

# ShadowDark

THE ROLE-PLAYING GAME



GAME MASTER QUICKSTART GUIDE

# Kandom Encounters

Roll 1d6. 1 = random encounter.

- **Unsafe.** Check every 3 rounds.
- **Risky.** Check every 2 rounds.
- **Deadly.** Check every round.

## DISTANCE

d6	Starting Distance
1	Close
2-4	Near
5-6	Far

## ACTIVITY

2d6	Activity
2-4	Hunting
5-6	Eating
7-8	Building/nesting
9-10	Socializing/playing
11	Guarding
12	Sleeping

## REACTION

2d6 + CHA mod	Attitude
0-6	Hostile
7-8	Suspicious
9	Neutral
10-11	Curious
12+	Friendly

# Characters

## STATS

Stat	Modifier
1-3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	0
12-13	+1
14-15	+2
16-17	+3
18+	+4

## LANGUAGES

Language	Speakers
Common	Humanoids
Dwarvish	Dwarves
Elvish	Elves
Giant	Giants
Goblin	Goblinoids
Merran	Aquatic folk
Orcish	Orcs
Reptilian	Reptile folk
Sylvan	Fey folk
Thanian	Beast folk
Celestial (R)	Angels
Diabolic (R)	Demons
Draconic (R)	Dragons
Primordial (R)	Elder things

## XP FOR TREASURE QUALITY

Quality	XP	Examples
Poor	0	Bag of silver, used dagger, knucklebone dice
Normal	1	Bag of gold, gem, fine armor, magic scroll
Fabulous	3	Magic sword, giant diamond, mithral chainmail
Legendary	10	<i>The Staff of Ord</i> , a djinni's wish, a dragon hoard

## NPC NAMES BY ANCESTRY

d20	Dwarf	Elf	Goblin	Halfling	Half-Orc	Human
1	Hera	Sarenia	Kog	Myrtle	Troga	Hesta
2	Torin	Ravos	Dibbs	Robby	Boraal	Matteo
3	Ginny	Imeria	Fronk	Nora	Urgana	Rosalin
4	Gant	Farond	Irv	Percy	Zoraal	Endric
5	Olga	Isolden	Squag	Daisy	Scalga	Kiara
6	Dendor	Kieren	Mort	Jolly	Krell	Yao
7	Ygrid	Mirenel	Vig	Evelyn	Voraga	Corina
8	Pike	Riarden	Sticks	Horace	Morak	Rowan
9	Sarda	Allindra	Gorb	Willie	Draga	Hariko
10	Brigg	Arlomas	Yogg	Gertie	Sorak	Ikam
11	Zorli	Sylara	Plok	Peri	Varga	Mariel
12	Yorin	Tyr	Zrak	Carlsby	Ulgar	Jin
13	Jorgena	Rinariel	Dent	Nyx	Jala	Hana
14	Trogin	Saramir	Krik	Kellan	Kresh	Lios
15	Riga	Vedana	Mizzo	Fern	Zana	Indra
16	Barton	Elindos	Bort	Harlow	Torvash	Remy
17	Katrina	Ophelia	Nabo	Moira	Rokara	Nura
18	Egrim	Cydaros	Hink	Sage	Gartak	Vakesh
19	Elsa	Tiramel	Bree	Reenie	Iskana	Una
20	Orgo	Varond	Kreeb	Wendry	Ziraak	Nabilo



# ShadowDark

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## Game Master Quickstart Guide for Shadowdark RPG

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ShadowDark

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# Contents

Introduction	7	<b>Treasure</b>	<b>39</b>
<b>Game Master</b>	<b>9</b>	Treasure Overview	41
Running the Game	10	Treasure 0-3	42
Core Ethos	12	Magic Item Attributes	44
Awarding XP	13	Magic Items	46
Random Encounters	14	<b>Lost Citadel of the Scarlet Minotaur</b>	<b>51</b>
Traps	16	Overview	52
Hazards	17	Areas 1-27	54
Something Happens!	18	NPCs	64
Rumors	20	The Lost Citadel Map	66
Ruins Encounters	22		
<b>Monsters</b>	<b>25</b>		
Monster Attributes	26		
Monster Statistics	27		

# Introduction

## GAME MASTERING

Welcome, Game Master, and congratulations!

You are the chosen one. You join a long and honored history of monumental gamers who have shaped countless imaginations. Their legacy is now yours.

As the Game Master, it is your job to lead the table in all things.

That means you set the bar. The way you speak, the energy you bring to the game, and the speed you set carries over to everyone else around you.

There will be times when you must guide a shy player, when you must firmly call for focus during off-topic chatter, and when you must declare in a hushed whisper that all fate hangs on the single roll of a die.

Do not shrink from your task. Even when all light is extinguished, all hit points gone, it is you who carries the torch.

## YOUR EYES ONLY

The core rules of *Shadowdark RPG* are found in the *Player Quickstart Guide*. You should refer to it for the main game rules alongside the players.

However, the material in this book, the *Game Master Quickstart Guide*, is for your eyes only.

The dire nature of monsters, the mysteries of magical treasure, and the fascinating secrets of adventuring sites are all things the characters should discover through gameplay.

There was never any fun had in knowing all the surprises before they happen!

## WHAT TO DO

Describe what the characters newly perceive, and then let the players respond to that with actions. Call for checks when those actions require skill. Then start again from the top!



# Game Master

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At times, the Shadowdark seemed sentient in its malevolence. It was as though some hand guided it.

# Running the Game

## THE GAME MASTER

The Game Master is the world-spinner, the all-wise, the ventriloquist.

You are the deadly pit trap and the assassin in the night. You are the storm. The army. The gods.

You hold ultimate power.

Yet you only want one thing: to see your players triumph.

So you craft malevolent villains worth defeating. You sculpt marvelous treasures worth stealing. You fill the world with rot, darkness, and death so it can be driven back by sword, spell, and flame.

Through this, you offer an invitation. You propose it loudly with roaring dragons, humbly with helpless villagers, secretly with hidden treasure maps.

You call the players to adventure. And they answer.

## THE ONLY RULE

The Only Rule is that you make the rules.

What's written in this book is a guide, not a constraint, and none of it takes precedence over your judgment.

If something doesn't work at your table, change it or throw it out and don't look back.

## THE PACT

You and your players are gaming together to have fun, prop each other up, and strengthen bonds. This is The Pact.

The Pact is often unspoken and unseen, but it is always felt.

It is based on goodwill, respect, and fellowship.

Its enemies are selfishness, antagonism, and arrogance.

Decisions made to defend The Pact are always good ones.

## SETTING DCS

The four standard DCs of **easy** (9), **normal** (12), **hard** (15), and **extreme** (18) are universal and help you quickly decide a DC.

When determining the difficulty of a task, take the creature into account. Finding a trail in a sunny field would be an easy task for a forest elf with tracking skills, but it would be a hard task for a sun-dazzled cave troll.

When you ask players to make a check, state what kind of check it is. For example, an *easy Charisma check* or a *DC 15 Dexterity check*. That way, the players know what they need to roll to succeed.

## CHALLENGE VARIETY

The characters should face a multitude of challenges during an adventure, including combat, dealing with NPCs, or overcoming the environment.

Each class excels at different tasks. Thieves love to scout and talk to NPCs, fighters and clerics shine in combat, and wizards dominate the environment.

## CHARACTER SKILL VS. PLAYER SKILL

Characters aren't the only ones who level up. Players also gain experience!

For example, players will learn where to look for secret doors and what the "tells" are. As they go on more adventures, they become better at gameplay.

Encourage this by giving players the opportunity to make decisions that rely on their creativity and wits, not on their dice rolls or stat bonuses.

## RULES VS. RULINGS

If there were a rule for every situation, we would be living inside the rulebook instead of the game world.

As the GM, you have infinite power with only a handful of rules. Stat checks and the standard DCs can resolve any action. You need nothing more.

Rather than pore through the book, adjudicate using what you already know. Make a ruling, roll the dice, and keep going!

# Core Ethos

These are *Shadowdark RPG's* core principles and foundations.

## TIME

The most important resource. It must haunt the characters' every decision. They don't have time to search every floor tile for a trap.

## DARKNESS

Respect the darkness. It is the true foe. Few things can hold it at bay, and nothing must make those prized tools obsolete.

## GEAR

Gear is precious and limited. Give value and utility to all of it.

## ACTION ECONOMY

PCs get just one action per turn. Make it count. Use multitasking for boring small stuff.

## INFORMATION

Dispense information freely. If the characters test the floor where there's a trap, they find it.

## DISTANCE

Close, near, and far distances are loose and don't require precise measurement. Nobody wants to miss firing an arrow into a dragon's eye because of a mere 5-foot deficit.

## DANGER

Casting spells comes with great risk. Magic items are volatile. Fights are fast and unfair. Monsters are insidious.

## REWARDING INVESTMENT

Honor what has been earned. If a character learns a new language, make it matter. Allow new titles or iconic deeds to have an impact on the characters' lives.

## CHECKS

The characters automatically succeed at what they are trained to do. Only use checks when there is time pressure and failure has dire consequences.

