

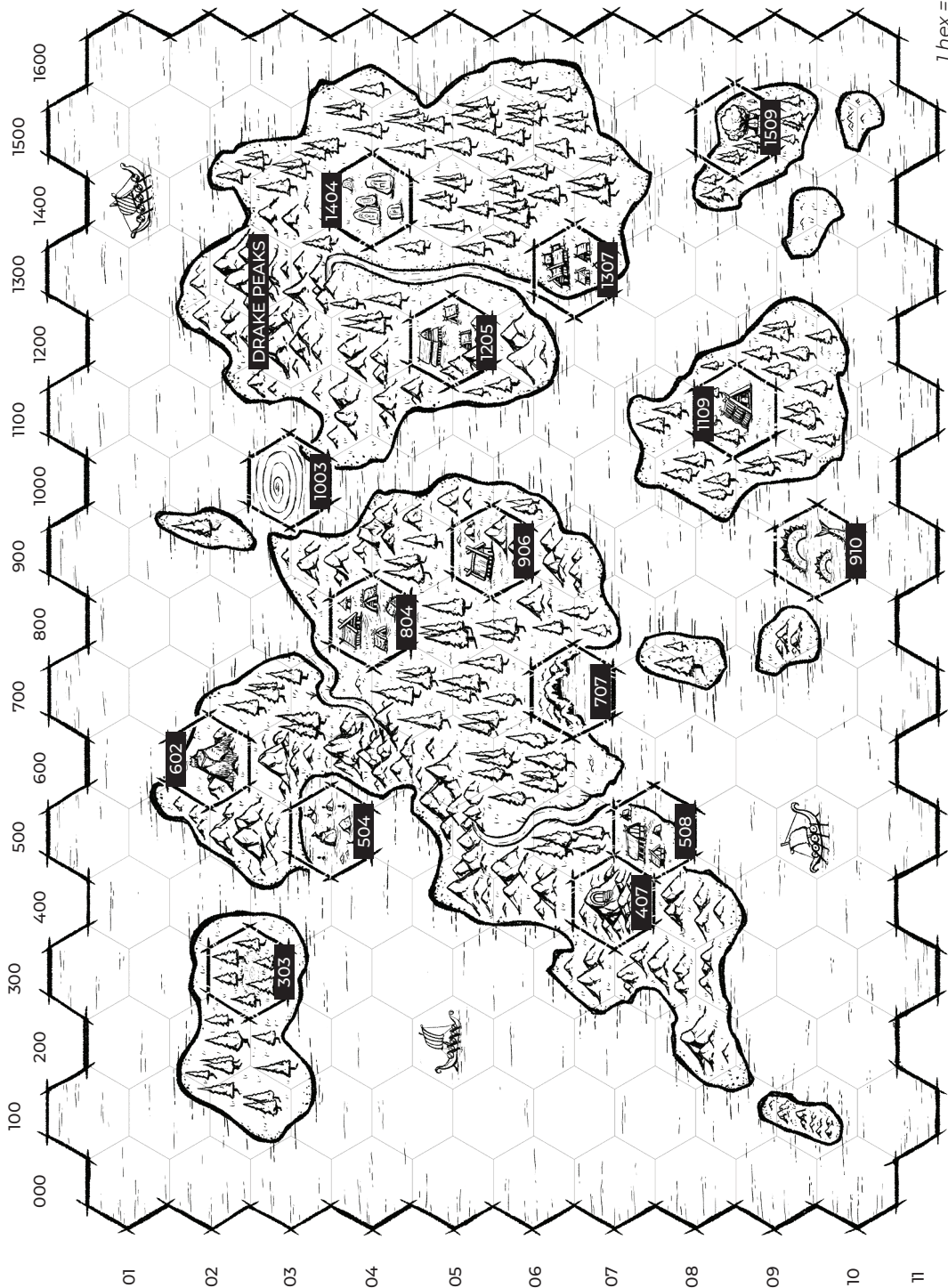
Cursed Scroll

Shadowdark Zine 3:

Midnight Sun

#3





1 hex = 6 miles

A miniature hexcrawl featuring

The Isles of Andrik

Ice-rimmed isles with plunging fjords and towering peaks. Drakes nestle high in these foreboding mountains, and the mythical dverg toil deep within their roots. Hard-scrabble fishers and farmers gather in smoky longhouses during the arctic Long Dark, consulting with their far-eyed **seers** about what the fates and the Old Gods plan for them. When the spring brings the midnight sun, they transform into howling sea wolves, sailing to distant shores in dragon-headed longboats to **raid** for gold and glory.

RUMORS

- 1 A wise old woman lives on a large, forested isle to the south
- 2 The gods have imparted a dire omen to the seer of Valthis
- 3 A sea wolf king lies in repose somewhere inside the sea caves
- 4 A sea serpent with silver scales lurks in the waters to the south
- 5 Secretive dwarves build incredible cities inside the mountains
- 6 The nymphs of the sea will not harm a talented musician
- 7 Magical places are hidden in the lost forests of the isles
- 8 Freya's spirits protect the graves of warriors who fell in battle
- 9 An intelligent bear roves the foothills to the south of Skargat
- 10 There are two doors to Alfheim; one is green, one is blue

ENCOUNTER ZONE

d8	Sea	River	Mountain	Forest
1	Aquatic	Aquatic	Flier	Walker
2	Aquatic	Aquatic	Flier	Walker
3	Aquatic	Walker	Flier	Walker
4	Aquatic	Walker	Flier	Walker
5	Aquatic	Walker	Walker	Walker
6	Flier	Flier	Walker	Flier
7	Flier	People	Walker	People
8	People	People	People	People

See pg. 39 for *The Isles of Andrik's* hex key!

ENCOUNTERS

d8	Aquatic	Flier	Walker	People
1	Storm giant	Greater drake*	Winter wolf	Raiderst
2	Sea serpent*	Lesser drake*	2d4 wolves	1d4 dverg*
3	1d4 sharks	Ghost	1d4 draugr*	1d4 elves
4	Hydra	1d4 willowisps	Weald hag	2d6 bandits
5	1d4 orcas*	2d4 stingbats	Troll	1d8 peasants
6	Sea hag	1d6 gt. bats*	Brown bear	2d6 nords*
7	1d6 sea nymphs*	1d4 fairies	Treant	1d4 oracles*
8	2d6 merfolk	2d4 vultures	Dryad	Valkyrie*

*New monsters, pg. 43

+3d6 berserkers (N) in a longboat

Cursed Scroll

WRITING, DESIGN, DUNGEON CARTOGRAPHY, LAYOUT

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ShadowDark



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Introduction

The third issue of *Cursed Scroll* sails to you over black, foamy seas upon dragon-headed longboats!

Everything in this zine is built to enhance the **Shadowdark RPG** core rules. Grab a copy of the book at thearcanelibrary.com/pages/shadowdark.

This issue takes us to the stark northlands where sheer cliffs rise from the sea to form a chain of **isles**.

Here, night and day last a full season each, and clans of fierce warriors eke out a harsh existence.

During the warm seasons of the midnight sun, these **sea wolves** pillage distant lands in their swift longboats, seizing riches and resources from those too weak to hold them.

Nothing is more feared in all the kingdoms than spotting dragon-headed prows knifing over the waves, heralding the onrush of **raiders** who welcome death in battle as if it were an old friend.

During the frigid seasons of the long dark, the sea wolves and their seers offer blood sacrifices to the enigmatic **Old Gods**, praying to endure the endless night.

You now hold this scroll with the omens of the Old Gods transcribed on it from ancient runestones. To what seas, stories, and riches will they lead?

Go now, and earn your place at Odin's feast in the Great Hall of Valhalla!

-Kelsey Dionne, Dec. 2022



Characters



“...and the nords stood fast, shields arrayed into a wall
that a thousand arrows rained against, harmless...”

-Passage from the letters of the Fall of Sagronne

Sea Wolf Class

Seafaring raiders who prowl the isles for plunder in dragon-headed longboats. When the warhorn sounds, they become fierce berserkers and shield maidens who hope to please their gods with a brave death.

Weapons: Dagger, greataxe, handaxe (see New Gear on pg. 20), longbow, longsword, spear

Armor: Leather armor, chainmail, shields

Hit Points: 1d8 per level

Seafarer. You have advantage on checks related to navigating and crewing boats.

Old Gods. Each day, your purpose aligns with one of the Old Gods (pg. 17). Choose one of the below options after you complete a rest; you gain its benefits until you complete your next rest.

- **Odin.** You regain 1d4 HP every time you kill an enemy.
- **Freya.** You gain a luck token if you don't have one. Each time you use a luck token, add 1d6 to your roll.
- **Loki.** You have advantage on checks to lie, sneak, and hide.

Shield Wall. If you wield a shield, you can use your action to take a defensive stance. Your AC becomes 20 during this time.

SEA WOLF TALENTS

2d6	Effect (2 duplicate = +1 use/day, 10-11 duplicate = reroll)
2	1/day, go berserk: immune to damage for 3 rounds
3-6	Your attacks deal +1 damage
7-9	+2 to Strength or Constitution stat, or +1 to attacks
10-11	Duality; choose two different Old Gods effects each day
12	Choose a talent or +2 points to distribute to stats



Seer Class

Baleful diviners who reek of smoke and blood. They untangle the whispers of the gods by reading the runes, the bones, and the stars. Their knowledge of fate allows them to bend it.

Weapons: Dagger, stave, spear

Armor: Leather armor

Hit Points: 1d6 per level

Destined. Whenever you use a luck token, add 1d6 to the roll.

Omen. 3/day, you can make a DC 9 WIS check. On a success, gain a luck token (you can't have more than one luck token at a time).

Spellcasting. You can cast seer spells you know. You know one tier 1 spell of your choice from the seer spell list (see pg. 30).

Each time you gain a level, you choose a new seer spell to learn according to the Seer Spells Known table.

You use your Wisdom stat to cast seer spells. The DC is 10 + the spell's tier.

If you fail a spellcasting check, you can't cast that spell again until you complete a rest. If you roll a natural 1 on a spellcasting check, you can't cast that spell again until you complete Seer Penance.



