

Cave of Seiljua

By Tim Shorts

Ragnar the Red, a towering man of great strength, but little mind failed to appear before the Thing to settle a dispute between him and Skorri a huscarl. Ragnar accused Skorri of retreating in battle. Such a statement could cause the expulsion from the clan for either man depending on how the Thing rules. Skorri wants his name cleared and demands Ragnar stand before his peers.

The jarl, Fridgeir, calls the players together to find Ragnar and return him...alive. Fridgeir was friends with Ragnar's father many years ago. Fridgeir believes Ragnar is hiding within the Cave of Seiljua (souls). He points to the troll skulls mounted on the walls. *"Many of these trophies come from Ragnar's father. A good man. Ragnar is stupid and dangerous, but his father was a friend. Return Ragnar to stand before the Thing so my man can clear his name."* He motions to a raven perched over the entrance. *"Your success is foretold by Munin. With success you will gain my gratitude and favor."*

CAVE OF SEIJUA

1. Troll Rock

Once the players see old stone face peeking above the trees they know they have arrived. It was carved out of the stone hundreds of years ago when the troll king call this home.



2. Entrance

The opening of the cave is 30' wide. The sound of crashing water echoes out of the mouth. Hanging on the side on the entrance are gruesome totems.

3. Pictures

Scrawled on the walls are massive depictions of trolls hunting and conquering the other races. If someone has some knowledge of troll lore they may recognize it as a story that tells of the return of their king that will lead them to rule the land. If the players make a lot of noise or use light it will alert the troll in 6.

4. Bone Room

Bones are piled hip high in this alcove. Human and animal bones are mixed. Buried near the back is a over-sized skull, nearly ten times that of a normal man.

5. Discarded Stuff

Within this room are hundreds of pieces of armor and weapons. The leather is rotted, metal rusted and wooden handles crumble. If the players sift through the debris they will encounter a **grey ooze**. If the ooze is killed enough acid can be harvested (if the players have the correct containers) to kill three trolls.

6. A Troll

The way is blocked by rather fat **troll**. If it was not alerted by a light source it will be picking at a large pustule on its leg. It carries a large metal club. If attacked he'll yell for help (see 8). Beyond the troll is a fast moving stream. Wading through the stream is relatively easy unless the player has a strength under 10. Then a save will need to be made be washed away.

7. Secret Grotto

When this was hunting den for the Vikings they used this room to hide away extra weapons and store extra items they did not wish to carry. Most of these items are useless now, but if the players search they will find two potions, Invisibility and Plant Control.

8. More Troll

Another **troll** stays in this cave. It has one hand., it was burned off by an adventuring party. He will help the guard at 6 if alerted. Otherwise he will be sleeping. It is armed with a spear.



9. Lost Cave

This section of the cave was last seen several years ago when the roof collapsed. It will take four experienced miners three days to safely reach this room. A crushed chest with 120gp lies within the debris.

10. Cliff Edge

It is a 25' drop to an uneven cavern floor below. The stream rushes off the edge creating a small waterfall. If the players are using a light source they will alert the two trolls in area 12.

11. Rope Down

There is a rope secured to the cavern wall by an iron spike.

12. Even More Trolls

Two **trolls** are sharing a corpse of a man. Both are armed with spears. If they are alerted to the players at 10 the trolls will throw rocks at them. It takes one round between throws for them to find another rock. They have 34gp and a +1 shield.

13. Dead Troll

There was a dispute over who got the leg of the man and this troll was torn apart by the other two. He is in the process of reassembling himself. It will take about an hour.

14. Ragnar

Ragnar is bound and beaten. He will agree with anything the players say as long as they agree to get him out of here. Progress will be slowed due to Ragnar's broken leg.

Artwork from The Forge and William McAusland.