# Awarding XP

Characters gain XP from the valuable treasures and boons they earn during an adventure.

XP awards don't need to reflect monetary value; boons or fabled items have intangible worth.

Treasure has four categories:

- **Poor** (0 XP): Mundane, low value, ordinary, unexciting.
- **Normal** (1 XP): Good value, worth protecting, useful.
- **Fabulous** (3 XP): Incredible, prized, well-guarded.
- **Legendary** (10 XP): Mythic, unique, quest-worthy.

Each PC gets the full XP value of each treasure. When PCs gain a new level, their XP resets to zero.

## SOURCES OF XP

- Gold and gems
- Oaths, secrets, and blessings
- Magic items
- Meaningful trophies/tokens
- Clever thinking (award 1 XP for ingenious actions)

## HOW MUCH GOLD?

Over time, PCs will earn and lose gold through adventuring, carousing, and buying gear.

Per **encounter**, each group should gain about 10 gp x their average party level in value, or:

- 20 gp in value, levels 1-3
- 50 gp in value, levels 4-6
- 80 gp in value, levels 7-9

## XP FOR TREASURE QUALITY

Quality	XP	Examples
Poor	0	Bag of silver, used dagger, knucklebone dice
Normal	1	Bag of gold, gem, fine armor, magic scroll
Fabulous	3	Magic sword, giant diamond, mithral chainmail
Legendary	10	The <i>Staff of Ord</i> , a djinni's wish, a dragon hoard

# Random Encounters

## PURPOSE

Random encounters are a way to keep time pressure up. If the characters linger too long, they'll run the risk of more encounters.

## HOW OFTEN?

The GM checks for random encounters during crawling rounds (not combat) based on the environment's danger level.

**Unsafe.** Check every 3 rounds.

**Risky.** Check every 2 rounds.

**Deadly.** Check every round.

To check for a random encounter, the GM rolls 1d6. An encounter occurs on a result of 1.

The GM might also check for an encounter if the characters create a loud disturbance.

For **overland travel**, check for random encounters based on hours in place of rounds.

## STARTING DISTANCE

If one or more wandering creatures appear, roll 1d6 for their distance from the group.

DISTANCE	
d6	Starting Distance
1	Close
2-4	Near
5-6	Far

## WHAT IS IT DOING?

When the characters encounter new creatures, roll to determine the creatures' current activity. This might impact how likely they are to notice the characters.

ACTIVITY	
2d6	Activity
2-4	Hunting
5-6	Eating
7-8	Building/nesting
9-10	Socializing/playing
11	Guarding
12	Sleeping

## REACTION CHECK

When the characters encounter random creatures, the GM rolls for the creatures' attitude (if it would not already be clear).

If the characters immediately interact with the creatures to influence their attitude, one of the interacting characters may **add their Charisma modifier** to the reaction check.

The interacting characters reveal their presence and position to the creatures.

Some vicious creatures, such as undead, are always hostile.

### REACTION

2d6 + CHA mod	Attitude
0-6	Hostile
7-8	Suspicious
9	Neutral
10-11	Curious
12+	Friendly

## TREASURE

There's a 50% chance a randomly encountered creature (or group of creatures) has no treasure.



# Traps

Traps add peril and surprise to crawling. Characters typically get to make a relevant check to avoid a trap's effects.

**A Tell.** Most traps should have a hint or tell. Be careful not to make traps too frequent or the game pace will suffer.

**Finding.** Characters who search a specific area or object for a trap automatically find it.

**Disabling.** Thieves and characters who are trained in tinkering can describe how they disable or circumvent a trap.

If the character has enough time and uses a reasonable method, the character succeeds.

If there is time pressure or the trap requires a great deal of skill to deactivate, the GM might call for a check.

## TRAPS

d12	Trap	Trigger	Damage or Effect
1	Crossbow	Tripwire	1d6
2	Hail of needles	Pressure plate	1d6/sleep
3	Toxic gas	Opening a door	1d6/paralyze
4	Barbed net	Switch or button	1d6/blind
5	Rolling boulder	False step on stairs	2d8
6	Slicing blade	Closing a door	2d8/sleep
7	Spiked pit	Breaking a light beam	2d8/paralyze
8	Javelin	Pulling a lever	2d8/confuse
9	Magical glyph	A word is spoken	3d10
10	Blast of fire	Hook on a thread	3d10/paralyze
11	Falling block	Removing an object	3d10/unconscious
12	Cursed statue	Casting a spell	3d10/petrify

# Hazards

Hazards add passive danger to the adventuring environment. There is often no way to defeat or permanently disable them.

Unlike traps, most hazards are obvious from the start.

**Movement Restriction.** Some hazards inhibit or prevent movement, such as quicksand pools or slippery ice. Hazards can even fully entrap characters.

**Damage.** Some hazards deal ongoing damage, such as toxic spores or acid rain.

**Weakening.** Certain hazards weaken or hamper the characters. These could include antimagic zones or vapors that sap physical strength.

**Combining.** The most insidious hazards combine one or more of these types into a single threat.

## HAZARDS

d12	Movement	Damage	Weaken
1	Quicksand	Acid pools	Blinding smoke
2	Caltrops	Exploding rocks	Magnetic field
3	Loose debris	Icy water	Exhausting runes
4	Tar field	Lava	Antimagic zone
5	Grasping vines	Pummeling hail	Snuffs light sources
6	Steep incline	Steam vents	Disorienting sound
7	Slippery ice	Toxic mold	Magical silence
8	Rushing water	Falling debris	Numbing cold
9	Sticky webs	Acid rain	Sickening smell
10	Gale force wind	Curtain of fire	Sleep-inducing spores
11	Greased floor	Electrified field	Confusing reflections
12	Illusory terrain	Gravity flux	Memory-stealing

# Something Happens!

## SOMETHING HAPPENS!

### d100 Details

- |       |  |
|-------|--|
| 01    | The ground shakes violently and a massive fissure opens      |
| 02-03 | An unseen foe leaps out of hiding at close range             |
| 04-05 | A horrible buzzing fills the air, growing louder and louder  |
| 06-07 | You catch the acrid smell of smoke and flame                 |
| 08-09 | A bright star appears in the sky, visible even at midday     |
| 10-11 | You spot a half-open bag with gold coins glinting inside     |
| 12-13 | A man slips a note and an odd potion into your hand          |
| 14-15 | Someone observing you from afar steps out of sight           |
| 16-17 | A dwarf in a red hat hands you a rose, bows, and leaves      |
| 18-19 | A cowled stranger in a black cloak approaches you            |
| 20-21 | Someone tries to pick your pocket                            |
| 22-23 | A strange ticking sound comes from inside your bag           |
| 24-25 | A frothing, frantic horse with a saddle but no rider appears |
| 26-27 | A mound in the earth quickly burrows toward you              |
| 28-29 | You sense you are being magically scryed upon                |
| 30-31 | Someone tries to plant an object on your person              |
| 32-33 | You are filled with a strong sense of dread and danger       |
| 34-35 | A woman hands you a black cat and then runs away             |
| 36-37 | A small, woodland creature jumps out of a backpack           |
| 38-39 | You smell lilacs and hear faint, ghostly laughter            |
| 40-41 | A note wrapped around a thin dagger lands next to you        |
| 42-43 | A green-glowing meteor streaks through the sky               |
| 44-45 | Someone nearby is staring at you and mouthing words          |

# SOMETHING HAPPENS!

## d100 Details

- 46-47 A pair of yellow eyes watches you from the darkness
- 48-49 An orc with an arrow in her back crashes through a door
- 50-53 You hear a beast cry out in pain just up ahead
- 54-55 A huge swarm of bats crashes over you and swirls away
- 56-57 A frail beggar whispers that he has a secret to tell you
- 58-59 An object falls from above and barely misses your head
- 60-61 A seagull lands on your head and coughs up an odd bottle
- 62-63 The smell of ozone rises and electricity crackles in the air
- 64-65 You spot a trail of tiny silver coins leading around a bend
- 66-67 A wild-eyed man approaches with a holy book held high
- 68-69 Every light source suddenly extinguishes
- 70-71 A stampede of wild animals bursts into view
- 72-73 An old woman points at you and yells, "There they are!"
- 74-75 A passing stranger presses an ancient coin into your hand
- 76-77 A chorus of howls echo in the distance
- 78-79 Two pinching and slapping goblins tumble into sight
- 80-81 You realize you are not alone; something is behind you
- 82-83 The sudden sound of rushing water crashes toward you
- 84-85 You hear an ear-splitting scream that nobody else hears
- 86-87 A man slaps you with a glove and throws it at your feet
- 88-89 A violent, windy storm kicks up without warning
- 90-91 Lightning strikes close and leaves a glowing object behind
- 92-93 A multicolored orb drifts up to you and then zips away
- 94-95 A runaway wagon crashes toward you
- 96-97 An NPC throws off their disguise, revealing an enemy
- 98-99 A demon appears to you and presents a tempting offer
- 00 A radiant being appears to you with a message of warning