SEER TALENTS

2d6	Effect
2	Learn an additional seer spell from any tier you can cast
3-6	Gain an additional use of your Omen talent each day
7-9	+2 to WIS or CHA stat, or +1 to spellcasting checks
10-11	Increase the die category of your Destined talent by one
12	Choose a talent or +2 points to distribute to stats

SEER SPELLS KNOWN

Spells Known By Spell Tier

Level	1	2	3	4	5
1	1	-	-	-	-
2	2	-	-	-	-
3	2	1	-	-	-
4	2	2	-	-	-
5	2	2	1	-	-
6	2	2	2	-	-
7	2	2	2	1	-
8	2	2	2	2	-
9	2	2	2	2	1
10	2	2	2	2	2

SEER PENANCE

Spell Tier	Sacrifice
1	Temporarily give up 1d4 HP (you stay at 1 HP minimum); it returns in a week
2	Temporarily lower your WIS stat by 2 points; it returns in two weeks
3	Sacrifice 1 point of Charisma; it never returns
4	Ritualistically sink a burning longboat into the sea
5	Ritualistically sacrifice 9 humanoid lives



Titles

SEA WOLF TITLES

Level	Lawful	Chaotic	Neutral
1-2	Freefolk	Rabble	Wanderer
3-4	Shieldman/maiden	Raider	Explorer
5-6	Thane	Reaver	Adventurer
7-8	Jarl	Conqueror	Renowned
9-10	King/Queen	Usurper	Legendary

SEER TITLES

Level	Lawful	Chaotic	Neutral
1-2	Guide	Hedge Witch	Fortune Teller
3-4	Chanter	Whisperer	Singer
5-6	Rune Reader	Bone Reader	Star Reader
7-8	Wise One	Dreaded One	Blessed One
9-10	Seer of Odin	Seer of Loki	Seer of Freya



Nord Backgrounds

NORD BACKGROUND

d20 Details

- | | |
|----|--|
| 1 | Freed. You were a thrall, but escaped or won your freedom |
| 2 | Displaced. You fled after a rival jarl attacked your village |
| 3 | Criminal. You were exiled from your village for a crime |
| 4 | Drifter. You have not yet found a jarl worthy of your loyalty |
| 5 | Crop Farmer. You toil in the earth and know all plants |
| 6 | Livestock Farmer. You have intuition about all animals |
| 7 | Hunter. You know how to move quietly in the wilds |
| 8 | Fisher. You know all the sea creatures and legends |
| 9 | Enforcer. You enforce the jarl's law in your village |
| 10 | Trader. You have mercantile connections in every village |
| 11 | Crafter. You can make and fix any utilitarian item |
| 12 | Bowyer. You can make and fix any bow or arrow |
| 13 | Seer's Apprentice. You know some of the mystic arts |
| 14 | Shipwright. You know how to build and repair longboats |
| 15 | Blacksmith. Weapons, armor, horseshoes; you do it all |
| 16 | Far Traveler. You know many distant people and customs |
| 17 | Skald. You are a poet and know all the ancient ballads |
| 18 | Heroborn. You are the descendant of a famous warrior |
| 19 | Nobleborn. You are the child of a 1d6: 1-5. jarl, 6. king |
| 20 | God's Blood. You are descended from a god; it marks you |

Nord Names

NORD NAMES

d20	Male	Female	Surname	Title
1	Asger	Alva	Aberg	Fire-Eyes
2	Audun	Astrid	Brand	Storm-Born
3	Balder	Aslaug	Carlson	the Eagle
4	Bjorn	Bodil	Edman	Iron-Bones
5	Canute	Brenna	Erling	Sun-Born
6	Eirik	Brunhilde	Friberg	the Fierce
7	Elof	Dagny	Helvig	Wolf-Heart
8	Frey	Eira	Holmen	Stone-Arm
9	Gulbrand	Embla	Junge	First-Born
10	Hagen	Freja	Kron	the Hammer
11	Haldor	Gunhilde	Lund	Far-Runner
12	Hjalmar	Helka	Nyland	Sea-Devil
13	Ingolf	Inge	Olander	the Lucky
14	Ivar	Jorunn	Risberg	Odin-Born
15	Jerrik	Ranga	Sigmond	Shield-Breaker
16	Oluf	Runa	Toft	Bear-Heart
17	Rangvald	Sigrid	Trygg	the Serpent
18	Sigurd	Thyra	Vang	Night-Born
19	Torvald	Toril	Westberg	the Slayer
20	Ulf	Ylva	Westergard	the Chosen

The Old Gods

The Old Gods have countless names and aspects. These are the three most prominent, though many others rise and fall in the ballads of the nord poets.

The faithful worship all of the Old Gods in turn, but many find they align with one in particular. Paying respect to all the gods is not a betrayal; it is honorable.

The Old Gods often demand sacrifices and brutal suffering as a test of worth. Outsiders might see this as barbaric, but the truth is not theirs to understand.



ODIN (LAWFUL)

The Allfather. Odin the One-Eyed values strength and cleverness. His twin ravens wing through the night, spying on dreams and memories. Worthy warriors are brought to the Great Hall of Valhalla when they die to feast and fight beside him eternally.

FREYA (NEUTRAL)

The goddess of love and hatred. The Queen of Shield Maidens whose valkyries carry worthy souls to the Great Feast. The First Seer who places her omens in bones, blood, and entrails. Freya inspires the poets and then torments them with lack.

LOKI (CHAOTIC)

The Deceiver who wins with wit and wile. The wolf who disguises himself as a sheep. Loki is glib and infuriating; his words cut like steel, and his laughter howls like a gale. His followers do not seek Valhalla, for they know it will fall when Ragnarok comes.



Gameplay



"We set sail with the midnight sun!"
-Sea wolves, preparing for raiding season

New Gear

WEAPONS

Weapon	Cost	Type	Range	Damage	Properties
Handaxe	2 gp	M/R	C/N	1d6	F, Th
Stave	2 gp	M	C	1d6	2H, S

ARMOR

Item	Cost	Gear Slots	AC	Properties
Round shield	15 gp	1	+2	Occupies one hand, sundering

PROPERTIES

Finesse (F). You may use your STR or DEX when attacking with this weapon.

Sundering (S). When you are hit with a melee attack, you may choose to destroy this weapon or armor to negate all damage from the attack.

Thrown (Th). You may throw this weapon to make a ranged attack with it using STR or DEX.

Two-handed (2H). You must use this weapon with two hands.



Boats

BOAT FEATURES

Gear Slots. 10 gear slots of hold storage per passenger.

Passengers. Boats can carry a number of passengers equal to the boat's HP.

Seaworthy. An unseaworthy ship has a 3:6 chance of capsizing on the open sea every day. DC 20 STR to right it if **capsized**.

Speed. Number of 6-mile hexes the boat can travel in 8 hours. In **combat**, vessels move a number of feet equal to their speed x 10.

PROPERTIES

Oars. Boat can move half-speed in all weather.

Portage. Can be carried overland by half the crew (porters move at half speed).

Weapons. Mounted with 4 heavy crossbows (as crossbow, 2d8 damage).

SINKING

Ships begin sinking when they reach 0 HP or are capsized. They sink in 1d4 rounds.



BOATS

Name	Cost	Speed	Seaworthy	Properties
Galleon	1,000 gp	8	Yes	Oars, weapons, AC 15, 70 HP
Longboat	500 gp	9	Yes	Oars, portage AC 12, 40 HP
Raft	40 gp	2	No	Portage, AC 10, 5 HP
Rowboat	200 gp	4	No	Portage, AC 12, 10 HP
Sailboat	700 gp	8	Yes	AC 15, 60 HP

Oaths

SACRED RITUAL

Swearing an oath before the Old Gods must be done aloud in front of a seer or a peer.

One should never swear such an oath lightly, because they come with great consequences.

Fulfilling an oath brings the gods' favor, but failing to fulfill it brings down their wrath twofold.

SWEARING AN OATH

A PC can swear an oath once per level. The oath's importance is categorized into three levels.

If a PC **fulfills** their oath before reaching their next level, they gain a beneficial outcome.

If they **fail** to fulfill their oath before reaching their next level, they suffer a negative outcome.

OATHS

Quality	Examples	Fulfill	Fail
Worthy	"I swear to cast the greatest treasure from my next raid into the sea as an offering to Odin."	Permanently gain 1 HP	Permanently lose 1d4 HP
Mighty	"I swear to slay the jarl who ordered the pillaging of my village and drink mead from his skull."	Permanently gain 1d4 HP or +1 to a stat of your choice	Permanently lose 1d6 HP or take -2 to a random stat
Legendary	"I swear to free my brother's soul from Loki's realm so he may have a chance to reach Valhalla!"	Permanently gain 1d6 HP or +2 to one stat of your choice	Permanently lose 1d8 HP or take -3 to a random stat

Reinforcements!

If your 0-level character dies during a Gauntlet, you can use the following table to determine how your new character arrives.

The Game Master might call for a reroll or modify the result if the arrival doesn't make sense for the situation.

YOUR 0-LEVEL CHARACTER...

d20 Details

- | | |
|----|---|
| 1 | Is trapped in a giant spider web (it returns in 1d4 rounds) |
| 2 | Crashes through the ceiling and gets up, somehow unhurt |
| 3 | Is locked in a rotted wardrobe full of very outdated clothing |
| 4 | Is tied up in a rope that hangs from a hook in the ceiling |
| 5 | Runs in being chased by a random encounter creature |
| 6 | Is in a barrel of pickled herring; the stench is awful |
| 7 | Gets tossed through an extraplanar portal that snaps shut |
| 8 | Frantically digs out of a shallow grave in the ground |
| 9 | Is stuck inside a mirror that releases them upon shattering |
| 10 | Is the lone survivor of another team of 0-level crawlers |
| 11 | Touched a teleportation trap in another far-flung location |
| 12 | Is a "statue" whose petrification finally wears off after years |
| 13 | Is standing directly behind the next door the PCs open |
| 14 | Is stuck in a pair of rusty wall manacles on short chains |
| 15 | Is tied to a roasting spit over a fire; the cook will return soon |
| 16 | Crashes down the hall, at first sounding like a monster |
| 17 | Is a lone escapee from a group of prisoners held elsewhere |
| 18 | Took a wrong turn at the path to town and just kept going |
| 19 | Is amongst the enemies, disguised as one of their own! |
| 20 | Came straight from town! Gain +1 random piece of gear |

Wortwick Monastery

RAIDING

When the midnight sun rises, sea wolves go raiding. They sail west for days over the turbulent ocean, following the sun, stars, and birds until they reach the shores of a distant land.

