of the wooden crates suddenly jolts, as if something has moved, violently, inside.
- 2 A chill wind whistles up the chasm. Sometimes it seems to carry on it a faint, sibilant whisper.
- 3 A pewter amulet has been dropped on the floor, its chain trapped beneath the wheel of a heavy cart.
- 4 The wooden scaffolding that supports the crane at the edge of the chasm is dry and rotten. It doesn't look very secure.
- 5 Rubble and discarded tools are scattered around this tunnel, suggesting that work stopped here abruptly.
- 6 The mine ceiling is weak here and poor placement of mine supports has allowed a large crack to form. Any knock might bring the whole thing down.
- 7 The ceiling writhes like a living blanket of darkness. A colony of tiny bats, their squeaking is incessant.
- 8 Large crystals of gandrsteinn suddenly erupt forth from the mine face in a razor-sharp burst.
- 9 Close inspection of the walls here reveals curious, perfectly circular, wrist-sized holes at knee height.
- 10 These boxes are in poor condition. Faded markings indicate they contain some type of explosive.

Problems with the mine (plot hooks)

- 1 Recently there have been several occasions that the mine has filled with a toxic gas. Some say it is coming from the gandrsteinn, some say from the deep chasms. Either way, it needs to be investigated as it threatens to destroy the village livelihood.
- 2 Pahvordon, a skilled miner, is missing. His family say that he got up in the night to go to the mine. Other miners report he's spent a lot of time lately looking down the chasms in the mine. Does something call?
- 3 Something is coming from the glow. Something, or someone, is trying to ease themselves through the gandrsteinn. Using the glowing, energy crystals as a makeshift portal, the demonspawn are coming. And they will glow with electrifying power.

Enemies of the village

- 1 **Big Krystal & Sons**, a mining company who would love to take over the village mine. Kempe Krystal first tried to buy the mine, then tried to take over the village and now just tries to destroy the Dyggvi contracts.
- 2 **Old Mangey**, a huge, raggedy bear who comes down from the mountains to maraud the village if his food supply runs out. People have managed to put the odd arrow in Old Mangey, and once someone cut off a chunk of a paw with an axe, but he is one tough bear.
- 3 **Dwarves from the Old Hold** - sometimes distantly-related dwarves pass through and cause massive trouble: fights, destruction, fires, thefts. At some point the old folk came to hate the dwarves of Dyggvi's Peak.
- 4 **Mistolhattr**, the brother-wizard of Veritudulf (who discovered the gandrsteinn could power arcane contraptions). Mistolhattr wants the glowing stones all to himself and is not prepared to pay for them.
- 5 **Bo the Bandit**, a villager exiled for stealing an entire shipment of gandrsteinn, has set herself up in the hills somewhere with a group of forest misfits. Angry at her exclusion, she regularly tries to disrupt trade routes.
- 6 **Stonri**, a bridge troll driven upstream a century ago. Although he'd love to return to his bridge, he bides his time and sends junk down the river to annoy the village and damage the bridge.