# Rumors

## RUMORS

### d100 Details

- 
- 01 An armored beast the size of a ship is rampaging nearby
  - 02-03 A team of assassins is on its way to kill your group
  - 04-05 The local ruler has placed a 2,000 gp bounty on your heads
  - 06-07 The cult of Shune is planning a fiery coup at midnight
  - 08-09 An ancient, stone door has been found in the castle cellar
  - 10-11 Lizardfolk have been raiding caravans near the swamp
  - 12-13 Armored skeletons are roaming the misty graveyard
  - 14-15 An earthquake uncovered a ruin inside a deep rift
  - 16-17 A warband of orcs has taken over an abandoned keep
  - 18-19 There is a hall of golden statues underneath the well
  - 20-21 Those who survive the Trial of the Lotus gain a strange gift
  - 22-23 A Captain of the Guard has been taken hostage by thugs
  - 24-25 The Crystal Caves are home to a cult of psychic sorcerers
  - 26-27 A crocodile dragged a richly-laden mule into the sewers
  - 28-29 A fortune-telling witch speaks true omens and portents
  - 30-31 Every full moon, the Prancing Unicorn's larder is robbed
  - 32-33 A famous group of crawlers hasn't returned from a delve
  - 34-35 A glowing meteor crashed deep inside the marshlands
  - 36-37 Fire will not light or burn within sight of the Lion Fountain
  - 38-39 The lost Jewel of Barbalt is hidden in the Howling Caves
  - 40-41 A dwarven mining team has uncovered a tentacled statue
  - 42-43 The Red Owl tavern has a trapdoor to the Shadowdark
  - 44-45 Viperian warriors guard a shrine to a medusa in the jungle

# RUMORS

## d100 Details

- 
- 46-47 Three thieves just pulled off a gemstone heist nearby
  - 48-49 Harpies keep watch from the cliffs around Diridia's Tomb
  - 50-53 A gorgon stalks the ruins of the Underhill Halls
  - 54-55 Beneath the Red Abbey is the forgotten Barrow of Ur-Din
  - 56-57 A dying sage is calling for a mighty group of heroes
  - 58-59 A wizard accidentally let his trio of cockatrices escape
  - 60-61 A local lord has somehow been stranded atop a high roof
  - 62-63 Bartomeu the Pirate Prince will be hanged at noon
  - 64-65 Goblin spelunkers found an underground cathedral
  - 66-67 A *Kytherian Cog* was lost in the sea near Myrkhos
  - 68-69 Rare and valuable mushrooms grow inside an old crypt
  - 70-71 The Church of St. Terragnis will pay for the return of a relic
  - 72-73 A volcanic eruption revealed tunnels in the caldera's walls
  - 74-75 The cyclopean ruins of Tal-Yool lie deep within the forest
  - 76-77 A famous gambler will bet a ruby on a Wizard Thief game
  - 78-79 The Moon Druids will bless a sword used to slay a werewolf
  - 80-81 Gravediggers found a chained coffin in an unmarked plot
  - 82-83 An abandoned wizard's tower is full of clockwork creatures
  - 84-85 The Thieves' Guild is about to attack a rival merchant lord
  - 86-87 Windstorms uncovered a stone monolith in the desert
  - 88-89 A rival group of crawlers found the map to Jiraal's Hoard
  - 90-91 A monstrosity called The Oracle lurks below the university
  - 92-93 The *Ophidian Armor* is in Ekmara's Keep in the wasteland
  - 94-95 The princess has been kidnapped by a group of sorcerers
  - 96-97 A Chaos Knight's tomb has been found beneath a temple
  - 98-99 The fabled Library of Gehemna appeared outside the city
  - 00 The dragon Ixamir has awoken from her 200-year slumber

# Ruins Encounters

## RUINS ENCOUNTERS

### d100 Details

- 
- 01 A mutated cave brute explodes through a crumbling wall
  - 02-03 A silent gelatinous cube sweeps up a corridor
  - 04-05 A roving brown bear scavenges for dead bodies to eat
  - 06-07 Rival crawlers confront the PCs; they were "here first"
  - 08-09 1d6 rust monsters swarm a crack bubbling with mercury
  - 10-11 A legless suit of animated armor pulls itself along the floor
  - 12-13 A groaning wall collapses at the slightest touch
  - 14-15 A chalk note on the wall: "Karov, we'll be at the Loyal Hog"
  - 16-17 Mort the goblin is digging in cracks for grubs and beetles
  - 18-19 The floor collapses into a pit 1d6 x 10 feet deep
  - 20-21 A raiding team of 2d4 hobgoblins moves in tight formation
  - 22-23 2d4 web-covered skeletons form from scattered bones
  - 24-25 1d4 giant dung beetles roll huge balls of dried excrement
  - 26-27 An ochre jelly hides inside a pond or sinkhole
  - 28-29 A single, perfect rose grows up between the flagstones
  - 30-31 2d4 bandits shutter lanterns and set up a hasty ambush
  - 32-33 Three goblins toughen each other's skulls with frying pans
  - 34-35 2d6 beastmen pummel a giant centipede with rocks
  - 36-37 A gas leak causes all light sources to explode and go out
  - 38-39 A gelatinous cube full of handy items is stuck inside a pit
  - 40-41 A swarm of clattering, gold scarab beetles flies into sight
  - 42-43 A wounded NPC staggers up to the PCs and begs for help
  - 44-45 A rusty portcullis slams down, separating the PCs
-

# RUINS ENCOUNTERS

## d100 Details

- 
- 46-47 A giant spider hides above an old, rotten backpack
  - 48-49 A weeping ghost floats by, distracted by its own ranting
  - 50-53 2d4 kobolds sneak up behind the PCs for a surprise attack
  - 54-55 Ancient clay pots vibrate with hypnotizing resonance
  - 56-57 1d6 gricks shred dead giant rats and use the fur for nesting
  - 58-59 Rival crawlers escort a frail noble tourist on an "adventure"
  - 60-61 3d4 goblin scavengers barter and trade for odd trinkets
  - 62-63 2d4 dwarven miners (soldiers) shore up a collapsing wall
  - 64-65 2d4 giant wasps build a huge, papery nest on the ceiling
  - 66-67 A dense cloud of sulfuric mist rises from a floor crack
  - 68-69 A swarm of spiders surges out of a gauzy egg sack
  - 70-71 An ogre named Lud scratches rude words into the wall
  - 72-73 1d6 goblins brawl with 2d4 kobolds over a grick carcass
  - 74-75 2d4 giant bats roost on the ceiling; light disturbs them
  - 76-77 An ettercap spins web cocoons around its still-living prey
  - 78-79 1d6 cultists hunt for humanoid bones for a nefarious ritual
  - 80-81 A dryad searches for her tree that bugbears chopped up
  - 82-83 A deep gnome plays haunting music on humming fungi
  - 84-85 2d6 kobolds work in a makeshift, volatile alchemy lab
  - 86-87 A stone golem endlessly stacks the same rocks into piles
  - 88-89 Two darkmantles circle each other in a duel of intimidation
  - 90-91 2d6 goblins carry their bugbear king on a rickety litter
  - 92-93 2d4 cave creepers swarm up the hallway
  - 94-95 A recent campfire still burns with glowing cinders
  - 96-97 A minotaur guides a mysterious merchant along a path
  - 98-99 Roll two encounters and combine the results (reroll 98-99)
  - 00 The body of a dead crawler holds a random magic item



# Monsters

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“Some horrors that writhe and creep in the darkness  
were never meant to be seen by our eyes.”

-Creeg, human wizard

# Monster Attributes

## ARMOR CLASS

Just like characters, monsters have an **AC** that denotes how difficult it is to harm them.

## HIT POINTS

Calculate a monster's hit points (**HP**) by rolling a number of d8s per monster level (**LV**) and adding its CON modifier (minimum 1). You can also use the average total listed.

## ATTACKS

Most monsters can make one or two attacks per turn (**ATK**), but some can make more. Attack bonuses and damage are listed for each.

## MOVEMENT

Monsters can typically move (**MV**) near each turn, but some can move other distances. If a monster has a special mode of movement, such as flying or swimming, it is noted after the distance.

## STAT MODIFIERS

Monsters have modifiers listed for Strength (**S**), Dexterity (**D**), Constitution (**C**), Intelligence (**I**), Wisdom (**W**), and Charisma (**Ch**).

## ALIGNMENT

All monsters have a typical alignment (**AL**) for their species. Individual monsters might have a different alignment.

## SPELLCASTING

Treat monster spellcasting the same as character spellcasting. For a natural 1 on an INT or CHA spell, roll on the Wizard Mishap tables. A natural 1 on a WIS spell incurs penance. The **tier** is the spellcasting DC - 10.

## DARK-ADAPTED

All non-humanoid monsters are dark-adapted. Their powerful senses allow them to ignore the penalties of total darkness. Blinding or deafening a monster still hinders it.