Wortwick Monastery is an example of one of the hapless places the sea wolves target.

THE MONASTERY

The gray, rain-stained walls of Wortwick Monastery rise from the top of a seaside promontory. Green and amber grass ripples along the hill's steep sides. The sleepy monastery looks east across the endless, quiet sea.

INHABITANTS

Abbot Aldwin (**priest**), 12 monks (**acolytes**) and four knights of St. Terragnis (**knights**) live in Wortwick. The monks flee from violence, but the knights and the abbot never break morale in defense of the monastery.

1. REFECTORY

High, arched ceilings rise over a chamber with long, wooden tables. Two monks (**acolytes**) in brown robes shuffle around, cleaning up plates and mugs.

2. KITCHENS

Three bald-headed **monks** chop garlic and onions and stir it into a boiling pot of savory stew. One wears a silver rosary (20 gp).

3. MONKS' CHAMBERS

Bunks line the walls and pegs hold brown robes. Four **monks** kneel at their beds, praying over silver holy symbols (20 gp each).

4. TEMPLARS' HALL

A gold and red tapestry of St. Terragnis hangs from the wall (40 gp). Three **knights** polish their swords and armor.

5. BELL TOWER

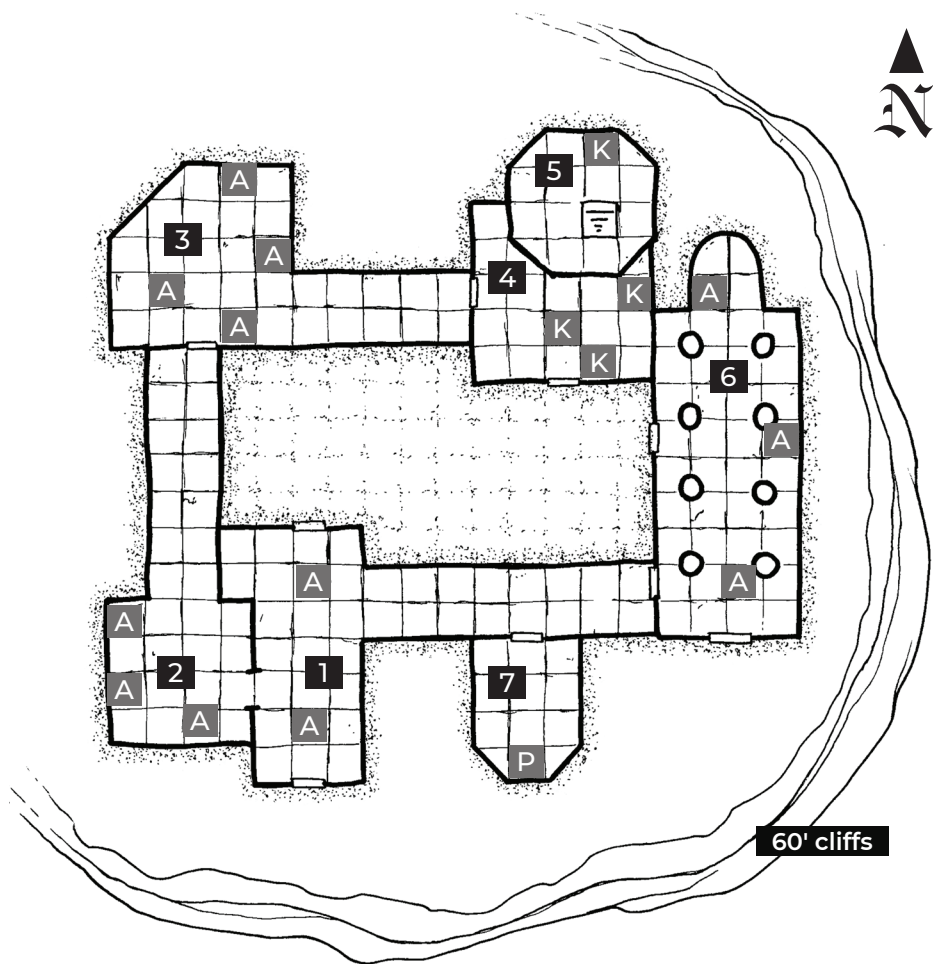
A **knight** looks northeast over the sea beside a giant, iron bell.

6. CHAPEL

A soaring chapel lets in beams of golden sunlight through narrow windows. Three **monks** dust and clean. A marble altar draped in red cloth sits inside an alcove. Two gold chalices (40 gp each) rest on it. Beneath the altar, a secret door houses a cache of 350 gp and a *Shield of the Lion*.

7. ABBOT'S QUARTERS

Abbot Aldwin (**priest**) prays in the sunlit alcove before a narrow window. His heavy oak desk houses a bejeweled, golden rose (80 gp) and a sheaf of letters to Cardinal Timorley speaking of ill omens in the sky this past year; strange, dragon-like stormclouds and lightning...



Arctic Sea Encounters

ARCTIC SEA ENCOUNTERS

d100 Details

01	A kraken rises from the deep and attacks for 1 round
02-03	Two swimming polar bears try to board the ship
04-05	A thrashing sea serpent fights to the death with an orca
06-07	A longboat of 3d6 berserkers led by Gromf the Sly appears
08-09	A frost dragon circles overhead, considering an attack
10-11	A tired, sea-blown greater drake tries to land on the ship
12-13	A rogue wave surges! DC 15 DEX or thrown overboard
14-15	3d6 pale merfolk demand you leave their hunting territory
16-17	A disease-stricken sea drake bites blindly at movement
18-19	An iceberg careens toward the boat on a fast current
20-21	A pod of 2d4 orcas mistakes the boat for an enemy whale
22-23	1d6 albino sharks circle the ship, considering an attack
24-25	A listing longboat appears; 3d8 nords try to make it home
26-27	A cloud of 2d20 purple jellyfish boil up to the surface
28-29	1d4 giant manta rays crash toward you, fleeing a lone orca
30-31	A small island comes into view, occupied by 2d20 pirates
32-33	A galleon appears; it bears 1d6 knights and 2d12 soldiers
34-35	A sea hag tries to secretly kill and replace a crew member
36-37	3:6 chance a passing megalodon's wake capsizes the boat
38-39	2d4 cackling frost trolls paw through the waves on a raft
40-41	A snow ape crouches on a small ice floe that draws closer
42-43	A nord floats by on a piece of flotsam, half frozen to death
44-45	2d6 bandits on a raft call for help; they're convicted killers

ARCTIC SEA ENCOUNTERS

d100 Details

46-47	A black-sailed longboat carries 2d4 wights over the waves
48-49	A black pudding floats on the water like an oil stain
50-53	The battle of two blue-skinned hydras threatens all nearby
54-55	A sharp burst of wind threatens to rip and destroy the sails
56-57	1d4 blue, giant crabs surface and swim toward the ship
58-59	A remorhaz swims below the surface, trailing hot steam
60-61	A rime walker nests inside an iced-over, abandoned ship
62-63	The shield maiden Irdun sails with 3d6 loyal nord raiders
64-65	A sudden storm hails frozen ice; DC 15 DEX or 2d4 damage
66-67	A lone oracle resides on an icy island with 3d6 vultures
68-69	A merchant vessel passes with 3d6 wary soldiers aboard
70-71	2d4 pale werewolves and 2 winter wolves sail a longboat
72-73	Thor strikes! A bolt of lightning falls; DC 15 DEX or 3d6 dmg
74-75	The ship of a rival crawling party follows at a distance
76-77	Green aurora appears in the sky; +1 to spellcasting checks
78-79	2d6 pale, cold-immune sahuagin try to board the ship
80-81	2d6 sea nymphs surround the boat, singing hypnotically
82-83	A storm giant surfaces and asks for news from land
84-85	A pod of 1d4 lesser drakes approaches over the horizon
86-87	A cloud of 2d6 albino stingbats flap toward the ship
88-89	Two longboats of rival nord clans clash in deadly battle
90-91	A western galleon captured by nords sails into sight
92-93	A tailwind doubles boat speed for the rest of the day
94-95	The waves dump a flopping piranha swarm on deck
96-97	The Wandering Merchant merrily floats by on an iceberg
98-99	Roll two encounters and combine the results (reroll 98-99)
00	A valkyrie appears and offers a random magic item



Magic



"Let the endless chatter in your mind fade. In the silence, you will hear the whispering of the gods."

-Egrid, Seer of Valthis

Seer Spell List

TIER 1

- Chant
- Evoke Rage
- Potion
- Trance

TIER 2

- Fate
- Read The Runes
- Sacrifice
- Soulbind

TIER 3

- Cast Out
- Hallucinate
- Raven
- Wolfshape

TIER 4

- Freya's Omen
- Loki's Trickery
- Odin's Wisdom
- Thor's Thunder

TIER 5

- Ragnarok
- Valkyrie
- World Serpent
- World Tree



Seer Spells



CAST OUT

Tier 3, seer

Duration: Focus

Range: Far

You turn a creature aside, throwing it out of your presence.

Choose a creature you can see. For the spell's duration, that creature can't come within near range of you. It can still attack you from outside of near range.



CHANT

Tier 1, seer

Duration: Focus

Range: Self

You begin an unearthly chant that lifts your vision beyond its ordinary limitations.

For the spell's duration, you can see all invisible and hidden things as though they were plainly visible. This spell does not allow you to see in a way that you could not normally, such as in darkness or through walls.



EVOKE RAGE

Tier 1, seer

Duration: 1d4 rounds

Range: Close

You call out the berserk rage locked inside someone.

One willing humanoid you touch enters a berserk state. The target is immune to morale checks, has ADV on STR checks and melee attacks, and deals +1d4 damage for the spell's duration.

If the target does not attack another creature on its turn, the spell ends.



