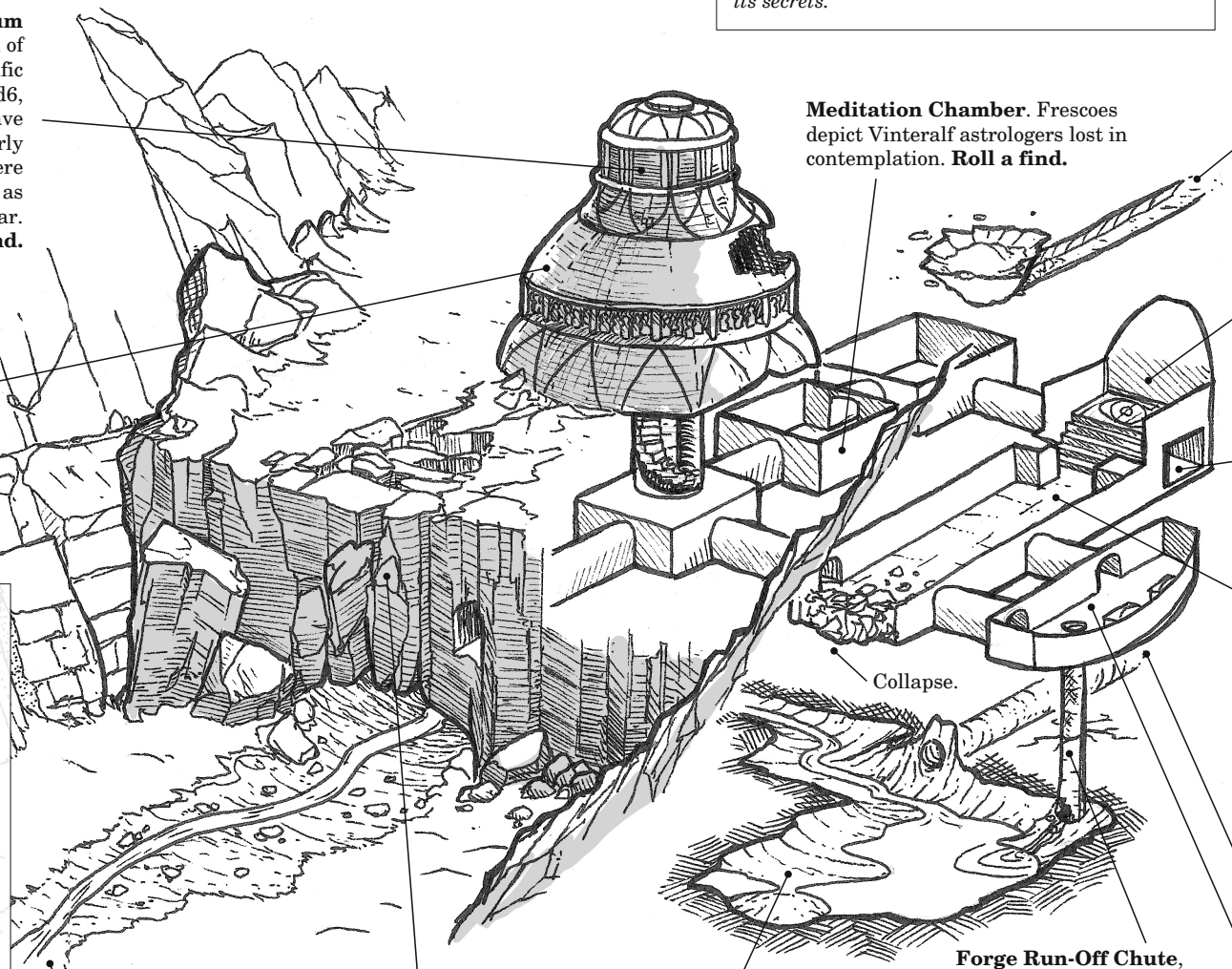
Stellarium of the Vinteralf

An adventure location by Michael Atlin and Michael Prescott

The dragon-blasted stellarium inches toward destruction between two mountains. Treasure and eldritch lore will certainly be found within, but you are not the only ones who have come to claim its secrets.

The Great Stellarium
To be caught in the beam of the reflector causes horrific burns and, on a 6 on 1d6, great insight into a grave problem. All properly conducted astrology done here is as precise and accurate as you could fear.
Roll a find.

Hall of the Orrery. The dragon has burst through the side of the tower, and uses it as a larder to protect and refrigerate her kills. Formerly the tower's library. Full of scorched books, frozen elk, polar bears, vinteralfen, and a single mangled halfling in Thavir's livery.
Roll two finds.



Meditation Chamber. Frescoes depict Vinteralf astrologers lost in contemplation. **Roll a find.**

A web of **Vinteralf Tunnels**, cut through the ice towards the tower from a now-abandoned camp far to the north on the glacier. Dug by Thavir's men in an attempt to avoid the dragon's notice, all have been collapsed with claw and fire. They could be repaired and expanded. In daytime, filled with blue light.

Altar of the Star Kings. Diamond-studded starmap. **Roll a find.**

Stores.
Thavir's quartermaster has barricaded herself in the high astrologer's private kitchen. She is dead and ravaged by blue slime, though its progress has stopped now that it is too cold for it to grow. **Roll a find**.

Last Stand. Prince Thavir and his 7 surviving guards hibernate arm in arm, frozen and seemingly dead. Heavily armed, but Thavir's blue jade scabbard is empty. If touched by warmth, they will awaken in d4 hours and resume their quest. They are angry, starving badasses, and the Stellarium is rightfully theirs.

Thavir finally breached the stellarium with a **deep tunnel** to the cavern.

Forge Room. The tower's forge room is built into the bedrock, and the furnace is fed by pipes of high pressure magma heated steam from deep in the earth. Two ice golem, forge assistants, stand guard, but can be pacified with a word known by Vinteralf.
Roll a find.

Interesting Finds (d8):
If you roll a previously discovered find, use the next one available.
1. The **starsword Gugnir**. The invisible rays it casts cause blindness d4 hours after first seeing the naked blade, lasting 3d6 hours.
2. Scintillating **dragon scales**. Strong as steel, clear as ice, they might be ground to make excellent lenses. Scraped walls.
3. **Snow goggles**. The polished yellow lenses prevent snow blindness and the effects of the starsword Grugnir.
4. **Star Charts**, aiding for navigation and divination.
5. Spell scrolls, d8, each of level d6.
6. Graven **Silver-inlaid tusk**, aiding astrology.
7. **Blue slime** barely contaminating a valuable item (gem, weapon, jewellery).
8. The **Wyrm Jokun**. Thirty feet long with powerful wings, but slender enough for the tunnels. Ice-clear scales, tough as steel, and invisible when asleep. Breathes fire, likes her food cold.

Scalding stream, melted snow. Hardy vegetation and plentiful vermin. Camping in the valley draws wolves on a 2 in 6 per night. Leads to hot spring cavern.

The **glacier face** is cracked and fissured from the stream's heat. Climbing is much easier than the sheer, hard surfaces to the east and west, but the dragon roosts in a cavern below, filled with hot water.

Hot Spring Cavern. The lake in this sole stone chamber feeds the scalding stream. Geysers at 4 bells daily. **Roll a find.**

Forge Run-Off Chute, Choked with slag and waste-water, it drains into the lake. Thavir's way up.

Vinteralf
Glacier-dwellers from the far north. 6' tall, seal-faced and bull-headed, muscular and wrapped in blubber. Inventive and determined in battle.
Blue Slime
As green slime, but appears as a flaky, blue-gray lichen. Infects upon touch, but only grows at body temperature.

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