# Monster Statistics

## ABOLETH

*Enormous, antediluvian catfish covered in slime and tentacles. They hate all intelligent beings.*

**AC 16, HP 39, ATK 2 tentacle (near) +5 (1d8 + curse) or 1 tail +5 (3d6), MV near (swim), S +4, D -1, C +3, I +4, W +2, Ch +2, AL C, LV 8**

**Curse.** DC 15 CON or target gains a magical curse, turning into a deep one over 2d10 days.

**Enslave.** In place of attacks, one creature within far DC 15 WIS or aboleth controls for 1d4 rounds.

**Telepathic.** Read the thoughts of all creatures within far.

## ACOLYTE

*A religious trainee who knows basic rites and rituals.*

**AC 12, HP 4, ATK 1 mace +1 (1d6) or 1 spell +2, MV near, S +1, D -1, C +0, I -1, W +2, Ch +0, AL L, LV 1**

**Healing Touch (WIS Spell).** DC 11. Heal one creature within close for 1d4 HP.

## ANIMATED ARMOR

*An old suit of armor magically animated by a vengeful spirit.*

**AC 15, HP 11, ATK 1 longsword +3 (1d8), MV near, S +3, D -1, C +2, I -1, W +1, Ch +0, AL C, LV 2**

**Statue.** When standing still, looks exactly like a suit of armor.

## BANDIT

*Hard-bitten rogue in tattered leathers and a hooded cloak.*

**AC 13 (leather + shield), HP 4, ATK 1 club +1 (1d4) or 1 shortbow (far) +0 (1d4), MV near, S +1, D +0, C +0, I -1, W +0, Ch -1, AL C, LV 1**

**Ambush.** Deal an extra die of damage when undetected.

## BAT, GIANT

*Leathery, eagle-sized mammal with a taste for flesh.*

**AC 12, HP 9, ATK 1 bite +2 (1d6), MV near (fly), S -1, D +2, C +0, I -3, W +1, Ch -3, AL N, LV 2**

## BEAR, BROWN

A hulking, swaying brute with claws as long as a finger.

**AC 13, HP 25, ATK 2 claw +4 (1d8), MV near (climb) S +4, D +1, C +3, I -2, W +1, Ch -2, AL N, LV 5**

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

## BEASTMAN

A cave hominid with scraggly fur and a stone-tipped spear.

**AC 12 (leather), HP 5, ATK 1 spear (close/near) +2 (1d6 + 1), MV near, S +2, D +1, C +1, I -2, W +1, Ch -1, AL C, LV 1**

**Brutal.** +1 damage with melee weapons (included).

## BOAR

Ornery wild pig with bristly, russet hair and yellowed tusks.

**AC 12, HP 14, ATK 2 tusk +3 (1d6), MV near, S +3, D +0, C +1, I -2, W +1, Ch -2, AL N, LV 3**

**Gore.** Deals an extra die of damage if it hits the same target with both tusks.

## CAVE BRUTE

A hulking, insectoid beast with long mandibles, four eyes, and thick arms covered in bristles.

**AC 14, HP 28, ATK 2 claw +5 (1d8) and 1 mandible +5 (1d10), MV near (burrow), S +4, D +1, C +1, I -3, W +1, Ch -3, AL N, LV 6**

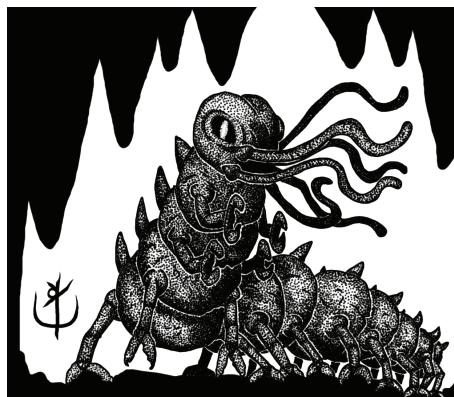
**Bewilder.** Creatures within near that see the cave brute's eyes, DC 12 CHA at start of their turn or dazed and no action.

## CAVE CREEPER

Chittering centipedes the size of horses with grasping tentacles.

**AC 12, HP 18, ATK 1 bite +3 (1d6) and 1 tentacles +3 (1d8 + toxin), MV near (climb), S +2, D +2, C +0, I -3, W +1, Ch -3, AL N, LV 4**

**Toxin.** DC 12 CON or paralyzed 1d4 rounds.



## CROCODILE

*Fat, scaly reptiles with stumpy legs and long, thrashing tails.*

**AC 14, HP 20, ATK 2 bite +3 (1d8), MV near (swim), S +3, D +1, C +2, I -2, W +1, Ch -2, AL N, LV 4**

## CULTIST

*A cloaked, wild-eyed zealot chanting the guttural prayers of a dark god.*

**AC 14 (chainmail + shield), HP 9, ATK 1 longsword +1 (1d8) or 1 spell +2, MV near, S +1, D -1, C +0, I -1, W +2, Ch +0, AL C, LV 2**

**Fearless.** Immune to morale checks.

**Deathtouch (WIS Spell).** DC 12. 2d4 damage to one creature within close.

## DARKMANTLE

*A floating, black octopus with rows of red eyes and a webbed skirt of tentacles.*

**AC 13, HP 4 ATK 1 bite +3 (1d4) or 1 darkness, MV near (fly), S -2, D +3, C +0, I -3, W +0, Ch -3, AL N, LV 1**

**Darkness.** Extinguish all light sources in near.



## DRAGON, SWAMP

*This black, wingless beast slithers through dank swamps.*

**AC 16, HP 58, ATK 3 rend +8 (2d10) or 1 smog breath, MV double near (burrow, swim), S +5, D +3, C +4, I +4, W +3, Ch +3, AL C, LV 12**

**Smog Breath.** Fills a near-sized cube extending from dragon. DC 15 CON or 2d10 damage and blinded for 1 round.

## DRYAD

A coy, emerald-skinned fey covered in leaves. It bonds with and protects a tree.

**AC 13, HP 19, ATK 1 staff -1 (1d4) or 1 charm, MV near, S -1, D +2, C +1, I +1, W +3, Ch +4, AL N, LV 4**

**Charm.** Near, one creature, DC 14 CHA or friendship for 1d8 days.

**Meld.** Step inside bonded tree.

## DUNG BEETLE, GIANT

A trundling, barrel-sized beetle with a T-shaped horn.

**AC 13, HP 10, ATK 1 horn +1 (1d4 + knock), MV near, S +1, D -1, C +1, I -3, W -1, Ch -3, AL N, LV 2**

**Knock.** DC 9 STR or pushed a close distance and fall down.

## ETTERCAP

Bipedal, eight-eyed spiderfolk with spindly legs and purple fur.

**AC 12, HP 14, ATK 2 bite +2 (1d6) or 1 poison web (near) +2, MV near (climb), S +0, D +2, C +1, I +0, W +0, Ch -1, AL C, LV 3**

**Poison Web.** One target stuck in place and 1d4 damage/round. DC 12 DEX on turn to escape.

## FAIRY

Miniature fey folk with fluttering moth or butterfly wings.

**AC 13, HP 4, ATK 1 needle +3 (1 + poison), MV near (fly), S -2, D +3, C +0, I +1, W +0, Ch +1, AL N, LV 1**

**Poison.** DC 12 CON or fall into deep sleep for 1d4 hours.

## GELATINOUS CUBE

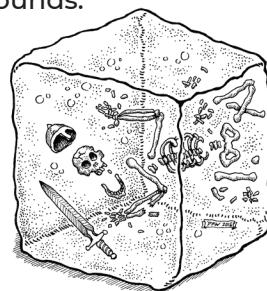
A translucent cube of slime that silently mows through tunnels.

**AC 11, HP 24, ATK 1 touch +4 (1d8 + toxin + engulf), MV near, S +3, D +1, C +2, I -4, W +1, Ch -4, AL N, LV 5**

**Engulf.** DC 12 STR or trapped inside cube. Touch attack auto-hits engulfed targets each round. DC 12 STR on turn to escape. Fail checks if paralyzed.

**Rubbery.** Half damage from stabbing weapons.

**Toxin.** DC 15 CON or paralyzed 1d4 rounds.



## GOHOST

A wavering spirit with a face contorted in rage or sadness.

**AC 13, HP 27, ATK** 2 death touch +5 (1d8 + life drain) or 1 possess, **MV** near (fly), **S -2, D +3, C +0, I +0, W +0, Ch +4, AL C, LV 6**

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

**Incorporeal.** In place of attacks, become corporeal or incorporeal.

**Life Drain.** 1d4 CON damage. Death if reduced to 0 CON.

**Possess.** Must be corporeal. One target, close range. Contested CHA check. If ghost wins, it inhabits target's body and controls it for 2d4 rounds.

## GNAME, DEEP

Gray-skinned, white-haired fey the size of halflings. They hunt for gems and rare cave flora.

**AC 14** (leather + shield), **HP 14, ATK 1** pick +3 (1d6) or 1 dart (near) +2 (1d4), **MV** near, **S +2, D +1, C +1, I +1, W +1, Ch +1, AL L, LV 3**

**Stone Meld.** 2/day, underground only. Turn invisible for 3 rounds.

## GOBLIN

A short, hairless humanoid with green skin and pointy ears.

**AC 11, HP 5, ATK 1** club +0 (1d4) or 1 shortbow (far) +1 (1d4), **MV** near, **S +0, D +1, C +1, I -1, W -1, Ch -2, AL C, LV 1**

**Keen Senses.** Can't be surprised.



## GOLEM, STONE

A wide-limbed, lumbering statue that shakes the ground.