FATE

Tier 2, seer

Duration: Instant

Range: Near

You painfully twist the golden threads of a creature's fate.

One creature you target in range takes 1d10 damage and loses any luck tokens it has.



FREYA'S OMEN

Tier 4, seer

Duration: 1d6 rounds

Range: Self

For the spell's duration, you do not lose the ability to cast a spell if you fail its spellcasting check.

If you critically fail a spellcasting check, you may reroll your check once. You must use the new result.



HALLUCINATE

Tier 3, seer

Duration: Focus

Range: Near

One creature you target in near whose level is less than or equal to your own is overcome by visions of what might yet come to pass.

For the spell's duration, the target cannot act on its turn unless it passes a Wisdom check equal to your last spellcasting check.



LOKI'S TRICKERY

Tier 4, seer

Duration: Instant

Range: Near

You are filled with Loki's hypnotic guile. Creatures who hear you speak will alter their own beliefs and memories to match your suggestion.

Target one creature who can hear and understand you within range. You make one plausible statement, true or not.

The target must make a Wisdom check vs. your spellcasting check. If it fails, it now believes what you stated as though it were fact, regardless of what it knows.



ODIN'S WISDOM

Tier 4, seer

Duration: 1d6 rounds

Range: Self

For the spell's duration, add your level as an additional bonus to your Wisdom checks and spellcasting checks.

POTION

Tier 1, seer

Duration: Instant

Range: Close

As a part of casting this spell, you must bless a single drink of any liquid.

The liquid gains healing properties for 1 day. A creature who imbibes it may end the effects of one poison or may immediately stop dying (the creature remains at 0 HP).

RAGNAROK

Tier 5, seer

Duration: Instant

Range: Far

You look deep into the strands of fate, learning the final destiny of one soul after the battle of Ragnarok. Do they live, or die?

Choose one creature in range. You can only target the same creature with this spell one time.

That creature must pass a CON check equal to your spellcasting check or die instantly.

RAVEN

Tier 3, seer

Duration: Instant

Range: Unlimited

You whisper a message to Odin's own ravens, and they carry it across all worlds to its recipient.

Speak a short sentence, and the name of its recipient, dead or alive. That creature hears your utterance whispered in its mind.

READ THE RUNES

Tier 2, seer

Duration: Instant

Range: Self

You ask the gods a question and cast the runestones, interpreting the meaning of the results.

Ask the Game Master one yes or no question. The Game Master truthfully answers "yes" or "no."



SACRIFICE

Tier 2, seer

Duration: Instant

Range: Close

As a part of casting this spell, you must ritually sacrifice a living creature of LV 2 or higher.

The target you touch gains a bonus to their next check or attack roll equal to the sacrificed creature's level.

SOULBIND

Tier 2, seer

Duration: Focus

Range: Close

You seal the soul of a living creature, preventing magic from leeching into it.

One creature you touch becomes nearly impervious to all magic. For the spell's duration, all other spells targeting the creature (harmful or helpful) are DC 18 to cast.

This spell ends as soon as the target is affected by another spell.

THOR'S THUNDER

Tier 4, seer

Duration: Instant

Range: Far

Thor casts down a bolt of lightning to strike one target. The target takes 3d6 damage.



TRANCE

Tier 1, seer

Duration: Instant

Range: Close

You enter a trance, catching small glimpses of a creature's fate. One humanoid creature you touch (you can't target yourself) gains a luck token. It can't have more than one luck token at once.

VALKYRIE

Tier 5, seer

Duration: 10 rounds

Range: Near

You summon a valkyrie to your aid. She appears in a location within near and acts of her own free will to help you. She returns to Valhalla when the spell ends.

You can't cast this again until you complete penance.



WORLD SERPENT

Tier 5, seer

Duration: Focus

Range: Close

The torturous venom of the World Serpent drips from the weapons of a creature you touch.

The target deals x2 damage with each attack (x4 on a critical hit) for the spell's duration.

WOLFSHAPE

Tier 3, seer

Duration: Focus

Range: Self

You and your gear transform into a wolf for the spell's duration. You assume the wolf's STR, DEX, CON, HP, AC, speed, attacks, and physical characteristics, but retain your INT, WIS, and CHA.

You can cast spells in this form. If you go to 0 HP, you revert to your true shape at 0 HP.

If you are level 5+, you can transform into a dire wolf or a winter wolf instead.

WORLD TREE

Tier 5, seer

Duration: Focus

Range: Close

The roots of the life-giving World Tree wrap around the soul of a creature you touch.

For the spell's duration, the target can't be brought below 1 HP.



The Isles of Andrik



"A land of blood and magic, of wolves and ice.
You could no sooner conquer the sea itself."
-Sir Aethlin Renford, knight of St. Terragnis

Seasons and Sea Travel

SEASONS

Day and night have unusual durations in the far reaches of the north. Use the below rules based on the season.

Midnight Sun (Spring and Summer). The sun never fully sets. There is enough light to see clearly outside at all hours.

Harvest (Fall). Sunny during the day and dark at night.

Long Dark (Winter). Night never ends. Only dark-adapted creatures can see without a light source.

SEA TRAVEL

Use Overland Travel rules from *Shadowdark RPG* (pg. 90) with the following additions.

Roll once each day for wind conditions.

Travel on the high seas is **unsafe** both night and day (check for an encounter every 3 hours).

WIND

Driving. Difficult terrain for boats (speed is halved, round down). Navigation checks are one step harder than normal.

Gusty. +1 hex of travel.

None. Arduous terrain for boats without oars (move one 6-mile hex per day).

Tempest. A storm hits. It lasts 1d4 days (don't reroll for wind until it completes).

- Each day, boats have a 1:6 chance of sinking.
- Each day, boats are blown 1d4 hexes in a random direction.

WIND		
2d6	Day	Night
2	Tempest	Tempest
3-5	Driving	Gusty
6-9	Gusty	Breeze
10-11	Breeze	Breeze
12	None	None

Isles of Andrik Hex Key

303. GROVE OF THE GODS

A peaceful grove where the only sound is distant birdsong and a gentle breeze. Spending three days here in quiet meditation grants the effects of an **augury** spell about one course of action.

407. DVERGHEIM

A stark mountain dusted with snow. The forgotten door to Dvergheim lies at its roots, opened only by the touch of a worthy hero's blade. Inside, a city of isolated, industrious **dverg** forge astonishing treasures and plumb ever deeper into the mountain. Their king, Snorgin Thrain, has recently seen signs of the fearsome **deep trolls** stirring in the depths once again.

504. SEA NYMPHS

Twelve **sea nymphs** play fluting music in the bay at high tide. They reward a **jelly orb** to a musician who accompanies them well (breathe water, 1 day). They try to drown all others.

508. VALTHIS

The village is home to 300 farmers who send their best warriors out in five red-sailed longboats during the raiding season. Their jarl, a scar-faced shieldmaiden named **Signe**, holds a vendetta against Jarl Karsgald (1307) for fleeing from a joint raid with most of the loot two years ago. The village's seer, **Egrid**, had a vision that Signe must exact revenge on Karsgald before the next Long Night, or the gods will bring punishment down on the village for her weakness.

602. DRAKENFJELL

Every seven years, delegations from each of the villages (508, 804, 1205, 1307) ascend to the longhouses atop this pine-cloaked mountain for a week of revelry and **blood sacrifice** to the Old Gods. The Seers of Rolug (1205) direct these sacred rituals. Quarrels are supposed to be set aside, but intrigue and sabotage often replace open violence.

707. SEA CAVES

Craggy, mist-choked caves reach far into the stone beneath the southern coast of the Isles. Legend holds that the great sea wolf king, **Skorgald**, led his longboats through these pitch-black, draugr-infested tunnels from the south shore to the north, catching an enemy fleet in a devastating surprise attack. Skorgald's bones now rest here in his longboat, buried with his vast treasure hoard.

804. SKARGAT

A village of 400, hard-scrabble farmers. Their leader, old Jarl **Olaf**, is under the sway of a vile **sea hag**, Brugatha, posing as a Seer of Rolug (1205). Brugatha whispers of the "corruption" that infests the Seers of Rolug; soon, Olaf will move to attack them. Skargat has seven longboats with green-striped sails.

906. BEAR-MAN

Rogden the **werebear** has lived alone in a warm longhouse at the foot of the mountains for 80 years. He is gruff, awkward, and gentle. He won't participate in conflict between the villages.

910. SEA DRAGON

Mithrandraak the sea dragon lairs in the cold depths off the southern coast of the Isles. His scales are silvery blue, and his beard a nest of jade-green tendrils. He has spent many years searching the sea floor for **Jotunblad**, a mythical sword from the Age of Giants that was knocked from Loki's hands in battle. *Jotunblad* is a green-hued, +2 greatsword. A human killed by it rises as a draugr in 1d4 days. Mithrandraak fears its misuse in the hands of mortals.

1003. WHIRLPOOL

A rush of currents merge as they crash through a narrow fjord, turning into a **whirlpool**. Any ship passing through it has a 2:6 chance of capsizing. A capsized ship has a 1:6 chance of being safely ejected into the seas of Alfheim (the Fey Realms).

1109. THE NORN

An old woman lives in a mossy hut among the trees, spinning golden thread and humming to herself. Each thread is a life. She is a **Norn**, a goddess of fate, and mortals mostly annoy her.

1205. ROLUG

A tiny village in the highlands of the Drake Peaks. Here, the 80 **Seers of Rolug** dwell in a mighty, multi-tiered longhouse. Inside the vast hall, towering stone and wood carvings of the gods stand like silent titans. The seers' imposing leader, **Torbald the Bloodless**, travels to villages to perform sacred rites for jarls and their families. The seers also supply one of their own as an advisor to the jarl of each village. To kill one of these seers is a crime against the gods. They remain neutral in all conflicts.

1307. GANDRUNNE

Thatched cottages nestle into the rolling river lands of Gandrunne, a prosperous village where 800 fishers and farmers reside. Its leader, **Jarl Karsgald**, aspires to depose the leaders of Skargat (804) and Valthis (508) and **unite** the Isles under his banner. Two years ago, he betrayed Jarl Signe of Valthis (508) and fled from a mutual raid with nearly all the loot. The fierce sea wolves of Gandrunne boast 15 longboats with blue-and-white striped sails.

