

FEIGRVIDR AT A GLANCE

Hidden in the headlands of the forbidding Titan Peaks, remote Feigrvidr was founded three years ago when Svingal Halfbeard and his band of dwarven outcasts and brigands discovered rich veins of gold and silver among the pebbles and silt of the Feig River. The find was purely by chance. Halfbeard's group was on the run, hiding from the forces of various barons and petty princes they had raided during their years of brigandage.

Tracking the source of the gold nuggets and dust to the Shadowtop Peak and other mountains amid the lower range, Halfbeard and his dwarves dug mines and craft halls to maximize their haul. With this influx of treasure, they were soon able to pay off the bounties and warrants levelled against them, and Svingal became a sovereign of his lucrative, remote hold.

Since its founding and the building of the first mines and halls, Feigrvidr has seen an influx of the desperate and the dangerous. At first, it was a haven for criminals and those who wished to escape feudal realities of life, including clans of halflings fleeing enslavement. Now the hold is a bustling hotbed of get-rich schemes, broken dreams, desperation and violence.

DEMOGRAPHICS

Ruler Grand Thane and Emperor Svingal Halfbeard
Government Overlord
Population 187 (40 humans, 97 dwarves, 7 half-elves, 20 half-orcs, 23 halflings)
Alignments NE
Languages Common, Dwarven, Halfling
Corruption +2; **Crime** -2; **Economy** 0; **Law** +1; **Lore** 0; **Society** -3
Qualities Notorious, prosperous
Danger 10

NOTABLE FOLK

A few of the more helpful or skilled folks that may be of interest to adventurers are listed below:

Andrul Ringold (location 7; N female dwarf ranger 4) This brash warrior funds many expeditions into the Titan Peaks. She is a rival of Mendri Halguth.

Flaith Bloodblade (location 3; NE male dwarf rogue 2) One of the chief agents of Svingal Halfbeard, Flaith and his partner Krovusa are often tasked with the Grand Thane's dirty work.

Krovusa (location 3; CE female half-orc barbarian 3) This mute and murderous albino half-orc is often found with Flaith.

Mendri Halguth (location 2; NG female half-elf expert 2) This sage of giant myth and history acts as agent for the collectors from southern free cities.

Qysin the Muddled (location various; NG human oracle 2) This blind vagabond wanders the streets, healing the sick and warning of the doom soon to befall Feigrvidr.

Shadra Flamegaze (location 2; CG human ex-paladin 3) The owner of the Flamegaze Tavern and Inn, Shandra spends her time drinking, leaving the business to her husband.

Svingal Halfbeard (location 3; NE male dwarf rogue 7) The so-called Lord Thane and Emperor of Feigrvidr kills anyone standing in his way.

NOTABLE LOCATIONS

Most of Feigrvidr is a patchwork of small businesses providing services to the miners and wayfarers, with a large number of shabby flophouses. A few locations, however, are of greater interest to adventurers:

1. **Raggedy Wall:** Built from a hodgepodge of debris and many *stone shape*, this wall protects the village's southern entrance.
2. **Flamegaze Tavern Inn:** One of the cleaner buildings in the village, it's kept relatively peaceful by the retired paladin, Shadra Flamegaze.
3. **Emperor's Hall:** This great hall serves as the village's seat of power and home for Svingal Halfbeard.
4. **Shadowtop Mines:** This cluster of four mines was the first dug by Halfbeard and his dwarves.
5. **Clanging Halls:** These four large workshops constantly emit a rhythm of clangs as ore is refined and turned into works of art.
6. **Sin's Roost:** A den providing gambling and sins of the flesh, this is a popular spot for miners, miscreants and adventurers.
7. **Little Lordling's Inn:** This inn is popular with adventurers delving into the Titan Peaks in search of giant enclaves.
8. **Hawkers Maze:** This jumble of small stalls and shops sells a variety of goods (of which many are illicit).
9. **Halfling Town:** This collection of stunted shacks and burrows houses a tight knit halfling community.
10. **Middens:** These large vats contain the waste from both the village and the mines.
11. **Upper Mines:** These minor, less profitable mines are leased to others by Halfbeard.
12. **Last Tower:** From this roughly-finished tower Halfbeard's minions watch for returning adventurers to tax.

MARKETPLACE

Resources & Industry Mining, silver and gold smelting, gem cutting, trade in plundered artefacts, crime, gambling and prostitution.

Base Value 800 gp; **Purchase Limit** 5,000 gp; **Spellcasting** 3rd; **Minor Items** 2d4; **Medium Items** 1d4; **Major Items** –

When the PCs arrive in Feigrvidr, the following items are for sale:

- **Potions & Oils** *potion of cure light wounds* (3; 50 gp each), *potion of invisibility* (300 gp)
- **Scroll (Divine)** *gentle repose* (175 gp), *silence* (150 gp)

VILLAGE LORE

A PC making a Knowledge (geography) or Knowledge (local) check may know something about Feigrvidr. A successful check gains all the information revealed by a lesser result.

DC 10: Feigrvidr is a rowdy place fed by silver, mithral, gold and the hunt for giants' artefacts found in abandoned holds deeper amidst the mountains.

DC 15: While most of the population are dwarves who follow their Thane, the dangerous Svingal Halfbeard, the search for riches has drawn many diverse dangerous people to the village.

DC 20: Those who cross Svingal often just disappear.

VILLAGERS

Appearance Feigrvidr's rough and tumble existence leads many of its inhabitants to appear ruddy and unwashed. This dirtiness is exacerbated by the village's poor waste removal.

Dress While most folk wear rough work clothes, the more affluent wear the latest fashions brought by traders from the south. Adventurers typically wear a variety of strange and sometimes outlandish costumes, as adventurers are wont to do.

Nomenclature The nomenclature of Feigrvidr is widely varied. While many dwarven names are prominent, a great number of people go by dangerous sounding aliases and assumed names.

WHISPERS & RUMOURS

A PC can use Diplomacy to gather information about Feigrvidr and its surroundings. This takes 1d4 hours and requires a DC 10 check. A PC exceeding this check gains one additional rumour for each 5 points by which he exceeded DC 10. Use the table below to determine which rumour(s) the PC learns.

D6	RUMOUR
1*	Precious metal by the nugget can be readily found by anyone in either the Feig River or the Shadow's Run.
2	The halfling-run middens are home to monsters that eat flesh, be it living or dead.
3	When looking for the best prices for plundered giant artefacts, visit the dwarf Ringold first and then the sage Halguth. Halguth always tries to outbid Ringold.
4	Feigrvidr's halflings refuse to use any language other than Halfling, though they understand and can speak Common as well as anyone.
5*	Qysin the Muddled is actually an angel in disguise, and that is the only reason Halfbeard hasn't made the loon disappear.
6	While most of the giant halls are abandoned, a few are haunted by extremely dangerous giant undead.

*False rumour