**AC 18, HP 40, ATK 1** slow and 3 slam +6 (1d10), **MV** near, **S +4, D -1, C +4, I -2, W +0, Ch -2, AL N, LV 8**

**Golem.** Immune to damage from fire, cold, electricity, or non-magical sources.

**Slow.** Far range, one target. DC 15 CON or speed halved 1d4 rounds.

## GRICK

A huge worm with four suckered tentacles and a snapping beak.

**AC 14, HP 19, ATK 1 beak +3 (1d8) and 1 tentacle +3 (1d6 + grab), MV near (climb), S +3, D +2, C +1, I -3, W +1, Ch -3, AL N, LV 4**

**Camouflage.** Hard to see in cave terrain or rocks.

**Grab.** Target is immobilized. DC 15 Strength check on turn to break free.

## HOBGOBLIN

A sturdy, tall goblin with russet skin. Militant and strategic.

**AC 15 (chainmail + shield), HP 10, ATK 1 longsword +3 (1d8) or 1 longbow (far) +0 (1d8), MV near, S +3, D +0, C +1, I +2, W +1, Ch +1, AL C, LV 2**

**Phalanx.** +1 to attacks and AC when in close range of an allied hobgoblin.

## KNIGHT

A warrior in shining plate mail and the surcoat of a knightly order.

**AC 17 (plate mail + shield), HP 14, ATK 2 bastard sword +3 (1d8), MV near, S +3, D +0, C +1, I +0, W +0, Ch +1, AL L, LV 3**

**Oath.** 3/day, ADV on a roll made in service of knight's order.

## KOBOLD

Puny, scaled coyote-lizards that dwell underground.

**AC 13 (leather), HP 1, ATK 1 spear (close/near) +0 (1d6), MV near, S -2, D +2, C +0, I -1, W +0, Ch -1, AL C, LV 0**

**Dodge.** 1/day, an attack that would hit misses instead.



## LEECH, GIANT

A glossy black, blood-drinking slug as large as a cat.

**AC 9, HP 10, ATK 1 bite +1 (1d4 + attach), MV near (swim), S +1, D -1, C +1, I -3, W -1, Ch -3, AL N, LV 2**

**Attach.** Attach to target; bite auto-hits next round. DC 12 STR on turn to tear off.

## MINOTAUR

Ferocious bull-men with hooves and curved horns. They live in mazelike tunnels.

**AC 14 (chainmail), HP 34, ATK 2 greataxe +6 (1d10) and 1 horns +6 (1d12), MV near, S +4, D +1, C +3, I +1, W +2, Ch +1, AL C, LV 7**

**Charge.** In place of attacks, move up to double near in a straight line and make 1 horn attack. If hit, x2 damage.

## MOOSE

A towering, brown-haired grazer with weighty, flat antlers.

**AC 11, HP 19, ATK 2 antler +3 (1d6), MV double near, S +3, D +0, C +1, I -2, W +0, Ch -2, AL N, LV 4**

## OCHRE JELLY

An orange puddle of quivering slime.

**AC 9, HP 20, ATK 2 tentacle +3 (1d6), MV near (climb), S +2, D -1, C +2, I -4, W -3, Ch -4, AL N, LV 4**

**Split.** If cut or chopped, split into two smaller oozes (divide remaining HP between both). Can split up to four times.



## OGRE

A massive, dim-witted brute with tusks and a heavy frame. Often lords over goblins or orcs.

**AC 9, HP 30, ATK 2 greatclub +6 (2d6), MV near, S +4, D -1, C +3, I -2, W -2, Ch -2, AL C, LV 6**

## ORC

A tusked, tall humanoid with gray skin and pointed ears.

**AC** 15 (chainmail + shield), **HP** 4,  
**ATK** 1 greataxe +2 (1d8), **MV** near,  
**S** +2, **D** +0, **C** +0, **I** -1, **W** +0, **Ch** -1,  
**AL** C, **LV** 1

**Rage.** 1/day, immune to morale checks, +1d4 damage (3 rounds).



## PEASANT

A commoner in worn clothes.

**AC** 10, **HP** 4, **ATK** 1 club +0 (1d4),  
**MV** near, **S** +0, **D** +0, **C** +0, **I** +0, **W** +0, **Ch** +0, **AL** L, **LV** 1

## RAT, GIANT

Cunning rats as large as cats. Mancy fur and wormlike tails.

**AC** 11, **HP** 5, **ATK** 1 bite +1 (1d4 + disease), **MV** near, **S** -2, **D** +1, **C** +1, **I** -2, **W** +1, **Ch** -2, **AL** N, **LV** 1

**Disease.** DC 12 CON or 1d4 CON damage (can't heal while ill). Repeat check once per day; ends on success. Die at 0 CON.

## REAPER

A knight in blackened armor riddled with cruel barbs.

**AC** 17 (plate mail + shield), **HP** 28,  
**ATK** 3 bastard sword +4 (1d8 + 2),  
**MV** near, **S** +3, **D** +0, **C** +1, **I** +0, **W** +0, **Ch** +2, **AL** C, **LV** 6

**Bloodlust.** +2 damage with melee weapons (included).

## RUST MONSTER

A mud-brown insect as big as a wolf with two feathery antennae. Consumes metal.

**AC** 13, **HP** 19, **ATK** 2 claw +3 (1d6),  
**MV** near (climb), **S** +2, **D** +3, **C** +1, **I** -3, **W** +1, **Ch** -3, **AL** N, **LV** 4

**Corrosive.** Metal that touches the rust monster is destroyed on a d6 roll of 1-3.

## SCARAB, SWARM

A chittering cloud of iridescent, oval-shaped beetles.

**AC 13, HP 14, ATK 2 bite +3 (1d6), MV near (fly), S -1, D +3, C +1, I -3, W +0, Ch -3, AL N, LV 3**

## SKELETON

A bleach-boned skeleton with red pinpoints of light in its eyes.

**AC 13 (chainmail), HP 11, ATK 1 shortsword +1 (1d6) or 1 shortbow (far) +0 (1d4), MV near, S +1, D +0, C +2, I -2, W +0, Ch -1, AL C, LV 2**

**Undead.** Immune to morale checks.

## SNAKE, GIANT

An enormous, mottled serpent that can swallow a cow whole.

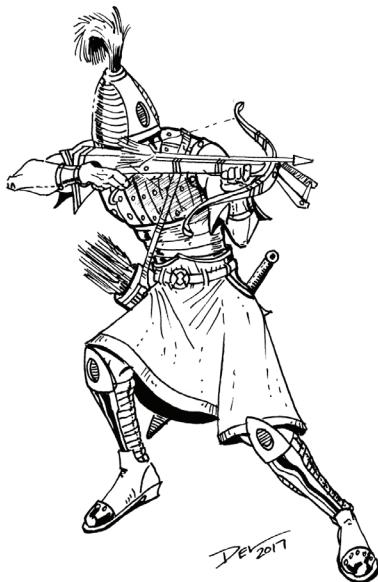
**AC 12, HP 23, ATK 2 bite +4 (1d6) and 1 constrict (near), MV near (climb), S +3, D +2, C +1, I -2, W +0, Ch -2, AL N, LV 5**

**Constrict.** Contested STR to hold target immobile for one round.

## SOLDIER

An armed footsoldier trained in the ways of battlefield combat.

**AC 15 (chainmail + shield), HP 10, ATK 1 longsword +2 (1d8) or 1 crossbow (far) +1 (1d6), MV near, S +1, D +0, C +1, I +0, W +0, Ch +0, AL L, LV 2**



## SPIDER, GIANT

Bulbous abdomen and eight, spindly legs. Ambush hunter.

**AC 13, HP 13, ATK 1 bite +3 (1d4 + poison), MV near (climb), S +2, D +3, C +0, I -2, W +1, Ch -2, AL N, LV 3**

**Poison.** DC 12 CON or paralyzed 1d4 hours.



## SPIDER, SWARM

A scurrying carpet of spiders.

**AC 13, HP 9, ATK** 2 bite +3 (1d4 + poison), **MV** near (climb), **S -1, D +3, C +0, I -3, W +1, Ch -3, AL N, LV 2**

**Poison.** DC 12 CON or paralyzed 1d4 rounds.



## UNICORN

A silvery horse with a flowing mane and a single spiral horn.

**AC 12, HP 20, ATK** 1 hooves +3 (1d6), **MV** double near, **S +3, D +2, C +2, I +1, W +2, Ch +3, AL L, LV 4**

**Healing Horn.** A touch heals 2d6 HP or ends one curse or disease.



## STINGBAT

Darting, orange insect-bat with four wings and needlelike beak.

**AC 12, HP 4, ATK** 1 beak +2 (1d4 + blood drain), **MV** near (fly), **S -2, D +2, C +0, I -2, W +0, Ch -2, AL N, LV 1**

**Blood Drain.** Attach to bitten target; auto-hit the next round. DC 9 STR on turn to remove.



## TROLL

Green, lanky giants with warty skin and territorial rage. Lair in deep forests and swamps.