1404. RUNESTONES

Dozens of leaning, carved **stones** stand like crooked teeth in a grassy field. Each one bears knotlike carvings and runes that tell the story of a worthy sea wolf killed in battle. The oldest stones are cracked with moss and age. There's a 3:6 chance that a gold burial treasure lies in the earth beneath each stone; taking one has a cumulative 1:20 chance of summoning a furious **valkyrie** to punish the grave-robber.



1509. DOOR TO ALFHEIM

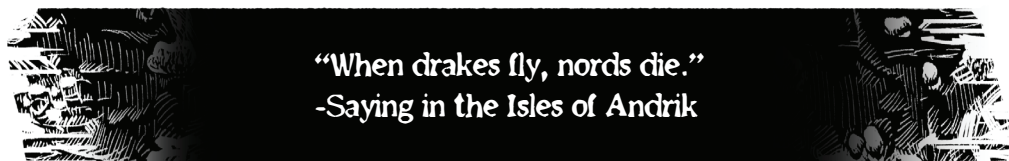
On an island where the woods grow wild and tangled, a stone **door** rests in the trunk of a wide oak tree. Curling, Elvish script declares it the Door to Alfheim. It opens to the Fey Realm at the touch of a perfectly formed leaf.



Monsters



**"When drakes fly, nords die."
-Saying in the Isles of Andrik**



DRAKE, GREATER

Mountainous, fire-breathing dragon-kin who are as fierce and wild as birds of prey.

Tiny, round scales cover their scintillating, purple hide.

AC 15, **HP** 38, **ATK** 2 claw +7 (1d12) or 1 fire gout, **MV** double near (fly), **S** +4, **D** +3, **C** +2, **I** -2, **W** +2, **Ch** +0, **AL** N, **LV** 8

Fireblood. Fire immune.

Fire Gout. Fills a near-sized cube extending from drake. DC 12 DEX or 4d6 damage.

DRAKE, LESSER

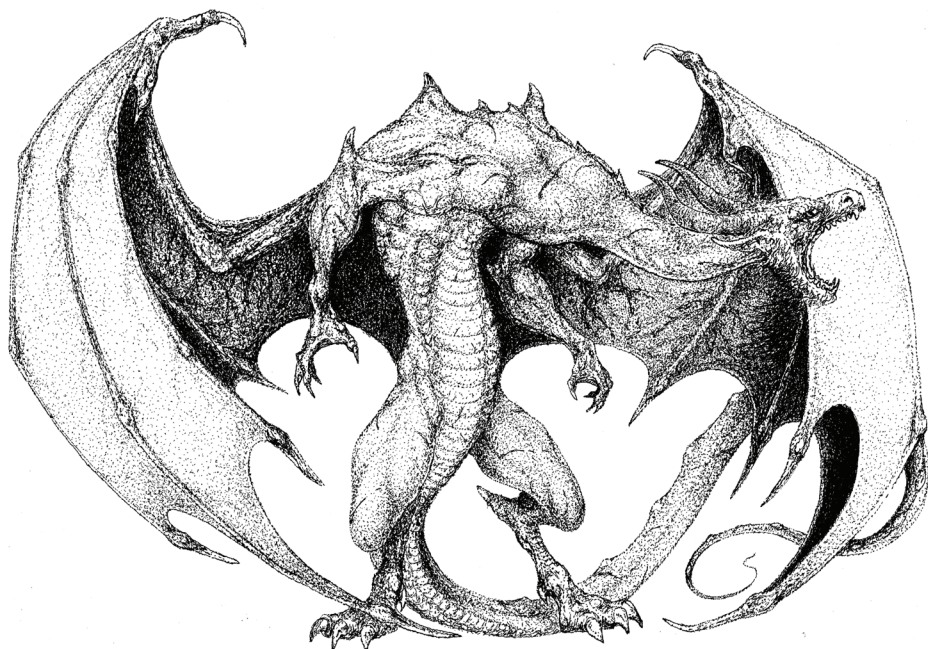
Juvenile drakes whose dull, purple scales have not yet condensed into bright armor.

They can't breathe full gouts of fire, but can spit bolts of flame.

AC 13, **HP** 28, **ATK** 2 claw +5 (1d10) or 1 fire spit, **MV** double near (fly), **S** +3, **D** +2, **C** +1, **I** -2, **W** +1, **Ch** +0, **AL** N, **LV** 6

Fireblood. Fire immune.

Fire Spit. One target in double near DC 12 DEX or 3d6 damage.



DRAUGR

Ragged, undead warriors dripping with blue-black grave rot. A chill follows them, and they can swim through stone.

AC 16 (chainmail + shield), **HP** 25, **ATK** 2 bastard sword +4 (1d8), **MV** near, **S** +3, **D** +1, **C** +3, **I** +0, **W** +0, **Ch** +3, **AL** C, **LV** 5

Greater Undead. Immune to morale checks. Only damaged by silver or magical sources.

Death Chill. Checks to stabilize dying creatures within near of the draugr are DC 18.

Stone Swim. Draugr can pass through stone as if it were water.



DVERG

Stocky gnomes who dwell in mountain halls shaped by their peerless craftsmanship. They have rosy cheeks, sparkling eyes, and prodigious beards.

AC 13 (chainmail), **HP** 14, **ATK** 1 greataxe +2 (1d10), **MV** near, **S** +2, **D** +0, **C** +1, **I** +1, **W** +1, **Ch** +0, **AL** L, **LV** 3

Shapeshift. In place of attacks, turn into a small animal, or back into original form.

NORD

A powerful warrior used to the hardships of the stark north.

AC 15 (chainmail + shield), **HP** 10, **ATK** 1 greataxe +2 (1d8) or 1 shield wall, **MV** near, **S** +2, **D** +0, **C** +1, **I** +0, **W** +0, **Ch** +0, **AL** N, **LV** 2

Shield Wall. AC becomes 20 for 1 round.



ORACLE

A far-eyed nord blessed with the gift of clairvoyant magic.

AC 10, HP 19, ATK 1 stave +2 (1d4) or 1 spell +3, **MV** near, **S** +1, **D** +0, **C** +1, **I** +0, **W** +2, **Ch** +1, **AL N**, **LV 4**

Berserk (WIS Spell). DC 13.

Focus. All allies within near of oracle deal +1d4 damage on each attack.

Fate (WIS Spell). DC 12. One target in near gains or loses a luck token.

Mjolnir (WIS Spell). DC 13. Deal 2d6 damage to one target in near.

Strike Blind (WIS Spell). DC 11. One target in near stricken blind for 1d4 rounds.



ORCA

Carnivorous whales with sleek, black hide and white bellies. They attack in small pods.

AC 12, HP 39, ATK 2 bite +5 (1d10), **MV** double near (swim), **S** +4, **D** +0, **C** +3, **I** -2, **W** +1, **Ch** -2, **AL N**, **LV 8**

Pod Hunter. Deals +2 damage when an ally is within near.



SEA NYMPH

Blue-skinned elves with sleek fins on their arms and faces. They gather in desolate ocean bays to sing haunting melodies.

AC 13, HP 13, ATK 1 slash +2 (1d6) or 1 sing, **MV** near (swim), **S** +0, **D** +3, **C** +0, **I** +1, **W** +1, **Ch** +2, **AL N**, **LV 3**

Sing. All creatures who hear in double near, DC 12 CHA or transfixed in place 1d4 rounds.



SEA SERPENT

Massive sea snakes with gauzy fins, scales, and serrated fangs.

AC 14, HP 58, ATK 3 bite +8 (2d12), **MV** double near (swim), **S** +5, **D** +0, **C** +4, **I** -3, **W** +1, **Ch** -3, **AL N**, **LV 12**



TROLL, DEEP

Wretched, subterranean trolls with inky hide and fiery eyes.

AC 13, HP 39, ATK 2 claw +7 (1d10), **MV** near, **S** +4, **D** +2, **C** +3, **I** -1, **W** +1, **Ch** +1, **AL C**, **LV 8**

Regenerate. Regains 2d6 HP on its turn unless injured by a cold iron weapon the prior round.

VALKYRIE

Angelic warrior-women who Freya sends to carry the souls of worthy warriors who fall in battle to the halls of Valhalla.

AC 17 (plate mail + shield), **HP** 66, **ATK** 3 blessed spear (near) +9 (3d6), **MV** double near (fly), **S** +4, **D** +3, **C** +3, **I** +3, **W** +4, **Ch** +5, **AL** L, **LV** 14

Impervious. Can only be injured by magical sources.

Divine Courage. Immune to morale checks. Hostile spells targeting valkyrie are DC 18 to cast.

WEREBEAR

A mighty, long-haired humanoid that walks with a rolling gait.

AC 11, **HP** 34, **ATK** 2 claw +6 (1d8), **MV** near, **S** +4, **D** +1, **C** +3, **I** +0, **W** +2, **Ch** -1, **AL** L, **LV** 7

Impervious. Only damaged by silver or magic sources.

Crush. Deals an extra die of damage if it hits the same target with both claws.

Lycanthropy. If 15 or more damage from the same werebear, contract lycanthropy.





Hoard of the Sea Wolf King

A 0-level Gauntlet adventure for Shadowdark RPG



"Leave this place. Skorgald's gold is mine to claim!"

-Garatha, Skorgald's last descendant

Overview

ROOM KEY

The keyworded **descriptions** at the start of each location are safe to share with the players. The **bulleted details** beneath are for the GM.

BACKGROUND

The mightiest king of the sea wolves, **Skorgald**, lies entombed in the sea caves, carried to Valhalla with the hoard he won in life. It's said his rotting head rests on piles of gold, and his hands still clutch the bejeweled crosses and crowns he reaped from those he conquered.

King Skorgald will live on in legend amongst your people. You won't... yet! **Raiding** is the right of the strong, and so you go to the sea caves to seize your fortune and make your name. If old king Skorgald is still worthy of his hoard, then let him rise up to defend it!

GAUNTLETS

Gauntlets are deadly affairs where life is fragile and glory is hard-won. Players begin with four 0-level characters each, playing one at a time and replacing from their pool if their current character dies.

