



The Shrine at Mount Torvus

This Heroic Maps Patreon Adventure Supplement uses the maps The Shrine at Mount Torvus and the long format interior The Tomb of the Twins (left).



Setting

Here, winter never seems to end. Here, the mountains have long been the domain of the Dwarves. High atop Mount Torvus, the Frost Stair climbs to the old Dwarven shrine. Built by a Dwarf-culture long since faded, the Dwarves who still make pilgrimage to the shrine do so without knowing its true history. They do not know the names of the Dwarves who braved the cold to build the Stair. They do not know the beliefs of those who carved out the chambers of the shrine. They know only that this is a place that inspires a deep, spiritual devotion. That reverence is felt strongest deep inside the mountain, past the many ancient tombs that line the corridors, in the Tomb of the Twins. These days, pilgrims make offerings there to the twin virtues of Strength and Fortitude. The true story of the Twins is unknown to them.

Story Ideas

1. Weapons Test

After much enquiry and research, you have located the divine weapons you need to defeat your enemy. Buried in the Tomb of the Twins at the Shrine on Mount Torvus. It is a trek to get there, full of dangers, but what choice do you have? You must obtain them. One snag: the Dwarves will never let you desecrate the shrine. You're going to have to fight to get what you need.

2. A Show of Strength

You receive an unusual request from some Dwarf priests. Their shrine on Mount Torvus is infested with a vicious creature and her minions. The Dwarves cannot attempt to clear out the tomb complex themselves. To be defeated in battle in their shrine to Strength and Fortitude would be a dishonour akin to damnation for them. It is a risk they cannot take and so instead offer much gold for your services.

3. Mount Last Stand

The prophetic signs have led you to Mount Torvus. Even from a distance you could see the darklight here and now you see it clearly, over the tri-serpent monument, its beacon of corruption blinking a malevolent message. You try to warn the Dwarves here that Ha'Gilish is coming. That a dark portal will open and his demons will pour forth. But this peaceful place has existed for thousands of years. They don't believe anything bad could happen here. Only you can see the danger.

Environmental hazards roll table

1	The flagstones are covered in black ice and are incredibly slippery.
2	Repeated freeze-thaw of the stones have made the ceiling liable to collapse if it is knocked.
3	A strong gale blows out of the shrine as cold air sinks rapidly.
4	Large chunks of ice from the peak above the shrine drop randomly, smashing on the stones below.
5	The outside of the shrine is often obscured by a thick bank of fog.
6	The floorstones are extremely uneven, making them treacherous, especially in the gloom of the shrine interior.
7	Blizzards occasionally blast over the mountainside. The tomb is the only shelter.
8	A grey-blue mould grows in the darkest corners of the tomb. It causes hallucinations if ingested.

Who may have been the 'Twins' of the Shine?

Grip and Hurgin, two legendary miners. One day they struck upon a strange, blue stone unknown to the Dwarves. Running their hands across it, they were transformed and became as gods, impervious to harm. They ruled together for many years, defeating challengers with warhammers inlaid with the blue stone. But one day the stone turned against them. They felt their powers drain. They saw each other raise their hammer. They watched their arms swing to strike the other dead.

Elkrigg and Tigg Grayrime, sisters who served as the champions of the King. For many years they were the most feared warriors in the Dwarflands, their green and gold armour so easy to spot on the battlefield. When Frizirrto the dragon came to burn the kingdom, everyone was sure the Grayrime sisters would defeat him with their famous gold-dipped warhammers. But it was not to be, and they burned defending the Royal Stronghold. Never would their like be seen again.

Prince Krastrer and Prince Gunthew, the twin princes and twin heirs to the kingdom. Strong in heart, mind and body, they were the hope of the Dwarves and all looked forward to their reign. But the Elves came from the West and with them the War of Long Flintwell. At the final battle the princes both fell. Victory was for the Dwarves, but they felt they had lost everything.

The Ligha-Hammer and the Darkon-Hammer, forged together from the starmetal that fell on Mount Torvus on the very moment of the changing of the year. Forged alike, but so different in their disposition. No one could wield both, each finding home only in the hands of one like them. Yet they gravitated towards each other. Soon it was understood that only disaster could come from the weapons use. The Dwarves returned them to Mount Torvus, entombing their strange power here.

Pilgrims visiting the Shrine

1	Yarger Troilbane — visiting to pray for his five sons in the King's Army
2	Dyll Brandiron — now an old man, seeking atonement for his youthful cowardice at the Battle of Kraghelm
3	Drunði Maplejar — praying for answers as to the location of his missing uncle Banger who ran off with the family gold.
4	Grehilda of the Shieldcloak — preparing for her first duel as Clan Champion and seeking a blessing from the Twins
5	Brage Stannchilda — asking for the strength to defeat the Frost Giant who has repeatedly attacked her settlement
6	Truga Finglestone — seeking guidance and a blessing before embarking on a great quest to the Hills of the Bloodspider
7	Jorvar Lodesnide — secretly scouting out the site for a tomb-raiding heist, posing as a pilgrim with a very long beard and weak arms
8	Bruudy Ferricshoe — asking at the Shrine for the courage to face his demon-possessed twin Cardigar

The creature who has overrun the Shrine with their minions (roll d6 on both)

1	Yeti	Frost Goblins
2	Frost Troll	Ice Mephits
3	Juvenile White Dragon	Winter Wolves
4	Lich	Gnolls
5	Frost Ogre	Ice Kobolds
6	Werebear	Cavefolk