**AC 12, HP 24, ATK** 2 claw +4 (1d6) and 1 bite +4 (1d10), **MV** near, **S +3, D +2, C +2, I -1, W +0, Ch -1, AL C, LV 5**

**Regenerate.** Regains 2d6 HP on its turn unless its wounds are cauterized with fire or acid.



## WASP, GIANT

Man-sized wasps with glossy, yellow-striped abdomens.

**AC 13, HP 9, ATK** 1 sting +3 (1d6 + venom), **MV** near (fly), **S +1, D +3, C +0, I -3, W +0, Ch -3, AL N, LV 2**

**Venom.** DC 9 CON or go to 0 HP.



## WEALD HAG

Eyes dark as moonless nights, skin made of rotting wood, hair of tangled roots and vines.

**AC 14, HP 28, ATK** 2 claw +4 (1d8) or 1 drink pain, **MV** near, **S +3, D +2, C +1, I +1, W +2, Ch +3, AL C, LV 6**

**Drink Pain.** Near range. DC 12 CHA to deal 2d4 damage to a creature; regain that many HP.

**Shapechange.** Instantly change to look like any other humanoid.

## WEREWOLF

A bipedal, wolf-faced humanoid covered in brown fur.

**AC 12, HP 20, ATK 2 rend +3 (1d6), MV double near, S +3, D +2, C +2, I +0, W +1, Ch +0, AL C, LV 4**

**Impervious.** Only damaged by silver or magic sources.

**Lycanthropy.** If 12 or more damage from the same werewolf, contract lycanthropy.

## WIGHT

A pale, armored undead warrior with sinister intelligence.

**AC 14 (chainmail), HP 15, ATK 1**  
bastard sword +3 (1d10) and 1 life drain +3, **MV near, S +3, D +1, C +2, I +1, W +0, Ch +3, AL C, LV 3**

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

**Life Drain.** 1d4 CON damage.  
Death if reduced to 0 CON.

## WILL-O'-WISP

A bobbing marsh light animated by an evil spirit. It tries to lead the living into danger.

**AC 13, HP 10, ATK 1 life drain +3, MV near (fly), S -3, D +3, C +1, I -1, W -1, Ch -2, AL C, LV 2**

**Life Drain.** 1d4 CON damage.  
Death if reduced to 0 CON.

## WOLF

A giant canine with a gray pelt, yellow eyes, and dripping jaws.

**AC 12, HP 10, ATK 1 bite +2 (1d6), MV double near, S +2, D +2, C +1, I -2, W +1, Ch +0, AL N, LV 2**

**Pack Hunter.** Deals +1 damage while an ally is close.





# Treasure

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"What's the big deal? He's not using it."

-Ralina, halfling thief, prying a ruby eye from a skull



Jorbin fumed and huffed, lowering Ralina bit by bit. The rope **groaned** where it was wrapped around his waist and hands.

"More slack!" Ralina called up from inside the wide, square **pit**. Jorbin let a few more lengths slide by.

"Not that much!" Ralina shrieked a moment later.

The dwarf growled an oath and hauled the rope back.

Creeg sat cross-legged next to the pit and puffed on his pipe. "Fifty gold the dwarf drops her," he said.

Iraga, a holy **templar** of Saint Terragnis, cast a disdainful look at the wizard. "You know my beliefs on gambling," she said. She raised an index finger. "One hundred gold, or you're a coward."

**"I got it!"** Ralina shouted from below. Everyone scrambled to look.

At the bottom of the pit, the halfling stood before a black pedestal. She lifted a sparkling, grapefruit-sized **sapphire** overhead.

"See?" she said. "And all of you stewing about traps—"

Behind Ralina, a puff of air hissed. Everyone **froze**.

The pedestal sank into the floor with a clockwork grind; the pit's walls began trembling. A reverberating tick-tock picked up speed.

Creeg's shout broke the spell: "**Get her out!**"

Iraga and Jorbin pulled up the rope in chaotic, frantic unison. The ticking hit a peak as Creeg reached down for Ralina's hand...

Boom! The pit's crushing walls **slammed** together.

Next to it, the four crawlers sprawled in a tangled pile.

"Didn't even drop it," said Ralina's muffled voice.

# Treasure Overview

## TREASURE

Treasure is the driving force behind character advancement. Claiming treasure grants the characters XP and gives them valuable resources.

**Wandering Monsters** have only a 50% chance of carrying treasure. They are poor sources of XP and valuables!

## FLEETING

Carousing (*Shadowdark RPG Core*) allows PCs to gain XP fast, but they'll soon need to go adventuring again to replenish their empty pockets.

## TREASURE TABLES

You can use treasure tables to randomly determine what loot a monster is carrying. The table the monster uses corresponds to its level. For example, a level 2 monster uses the Treasure 0-3 table. *Shadowdark RPG Core* has tables for higher level monsters.

## UNGUARDED

The GM can randomly generate unguarded treasure by rolling on the treasure table that matches the discovering character's level.

For example, a 6th-level wizard finds a treasure chest. The wizard rolls on the Treasure 4-6 table to determine what's inside.

## DEALING WITH LOOT

Treasure typically occupies one gear slot (coins occupy 1 slot per 100), but the GM might determine otherwise.

Characters can sell most treasure based on its material value, but they may need to find a curio collector to offload strange or obscure items.

## MAGIC ITEM VALUES

Magic items can rarely be bought or sold. In such a case, weak magic items are worth  $1d6 \times 100$  gp. Powerful ones, if not priceless, are worth  $2d6 \times 100$  gp.

# Treasure 0-3

## TREASURE 0-3

### d100 Details

- |       |  |
|-------|--|
| 01    | Bent tin fork (1 cp)                         |
| 02-03 | Muddy torch (2 cp)                           |
| 04-05 | Bag of smooth pebbles (2 cp)                 |
| 06-07 | 10 cp in a greasy pouch                      |
| 08-09 | Rusty lantern with shattered glass (1 gp)    |
| 10-11 | Silver tooth (1 gp)                          |
| 12-13 | Dull dagger (1 gp)                           |
| 14-15 | Two empty glass vials (6 gp)                 |
| 16-17 | 60 sp in a rotten boot                       |
| 18-19 | Cracked, handheld mirror (8 gp)              |
| 20-21 | Chipped greataxe (9 gp)                      |
| 22-23 | 10 gp in a moldy, wood box                   |
| 24-25 | Chip of an emerald (10 gp)                   |
| 26-27 | Longbow and bundle of 40 arrows (10 gp)      |
| 28-29 | Dusty, leather armor dyed black (10 gp)      |
| 30-31 | Scuffed, heavy shield (10 gp)                |
| 32-33 | Simple, well-made bastard sword (10 gp)      |
| 34-35 | 12 gp in the pocket of a ripped cloak        |
| 36-37 | Wavy-bladed greatsword (12 gp)               |
| 38-39 | Pair of elf-forged shortswords (14 gp)       |
| 40-41 | Golden bowl (15 gp)                          |
| 42-43 | Obsidian statuette of Shune the Vile (15 gp) |
| 44-45 | Undersized pearl (20 gp)                     |

## TREASURE 0-3

### d100 Details

- 
- 46-47 Jade-and-gold scarab pin (20 gp)
  - 48-49 Bag of 10 silver spikes (2 gp each)
  - 50-53 Mithral locket with a painting of a halfling (20 gp)
  - 54-55 Two finely forged dwarven shields (20 gp)
  - 56-57 Pair of silvered daggers (10 gp each)
  - 58-59 Copper-and-gold mead tankard (20 gp)
  - 60-61 Bundle of five red dragon scales (5 gp each)
  - 62-63 Light, warm cloak woven of spidersilk (25 gp)
  - 64-65 Fine set of ivory game pieces (25 gp)
  - 66-67 Half-finished suit of chainmail (30 gp)
  - 68-69 Matched trio of warhammers (10 gp each)
  - 70-71 Fragment of a sapphire (30 gp)
  - 72-73 Set of silk slippers and a robe (35 gp)
  - 74-75 Silver-and-gold circlet (40 gp)
  - 76-77 Radiant, polished pearl (40 gp)
  - 78-79 Mithral shield etched with soaring dragons (40 gp)
  - 80-81 Gold monkey idol with a ruby gripped in its teeth (60 gp)
  - 82-83 Fine suit of chainmail (60 gp)
  - 84-85 Cracked emerald (60 gp)
  - 86-87 Two lustrous pearls (40 gp each)
  - 88-89 1st-tier spell scroll (80 gp)
  - 90-91 *Potion of Invisibility* (80 gp)
  - 92-93 Magic wand, 2nd-tier spell (100 gp)
  - 94-95 *Egg of The Cockatrice* (100 gp)
  - 96-97 +1 armor (benefit, curse) (150 gp)
  - 98-99 *Bag of Holding* (virtue, flaw) (150 gp)
  - 00 +1 magic weapon (benefit) (200 gp)

# Magic Item Attributes

## QUALITIES

A magic item can have some or all of the following qualities.