Remember the following:

- 0-level characters can wield all **gear**. Beginner's luck!
- 0-level characters **die** when they reach 0 HP.
- Characters can (and should) **loot** their fallen companions' bodies.
- Don't worry about tracking XP. 0-level characters who survive the sea caves with respectable treasure in tow graduate to **1st level**.

See **Shadowdark RPG** pg. 116 for further Gauntlet details.

THE SEA CAVES

Channels of seawater flow into the caves with the rise and fall of the tides, creating a river and lake system. Narrow boats can navigate these waterways without issue.

Rivers are 15' deep. **Lakes** are 40' deep. **Ceilings** are 30' high.

TOMBS

Centuries ago, King Skorgald's **dverg** allies constructed tombs in the sea caves for him and his honor guard. Their alliance with mankind has long since fallen into heroic myth, but their skilled craft remains.

Ceilings are 15' high. **Walls** are expertly hewn from slick, gray stone.

ENTRANCES AND EXITS

The only way to access the sea caves is through the tidal flows into **Area 1**, **Area 6**, and to the east of **Area 29**.

RUMORS

- 1 The gods have spoken! The seers say any who returns from the caves with the *Axe of Nine Eyes* shall be made a jarl!
- 2 The caves are filled with chambers built by dverg, a clever, magical people who allied with King Skorgald long ago.
- 3 Never touch the body of a dead woman. She could rise as a spirit and take vengeance!
- 4 Skorgald built his funerary longboat in the caves, but he is not buried inside it.
- 5 Many folk who claimed to be Skorgald's descendants searched the caves for his hoard, but none of them returned.
- 6 If Skorgald's treasure is in the caves, it's surely not in plain sight. He was fond of secret chambers built by the dverg.

Areas 1-29

Danger Level. Unsafe. Check for an encounter every **3** crawling rounds.

Light. Total darkness in the caves.

RANDOM ENCOUNTERS

d8 Details

- 1 A fierce wind extinguishes all non-magical light sources.
- 2 A tidal surge overflows the rivers! Creatures on ground DC 12 DEX or 1d4 damage and swept into the nearest water source.
- 3 A barnacled **strangler** tries to silently pick off the rear PC.
- 4 A ravenous **zombie** (dead nord) with leather armor, a handaxe, and a round shield lumbers into sight.
- 5 Ruggamort the **troll** (Area 6) sleepwalks into the room and shuffles around randomly; he wakes up if touched.
- 6 **Garatha** and four of her **nord** followers (Area 11) trudge along the halls, hunting for Skorgald's treasure hoard.
- 7 1d6 flapping **stingbats** careen and crash down the hall.
The ghostly, green spirit of a dead **nord** silently follows the
- 8 PCs for 2d4 rounds. It disappears if attacked. While it is present, the next PC to go to 0 HP goes to 1 HP instead.



1. BANDIT CAVE

A group of sullen **people** with sand-caked leather armor and salt-crusted hair crouch over a sputtering campfire. Their notched blades rest close at hand. A **river** splits the drafty cave in two.

- **People.** Six outcast **bandits**. They're cold, hungry, and irritable.
 - ▶ **Kayla** (eye patch, suspicious), **Hrovin** (muscled, dim), **Ygrid** (scarred, quiet), **Ivor** (young, petulant), **Magorth** (short, sarcastic).
 - ▶ Their leader, **Thurgston Rayne** (missing front teeth, cowardly, skinny), is newly minted after their last leader never returned from scouting the caves. The new policy is "no exploring."
 - ▶ They let the PCs pass for a **fee** of 5 gp. The fee increases if the PCs look rich. The bandits try to steal unguarded boats.

2. BANDIT STORE ROOM

Water-stained barrels and boxes are shoved against the cave walls.

- **Barrels and Boxes.** Six total. Each PC can loot one per round.
 - ▶ **Contents** (1d6). **1.** Two torches. **2.** A rusty suit of chainmail. **3.** A 60' rope and grappling hook. **4.** A shortbow and 20 arrows. **5.** An old longsword. **6.** A bag of 10 iron spikes and a bag of caltrops.
- **Noise.** Bandits (Area 1) have a 3:6 chance of hearing normal noise.

3. HALL OF DEEDS

Tiny **runes** are carved into every inch of the walls, floor to ceiling. A pile of broken wood and rubbish blocks the eastern **door**.

- **Runes.** Thousands of perfectly chiseled, inch-high runes tell the stories of King Skorgald's many **triumphs** (the **sacking** of Lysfinn, **allying** with King Brog Under the Mountain, **wielding** the *Axe of Nine Eyes*, **slaying** the drake Igald, **defeating** Hothor the Liar).
- **Barricaded Door.** The bandits (Area 1) barricaded the door with trash on the Area 3 side. DC 15 STR to open.

4. FELLED STATUE

A shattered pile of sculpted **stone** covers the floor of a broad alcove.

- **Stone.** A fallen statue of a regal nord man (King Skorgald). A rusty, 20' chain lies in the debris. Old **graffiti** scratched into the alcove wall reads: "A greedy miser who left nothing to his sons!"
 - ▶ **Treasure.** A silvered **shortsword** is buried in the rubble (20 gp). Its blade is black and tarnished, but sharp.
- **Sound.** For those who listen carefully, faint, intermittent buzzing and flapping echoes from the east (stingbats in Area 5).

5. STINGBAT CAVE

Tarry, black **mud** splatters the ground. The occasional leathery rustle emanates from the shadowy ceiling.

- **Stingbats.** Four red, dog-sized **stingbats** with long nose beaks roost upside-down along the ceiling. Light disturbs them, but they remain asleep if left in darkness.
- **Mud.** Coppery-smelling stingbat guano. PCs moving at more than half speed must pass a DC 12 DEX check or slip and fall.

6. TROLL NEST

Cracked bones and crab shells litter the sparkling shore of this cave. To the west, a reverberating **snore** rises and falls.

- **Troll.** A troll sleeps in the west cave. Cumulative 1:6 chance each round that he catches the scent of PCs in the area and wakes up.
 - ▶ **Ruggamort.** Drowsy, covered in boils, shuffling gait. Gets angry if woken up, but can be appeased with interesting food. Has heard human finger bones are delicious.
- **Trash.** The glint of **gold** winks among the refuse scattered along the shore. PCs can pick out 1d4 gp per round (30 gp total).
- **Sound.** For those who listen carefully, faint, intermittent **buzzing** and flapping echoes from the north (stingbats in Area 5).



7. CRYSTAL MINE

Fingerlike cave passages branch off in wandering directions.

- **Passages.** Hewn stone. Apple-sized, purple **crystals** poke out of the rock (6 total, 10 gp each). DC 15 STR to pull one free.
 - ▶ **Unstable.** Pulling a crystal free has cumulative 1:6 chance of causing a small collapse. DC 12 DEX or 1d6 damage from rubble.

8. DVERG ABODE

A diminutive **man** in a pointed, red cap bustles around a cozy abode. An iron pot bubbles over a fire in the corner, and a pickaxe lies against a chest at the foot of a child-sized bed.

- **Man.** A **dverg** who has lived here for 80 years named **Adagar** (bubbly, distracted, hurried). Turns into a mouse and flees if the PCs threaten him. Shares savory mushroom stew with kind folk.
- **Gear.** Freely gifts up to 3 items: 3 purple crystals (10 gp each), handaxe, 60' rope, blue-painted round shield, torch, flask of oil.

9. FUNGI GARDEN

A wash of colorful **mushrooms** creates a bumpy carpet over the back half of the cave floor. The air smells wet and loamy.

- **Mushrooms.** The four strains present in equal amounts are:
 - ▶ **1. Bindlesnap.** Pointed red cap, snaps crisply when plucked. Poisonous to humans (though not dverg or dwarves). DC 12 CON or 1d4 damage.
 - ▶ **2. Morgamotta.** Flat and purple top with a thin sheen. Edible. Strange effect of greatly amplifying sound when placed in ears.
 - ▶ **3. Gamstrung.** Pearly bubbles of white growth. Contact with uncooked cap causes intense itching. DC 12 WIS or drop everything to scratch feverishly for 1d4 rounds.
 - ▶ **4. Ungolar.** Rich black with dusty pollen that leaves inky stains. Harmless to eat, but teeth turn black for 1 hour.

10. NORD GUARDS

Four **humans** with knotted hair and red-painted round shields sit around the cavern, gnawing on dried meat and laughing heartily.

- **Humans.** Four loyal **nords** from Garatha's retinue (Area 11). They are alert for intruders (DC 15 to escape their notice).
 - ▶ **Arne** (piercing eyes, jokester), **Gorm** (face scar, bear-like), **Erik** (lithe, chatty), **Ulf** (young, false confidence).

11. GARATHA'S CAMP

Four wolfish **humans** with red shields nod as a young **woman** with black hair and a winged helm draws a diagram on the sandy floor.

- **Woman.** Garatha, a **berserker** shield maiden. Steely, young, confident. She is Skorgald's only living heir and believes his hoard is hers by right. She's here to find and claim it.
 - ▶ **Drawing.** A map showing a river exiting out of a cave to the south. There's an X over the cave and "TROLL" in big letters.
- **Humans.** Garatha's most trusted and capable **nord** warriors.
 - ▶ **Harl** (rune tattoos, imposing), **Torm** (gray beard, fatherly), **Stenhilde** (red hair, aggressive), **Ogden** (muscle, charismatic).

12. RIVER LANDING

A **rowboat** with red drakes painted on the sides rests along the sandy shore of a gurgling river.

- **Rowboat.** Garatha's rowboat. Inside are four bundles of **supplies**: 2 great axes, 2 round shields, 20 arrows, 1 shortbow, and 12 rations.
- **River.** Goes deeper into the caves (collapsed further up tunnel if GM does not want exploration to continue past this point).
 - ▶ **Sea Nymph.** A sea nymph named **Ryleen** from Area 13 spies from under the river's surface. Garatha's warriors killed her sister, Mireen, and she longs for revenge. She flees to her allies in Area 13 if in danger.

13. SEA NYMPH DEN

Woven **nests** of dry, black seaweed line the walls. **Puddles** of water pool around sunken areas in the floor tiles.