**Bonus.** Magic armor and weapons can have a bonus from +0 to +3. Armor with a bonus adds that amount to the AC it grants. A weapon with a bonus adds that amount to its attack and damage rolls.

+0 items are the most frequent, and +3 items are very rare.

**Benefit.** A supernatural benefit gifted to the item's wielder. Most magic items have at least one benefit.

**Curse.** A negative effect bestowed on the item's wielder. Some magic items have a curse.

**Personality.** A few magic items are conscious and have personalities that include virtues, flaws, a trait, and an alignment. Magic items with personalities can communicate telepathically with their wielders.



# MAGIC ITEM IDEA GENERATOR

d20	Name 1	Name 2	Name 3
1	The Crimson	Blade	of Thundering Death
2	The Ashen	Poultice	of Ages
3	Ortival's	Rite	of the Archmage
4	The Doom	Axe	of Destruction
5	The Twilight	Hammer	of Brak
6	The Astral	Wand	of Power
7	Krull's	Cape	of the Covenant
8	The Vicious	Tome	of the Wilds
9	Memnon's	Litany	of the Horde
10	The Blessed	Staff	of Blood
11	The Infernal	Scroll	of Time
12	Madeera's	Skull	of the Lich Queen
13	The Whispering	Bow	of the Elders
14	The Unholy	Sword	of Madness
15	Shune's	Shield	of Withering
16	The Lost	Dagger	of Annihilation
17	Ord's	Armor	of the Dragon
18	The Righteous	Orb	of the Risen
19	The Demonic	Eye	of Elemental Fury
20	The Primordial	Elixir	of the Spirits

## CONSUMABLES

A creature must drink an entire potion or use an entire consumable item to gain its effects.

The user decides the order in which the effects take place on a consumable item.

# Magic Items

## BAG OF HOLDING



A worn, leather pouch with tight drawstrings.

**Benefit.** This bag has an interdimensional space inside that can hold up to 10 gear slots.

**Curse.** Placing this item inside another *Bag of Holding* or a *Portable Hole* destroys both items and all held inside them.

## BOOTS OF THE CAT

Grey, doeskin boots as thin and soft as slippers.

**Benefit.** You can jump up to a near distance from a standstill. Your checks to move silently are always easy (DC 9).

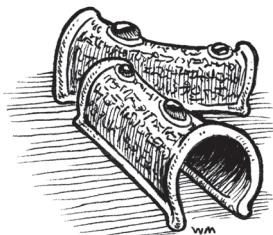


## BRACERS OF DEFENSE



Steel bracers traced with dwarvish runes of protection.

**Benefit.** You get a +1 bonus to your armor class.



## BRAK'S CUBE OF PERFECTION

A tiny cube with paintings of goblins on each face, each one depicting transcendence in a physical or mental trait.

**Benefit.** Roll the cube by rolling a d6. Your corresponding stat permanently increases to 18 (+4). **1.** Strength. **2.** Dexterity. **3.** Constitution. **4.** Intelligence. **5.** Wisdom. **6.** Charisma.

After being rolled, *Brak's Cube of Perfection* teleports to a random location in the multiverse.

## CLOAK OF ELVENKIND

A hooded, billowing cloak that shifts colors to match its surroundings.

**Benefit.** Your checks to hide are always easy (DC 9). Once per day, you can become invisible for 5 rounds. The invisibility ends if you attack or cast a spell.

## GAUNTLETS OF MIGHT

Heavy, bronze gauntlets with engravings of Herculean giants.

**Benefit.** Your Strength stat becomes 18 (+4) while wearing these gauntlets.

## IMMOVABLE ROD

A short, bejeweled iron rod with a button on one end.

**Benefit.** When you click the button, the rod becomes fixed in space. Clicking the button again ends the effect.

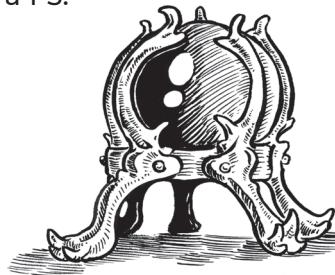


## JEWEL OF BARBALT

A glistening, coconut-sized ruby held in golden claws.

**Benefit.** You roll a critical success on an 18-20.

**Curse.** You roll a critical failure on a 1-3.



## KYTHERIAN COG

A coin-sized, toothed wheel buffed to a silvery shine.

**Benefit.** You start every session with a luck token.

## OPHIDIAN ARMOR

Glistening, smooth leather of dappled emerald scales.

**Bonus.** +1 leather armor.

**Benefit.** You have advantage on checks to avoid the effects of poison.

## PEARL OF POWER

A fat, opalescent pearl glowing with an inner radiance.

**Benefit.** Once per day, you may regain the ability to cast a spell you have lost. This cannot restore a spell lost due to a critical spellcasting failure.

## POTION OF EXTIRPATION

An acrid, tarry substance in an iron flask with a lead stopper.

**Benefit.** You can pour the potion on one object or creature filling up to a close area. The target is utterly removed from reality and cannot be returned by anything short of a *wish* spell.

**Personality.** Chaotic. Protests loudly while being used and never agrees that the target is the right choice for extirpation.



## POTION OF HEALING

A glass bottle with a fizzy, lemon-vanilla liquid inside.

**Benefit.** The imbibier of this potion regains hit points based on their level.

**LV 1-3:** 1d6 hit points.

**LV 4-6:** 2d8 hit points.

**LV 7-9:** 3d10 hit points.

**LV 10+:** 4d12 hit points.



## POTION OF INVISIBILITY

This glass vial appears to be empty, but a liquid audibly splashes around inside it.

**Benefit.** When you drink this potion, you become invisible for 10 rounds or until you attack or cast a spell.

## SCARAB OF PROTECTION

A brooch made from a horned scarab beetle dipped in gold.

**Benefit.** If you die, make a DC 18 Constitution check. If you succeed, you are unconscious instead of dead.

## SHORTSWORD OF THE THIEF

A stubby, grey blade riddled with notches and scars.

**Bonus.** +1 shortsword. +2 if wielded by a halfling or thief.

**Benefit.** Once per day, regain a luck token you just spent.

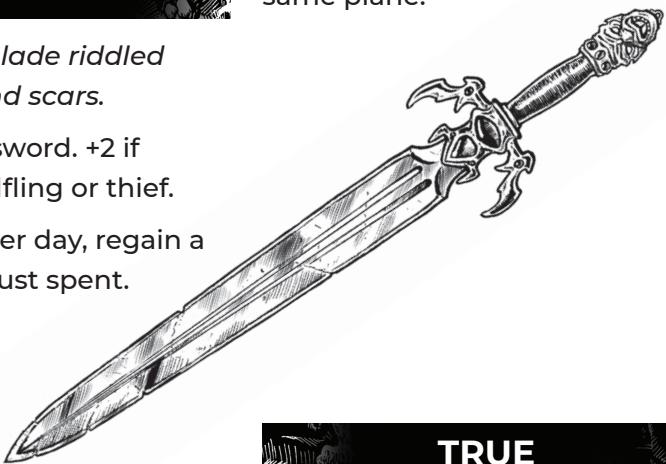
## SWORD OF THE ANCIENTS

A chipped and rusting blade with an oiled leather grip.

**Bonus.** +2 longsword.

**Benefit.** The sword is unbreakable and can carve through any material.

The owner can summon the sword to their hand if it's on the same plane.



## STAFF OF HEALING

A knotted, oak stave with a heavy knurl on one end.

**Bonus.** +1 staff.

**Benefit.** Once per day, you can touch a creature with the staff to heal it for 1d6 hit points.

## TRUE NAME

The secret, unique name borne by a creature and documented in *The Covenant*. Few creatures know their own True Names.

**Benefit.** You have advantage on attack rolls and spellcasting checks targeting a creature whose True Name you utter.



Eric Lofgren

# Lost Citadel of the Scarlet Minotaur

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A 1st-3rd-level adventure for Shadowdark RPG



“The Red Devil will find you, one way or another.”

-Muggins Greenbottle, renowned tomb robber

# Overview

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## ROOM KEY

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

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## BACKGROUND

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Long ago, a mighty enclave of warriors lived inside the Lost Citadel. They worshipped bulls in ever-bloodier, cultish rituals that culminated in their leader, Minoros, transforming into the **Scarlet Minotaur**. This immortal avatar of rage slaughtered the warriors in a single night of mayhem. However, some of their servants escaped through the unseen halls used by the lowly. These **beastmen** hid in the fallen citadel, trapped by superstitious fear of the outside.

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## FACTIONS

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**Beastmen.** These grey-furred, feral beings have evaded the Scarlet Minotaur for generations. They dwell in Area 23, believing dragons wait outside to devour anyone who leaves the citadel. Endless fear has made them vicious and craven. Their leader, Rogath, rules by the might of his claws.

**Ettercaps.** Recently, a group of ettercaps crept into Area 4 from the caves below the citadel. They slink through the minotaur-haunted halls, tempted by forgotten gems and gold. They plan to depart "as soon as we have enough loot," a moment which never seems to arrive. They are leaderless and unanimously greedy.