- **Sea Nymphs.** 3:6 chance there are three **sea nymphs** here. If not, cumulative 1:6 chance each round they return.
 - ▶ **Sashir** (eldest, cautious), **Pareem** (thin, inquisitive), **Manit** (stern, regal).
 - ▶ They offer a **jelly orb** (edible slime ball, breathe underwater for 1 hour) to creatures who impress them with skilled music.
- **Puddles.** One of the puddles in the northwest of the room is shinier than the rest. It's a **gray ooze**.
- **Nests.** Three, large enough to hold a person. Buried within each is an iridescent pearl (40 gp each).

14. SHRINE OF THOR

At the rear of the room, a **statue** of a grim warrior raises a hammer over his head. A woven **cloak** of seaweed drapes over his shoulders.

- **Statue of Thor.** The sea nymphs (Area 13) wove the statue's **cloak** as an offering (it's a *Cloak of Elvenkind*). Taking it provokes a lightning bolt from Thor's hammer (DC 12 DEX or 2d6 damage).

15. FLOTSAM CAVE

Towering **piles** of driftwood, rubble, and shredded cloth fill the southeast cave all the way up to the ceiling.

- **Piles.** Precariously stacked debris. Each time a PCs touches it, DC 12 DEX or 2d6 damage as they're crushed under a collapse.
 - ▶ **Treasure.** Each time a PC digs through the debris, they pull out one of the following (**1d10**): **1.** A hungry **giant leech**, **2.** Rusty dagger, **3.** Salt-crusted leather armor, **4.** Bent grappling hook, **5.** Flint and steel, **6.** Splintering 10' pole, **7.** Chipped longsword, **8.** Scarred shield, **9.** Damp torch (30 min.), **10.** *Potion of Healing*.

16. DECAYED DOCKS

A broad cave slopes gently down toward a sloshing, midnight-blue **lake**. The splintered remains of ancient **docks** jut from the water.

- **Lake.** Hundreds of stinging, purple **jellyfish** seethe just below the lake's surface. A non-aquatic creature in the water has a cumulative 1:6 chance per round of encountering 1d20 jellyfish.
- **Docks.** Pillars of rotting, bleached wood. A thin, silvery **chain** is tangled around one just above the water line. The ram-headed *Ring of Ramlaa* hangs from it.

17. SKORGALD'S GRAVE

A sleek, black **rowboat** rests at the center of a craggy island. The glint of gold and other shapes lurk inside its high, curved sides.

- **Rowboat.** A **skeleton** in a ragged, gray tunic rests on top of a bed of 500 gp that fills the boat up to knee-height. The skeleton clutches a gray-steel **greataxe** over its chest.
 - ▶ **Skeleton.** The skeleton of a young man (Skorgald's youngest and favored son, Mordeme).
 - ▶ Dozens of minuscule **holes** are bored into the rowboat beneath the coins (it sinks in 1d4 rounds if placed on open water).
- **Skorgald.** Now a **draugr** (pg. 45). He hides inside the rocky island. At noise, he rises from the stone, bringing an icy cold.
 - ▶ Blue-black, rotting skin. Tall, severe, wears iron crown. Carries the *Axe of Nine Eyes*. Frost cracks around where he stands.
 - ▷ **Axe of Nine Eyes.** A silvery, +1 greataxe with nine open eyes engraved on its blade. Its wielder can learn the *True Name* of up to 9 creatures total. An eye closes each time this is used.
 - ▶ Skorgald whispers for **vengeance** on his descendants (his other sons killed Mordeme in jealousy). He gives the *Axe of Nine Eyes* to the one who brings him the head of his last **descendant** (Garatha, Area 11). He attacks those who refuse his commands.

18. HALL OF FEASTING

Pitted, wooden **tables** stretch the length of this spacious hall. A bedraggled **man** sits alone at a seat, eating merrily from one of the many silver plates piled with smoking meats and savory vegetables.

- **Man. Bernark**, the former leader of the bandits (Area 1). Glazed eyes, black beard, hollow cheeks (subject to the curse below). He has been here 4 days and is nearly dead of dehydration.
- **Curse.** PCs must pass a DC 18 WIS check to determine the food is an illusion. Eating the false food causes a creature to be lost in a reverie of glorious feasting for 2d4 days.
- **Plates.** 50 hefty silver plates embossed with wolves. 2 gp each.

19. LONGBOAT HOLD

A black, creaking **longboat** fills this vast chamber, nearly touching the ceiling. The scent of cut wood and seawater rolls off of it.

- **Longboat.** 10' wide, 50' long. Rests on six wooden stands. Red-and-black striped sail. The figurehead is a rearing, fanged dragon.
 - ▶ **Inside.** A figure draped in white linen lies on a bier. Beneath is a mummified **corpse** of a woman with long, white hair. She clutches a gold-shod stave (40 gp) in one hand and has a 20 gp ring set with a pearl, crystal, or ruby chip on each finger.
 - ▷ Each time treasure is taken from her, 1:6 cumulative chance she rises as a **ghost** for 2d4 rounds before resettling.

20. NARROW BEACH

A blue-skinned **humanoid** draped in black seaweed lies face-down on the rocky shore, halfway out of the lapping water.

- **Humanoid.** Mireen, a sea nymph killed by the nords in Area 11. Treat as **sea nymph** with **zombie's** Undead and Relentless talents. She grabs anyone who comes close and tries to drown them.
 - ▶ Only the sight of her sister, Ryleen (Area 12) stops her attack.

21. HIDDEN HOARD

Heaps of gold and silver **coins** cover the floor from wall to wall. Art objects and **relics** rest amid of the piles of riches.

- **Secret Door.** Careful inspection of the wall in Area 20 reveals it. Door only **opens** at the touch of the *Wand of Wisdom* (Area 25).
 - ▶ **Runes.** Dwarvish. Subtly carved, visible on close examination. Reads: "Wisdom is the key that opens the way."
- **Treasure.** 500 gp, 500 sp, 2 golden goblets set with sapphires (50 gp each), a silk-and-gold tapestry of armored St. Terragnis looking skyward (100 gp), 6 bejeweled holy symbols of the Four Lords (15 gp each), two tomes with lavish ink drawings that each contain one spell scroll (*protection from evil, light*).

22. STUCK RAFT

A swiftly running **river** cuts across the cave. It flows around a half-submerged, triangular **shape** jutting high out of the water.

- **Shape.** A stuck and capsized **raft** with a corner poking out. DC 20 STR to pull it free. Holds five people. Floats east if unmoored.

23. HALL OF THE HONORED

Along the west wall, deep **carvings** of life-sized warriors in armor and helms stand out in high relief. A mound of shattered oars, boxes, and refuse are piled up against the east **door**.

- **Carvings.** Seven total. Six lift an empty sword hand, creating a torch **sconce** (three hold a torch). They surround the seventh, a woman in flowing robes who cups a pool of **water** in her palms.
 - ▶ **Torches.** Ancient, damp. They burn for 30 minutes each.
 - ▶ **Water.** Holy water (does 1d8 damage to undead on contact). Enough to fill one vial. Slowly refills over the course of an hour.
- **Barricaded Door.** The bandits (Area 1) barricaded the door with trash on the Area 23 side. DC 15 STR to open.



24. SEA WOLF TOMB

A stone **coffin** lies in each alcove. The lids are carved with life-sized warriors in helms and chainmail, arms crossed over their chests.

- **Coffins.** Six total. The heavy lids pull off with a puff of dust.
 - ▶ **Inside.** A grinning skeleton in chainmail holding a greataxe and a round shield. A **gold coin** covers each eye socket. Removing or knocking the coins loose causes the bones to animate as a hostile **skeleton** (AC 15, 1d8 greataxe damage, no shortbow).
 - ▶ If coins are returned, skeleton goes back to coffin, replaces coins over eyes, and falls back into slumber.
- **Secret Door.** A hidden, sliding panel in the back of the northern, central alcove leads to Area 25.

25. SEER'S TOMB

A stone **statue** of a life-sized, robed woman stands over a **coffin** at the back of the chamber. She holds a golden wand in one hand.

- **Statue.** PCs versed in history recognize this as Agatha, a legendary seer who served King Skorgald.
 - ▶ **Wand of Wisdom.** A gnarled stick dipped in gold with the word "wisdom" etched on it in runes. Seers can wield it. Contains the seer spell *trance*. Its touch opens the secret door to Area 21.
- **Coffin.** Inside is a body of a pale-haired woman wrapped in white linen. A blessing from Freya has kept Agatha from decaying.

26. HALL OF PILLARS

Four carved **pillars** stand in a broad hall. The distant slosh of water echoes down the hallway to the east.

- **Pillars.** Relief carvings depict dozens of short, bearded men hammering stone while standing on each other's shoulders.
- **Door.** Runes say "Here Rest the Sons of Skorgald." "Sons" is scratched out and the word "betrayers" gouged above it.

27. TOMB OF THE SONS

A stone **coffin** rests in each alcove. A likeness of a man is carved into each lid, the details obscured by a heavy cotton of **spiderwebs**.

- **Spiderwebs.** A **giant spider** hangs on a thread in the darkness above the northernmost coffin. It silently ambushes victims.
- **Coffins.** Five. The **faces** of the men on the lids are smashed and marred beyond recognition. The heavy lids pull off.
 - ▶ **Inside.** In each, a skeleton laid face-down with its head removed (nords recognize this as the most dishonorable burial).
 - ▶ A **secret compartment** in one holds a gold signet ring of Skorgald's crest, a rearing drake (40 gp).

28. SACRIFICE CHAMBER

A heavy, stained **altar** of gray stone fills a niche in the west wall.

- **Altar.** Carved with owls, wolves, and ravens locked in combat. A deep bowl carved into the center. Old blood stains fill it.
 - ▶ A person who pours the **blood** of a living creature into the altar's bowl can pray before one mural in Area 29 for a boon.

29. MURALS OF THE GODS

Three alcoves each have a vibrant **mural** of a figure towering over a landscape. The images are bright and clear, as if just painted.

- **Murals.** Depict three Old Gods: **Freya** (east), **Odin** (center), and **Loki** (west). Making a **blood sacrifice** on the altar in Area 28 and praying before a god's mural grants a boon (once per character).
 - ▶ **Freya.** A radiant shieldmaiden with white owl wings. She towers high over a sunlit field of war and slaughter. +1 WIS or INT.
 - ▶ **Odin.** An old, one-eyed warrior looks down from the sky onto a stormy sea. Two ravens rest on his shoulders. +1 STR or CON.
 - ▶ **Loki.** A gaunt, wolflike man howls before a harvest moon in the night sky. Hundreds of wolves join him. +1 DEX or CHA.

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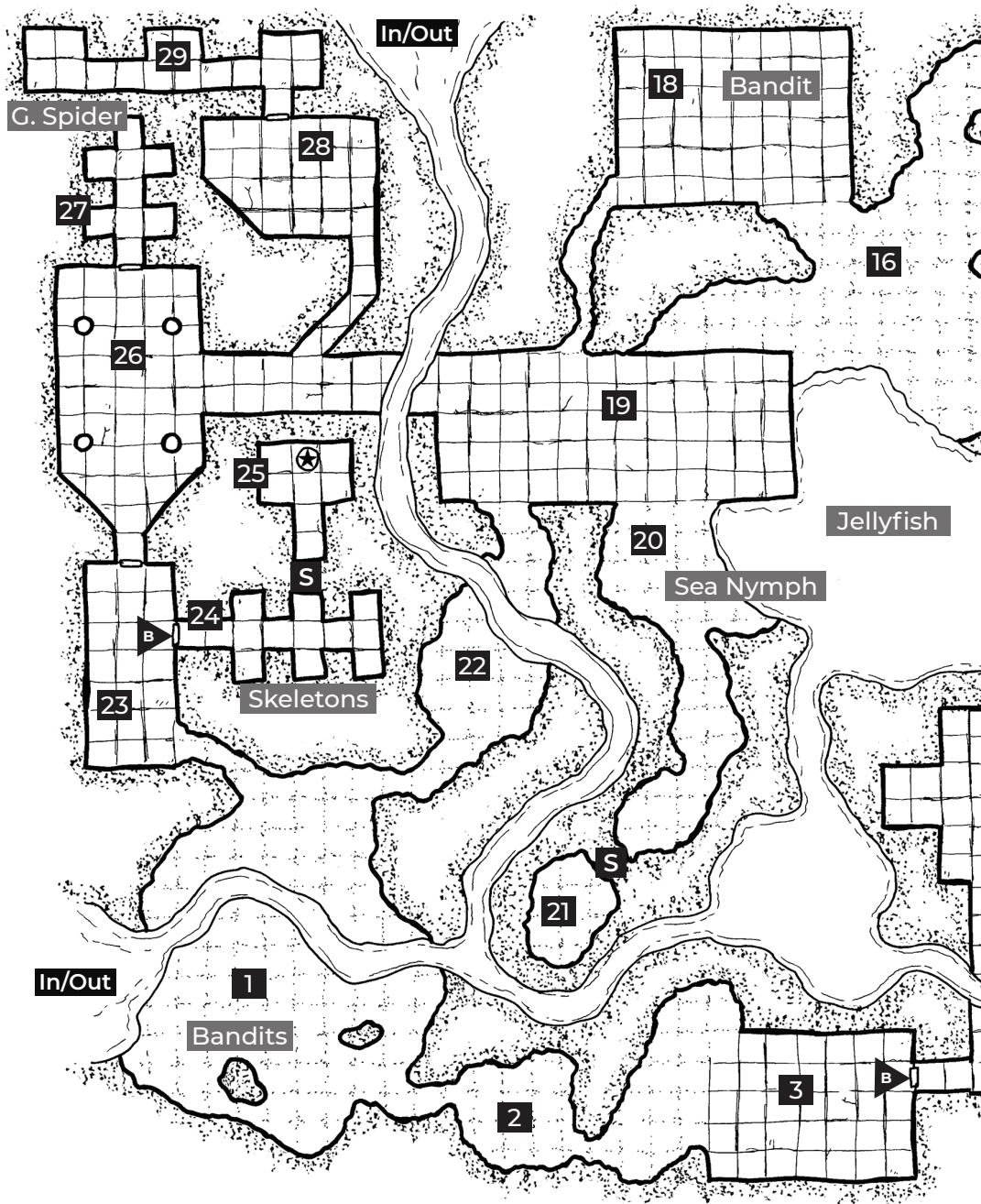
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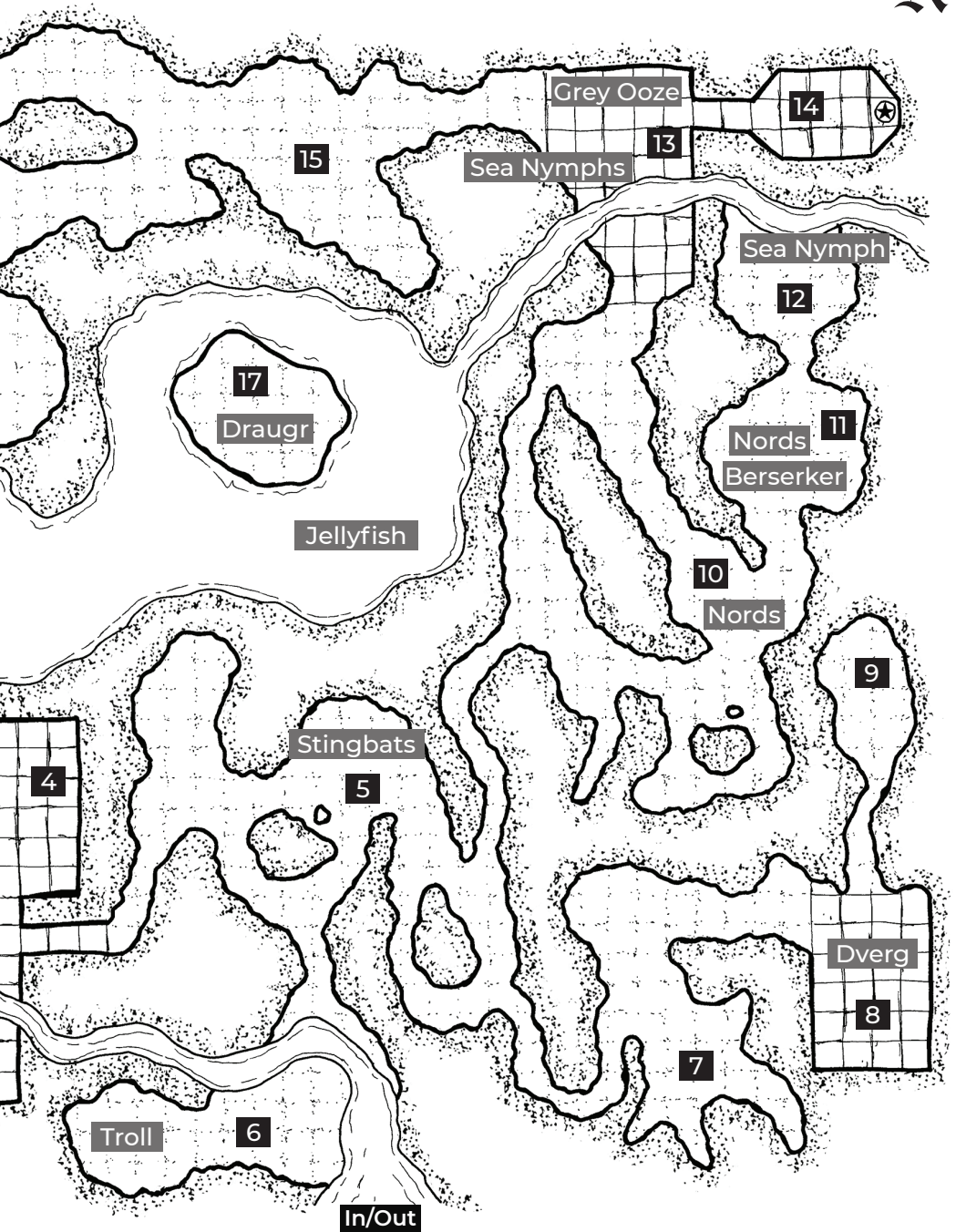
Sea Caves and Tombs



One square = 5'

Rivers = 15' deep

Lakes = 40' deep



B Barricaded (DC 15 STR)



S Secret door (found on close inspection)

A COLLECTION OF IDEAS FOR SHADOWDARK RPG

SEA WOLF PLUNDER FROM DISTANT LANDS

d20 Item

- | | |
|----|---|
| 1 | A holy symbol of a silver lion on a thin, braided chain (10 gp) |
| 2 | A silver incense burner full of fragrant myrrh chips (20 gp) |
| 3 | A colorfully-inked prayer scroll in a heavy silver tube (30 gp) |
| 4 | White silk robes with cloth-of-gold embroidery (40 gp) |
| 5 | A wavy, silver dagger with a crescent moon pommel (50 gp) |
| 6 | A beaten-copper holy water bowl with silver inlay (60 gp) |
| 7 | A gold-and-marble statuette of a solemn woman (70 gp) |
| 8 | A silver chalice set with a diamond-shaped ruby (80 gp) |
| 9 | A coffer of gold coins stamped with a dead emperor (90 gp) |
| 10 | Six hefty burnished-gold candlestick holders (100 gp) |
| 11 | An ancient, silver tabernacle set with oval emeralds (110 gp) |
| 12 | A thick gold ring with a carved sapphire signet (120 gp) |
| 13 | A golden plate featuring a radiating, silver sun (130 gp) |
| 14 | A gold, filigreed gauntlet set with dozens of pearls (140 gp) |
| 15 | A heavy statue of an angel cast from pure gold (150 gp) |
| 16 | A golden skull studded with small sapphires (160 gp) |
| 17 | A heavy gold reliquary box with holy bones inside (170 gp) |
| 18 | A holy symbol of a mithral anvil on a weighty chain (180 gp) |
| 19 | A gold rose of St. Terragnis dotted with rubies (190 gp) |
| 20 | A golden orb and cross with rows of tiny diamonds (200 gp) |



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