**The Scarlet Minotaur.** Towering, blood-red, snorting and frothing. It plows through the labyrinthine halls of the Lost Citadel looking for creatures to slay. The minotaur returns to Area 18 between patrols.

## RUMORS

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- 1 Ancient kings who dwelt in the citadel possessed magical weapons that were feared far and wide.
  - 2 A savage minotaur drenched in blood stalks the citadel's halls.
  - 3 Piles of gems and gold lie about as if totally forgotten.
  - 4 Beware when touching the body of a dead citadel dweller.
  - 5 Opportunistic, grey-furred beastmen haunt the shadows.
  - 6 The citadel is rife with secret rooms and passageways.
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## THE LOST CITADEL ENVIRONS & ENTRANCES

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**The Citadel.** Cicadas buzz in the arid scrubland around the citadel. Thick, sandy blocks and coral-red columns hold up its tiered rooftops (30'-40' high, flat). The enclosed interior is a cool, dark maze of vaulted chambers and halls that funnel into a central courtyard.

- **Southeast Doors.** To Area 1. Carved with bucking bulls, mid-leap.
- **Northeast Hall.** Shattered door lies before stairwell to Area 10.
- **Southwest Hall.** Open tunnel, leads into the labyrinth, Area 22.
- **Courtyard.** Area 18, open-air. Rooftop climbers can reach it.

## ORDER OF BATTLE

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**Beastmen.** Retreat toward Area 14 or Area 23, avoiding Area 18. Know location of all secret doors. Lead enemies into bull statue traps. Will not leave hiding to help others. Terrified of making noise.

**Ettercaps.** Creep along the ceiling, avoiding bull statues. Unaware of secret doors. Retreat toward Area 4 and gang up to assist allies. Distracted by treasure. Reluctant to enter Area 18.

**The Scarlet Minotaur.** Pursues its quarry and never retreats. Unaware of secret doors. Forgets about unseen foes in 1d6 rounds. Returns to Area 18 at least once an hour.

# Areas 1-27

**Danger Level.** Risky. Check for an encounter every **2** crawling rounds or after the PCs make loud noises (1d6, 1 = encounter).

**Light.** Total darkness unless noted. All denizens are dark-adapted.

**Doors.** Stone. 1:6 chance of being stuck shut. Unlocked unless noted.

**NPCs.** See pg. 64 for beastmen and ettercap NPC generators.

**The Scarlet Minotaur.** Each time you roll on the Random Encounters table after the first, apply a **cumulative -2** to the result (treat results below 1 as 1). Reset this count each time an encounter with the Scarlet Minotaur occurs.

## RANDOM ENCOUNTERS

### d8 Details

- 1 The **Scarlet Minotaur** (Area 18) stalks into sight, bellowing challenges and pawing the stone
- 2 1d4 **ettercaps** and 1d8 **beastmen** clash in a bloody melee
- 3 A dry gust of wind extinguishes all torches and lamps
- 4 1d6 **ettercaps** creep along, searching for gold and gems
- 5 The **skeletons** of 1d6 dead adventurers or warrior-mages stagger into sight
- 6 2d4 **beastmen** argue in hushed whispers over who gets to eat the centipedes they just trapped in a bag
- 7 1d4 **darkmantles** swoop out, bobbing and spinning in a territorial warning dance
- 8 A **cave creeper** rushes along the ceiling toward light

## **1. MURAL CHAMBER**

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**Walls:** Floor-to-ceiling murals painted in vibrant jewel tones. **Red**

**Pillars:** Tapered, banded in black marble at top and bottom.

- **Murals.** People in white robes kneeling in a room of red pillars before a colossal, onyx bull with horns lowered.
  - ▶ **Hidden Niche.** Behind bull statue. Silver-inlaid bull horn (30 gp).
- **Ettercap NPC. Eska** (weaselly, disloyal). Just hid a stolen pearl in Area 2. Hides on the northeast corner of ceiling. Screeches an alarm and flees toward Area 4 if attacked.
  - ▶ **Escapes.** Three ettercaps from Area 4 set an **ambush** in Area 2.

## **2. BLINDING CAVE**

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**Walls:** Flecked with countless, smooth shards of quartz. **White**

**Bundles:** Man-sized, several stuffed into cave corners.

- **Ettercap Ambush.** If Eska in Area 1 raised alarm, three hostile ettercaps from Area 4 cling to 20' ceiling.
- **Walls.** Dazzlingly reflective. DC 12 DEX when entering with bright light or blinded for 1d4 rounds (ettercaps are unaffected).
  - ▶ **Prying.** Carefully extracted piece of cave wall serves as a mirror.
- **White Bundles.** Five **beastmen** wrapped in ettercap silk. 1:6 chance one still lives. Pearl (40 gp) hidden inside one's mouth.

## **3. WEB-CHOKED CAVE**

---

**Walls and Floor:** Covered in thick, gauzy sheets of webbing.

- **Webs.** Sticky. DC 12 STR to break free and move each turn. Highly flammable (1d6 damage to stuck creatures, burns 1d4 rounds).
  - ▶ **Rolled Parchment.** Stuck in webs, 10' up. *Scroll of Hold Portal*.
- **Secret Tunnel.** Hidden by a wall of webs. Ettercaps reseal it each time they pass through.
  - ▶ **Chittering.** Listeners hear shrill, tittering whispers from Area 4.

## 4. ETTERCAP NEST

---

**Creatures:** Group of purple-furred, potbellied humanoids with spindly legs. Snarling at each other about a missing pearl. **Cave:** Cramped, tufts of spiderweb everywhere. **Floor:** Neat piles of gold and lustrous objects. **Ceiling:** Low (10'), three narrow shafts (1').

- **Ettercaps.** Five. Three go to Area 2 if **Eska** (Area 1) raises an alarm. Might parlay, but are fatally treasure-crazed. Squeeze through ceiling shafts with scoops of each other's loot if outclassed.
  - **NPCs.** **Skir** (animated, loud), **Yisha** (tiny, sinister), **Grisk** (old, irritable), **Uliss** (lumbering, dull), **Chee** (silver fur, elegant).
- **Treasure.** 12 evenly-valued piles (some belong to wanderers). **Eska** (Area 1) stole a pearl from Grisk's share and hid it in Area 2.
  - **Details.** 200 gp, 2 pearls (40 gp each), alabaster statuette of a bull (20 gp), 2 silver incense bowls (15 gp each), jade snake bracelet (20 gp), necklace of thick gold links (30 gp).

## 5. ROBING CHAMBER

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**Skeleton:** Pinned to wall. Hands clasp a spear jutting from ribcage.

**Walls:** Chipped mosaic of cavorting dolphins. White robes on pegs.

- **Skeleton.** Wears decaying, crimson-dyed leather armor. Bronze shortsword hangs from belt.
  - **Spear.** Driven deep into stone with inhuman force. Bronze tip.
- **Robes.** Four. Musty, rotten. Bronze **key** to Area 21 in one's pocket.

## 6. BATHHOUSE

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**Statue:** A life-sized, snake-haired woman with arms raised and mouth open in a scream. **Stone Basins:** Smooth, human-sized.

- **Statue.** Turning the hinged arms down causes scalding water to spew from mouth (DC 12 DEX to leap aside or 1d4 damage).
- **Basins.** Six. Coiling snake carvings. Stone plugs wedged in drains.
  - **Removing Plugs.** Cumulative 1:6 to unleash a **scarab swarm**.

## 7. BULL STATUE

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**Bull Statue:** Towering (10'), bronze. Horns lowered for a charge. **Hall:** 15' high. Pairs of deep holes punched into wall opposite statue.

- **Statue.** Motion-activated. 3:6 chance/round it animates and charges to end of hall (ignores Scarlet Minotaur). DC 15 DEX or 2d6 damage and knocked flat. Trots back to position and resets.
  - ▶ **Emerald.** 120 gp, embedded in statue's forehead. Shattering (AC 20, 1 HP) deactivates statue but reduces gem's value to 20 gp.

## 8. BLOOD BOWLS

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**Alcoves:** Square, black plinths each hold a simple terracotta bowl.

- **Bowls.** Six. Stamped with a seal that shows a warrior kneeling in a black rain, arms and mouth open to the sky.
  - ▶ **Blood.** Filling a bowl with fresh blood charges the blood with healing magic (1d4 HP, must drink). Once used, bowl crumbles.

## 9. SORCEROUS PILLARS

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**Pillars:** Four pairs, painted rich jewel tones. Capped in black marble.

**Body:** Purple, spindly humanoid lies facedown halfway across room.

**Greatsword:** Bronze, brightly polished. Blade is sunken into a black marble altar beyond the pillars.

- **Pillars.** Moving past each pair activates their effect. Returning past the pair ends it. In order, from north to south:
  - ▶ **Red.** Anything flammable on you ignites. 1d4 damage/round.
  - ▶ **Blue.** Sea water fills your lungs. You drown in 1d6 rounds.
  - ▶ **Green.** Poisoned. DC 12 CON on your turn or lose turn.
  - ▶ **Purple.** You go blind and move at half speed.
- **Body.** Ettercap. Scorched fur. Mouth and chest matted with salt rime. Claw marks around eyes.
- **Greatsword.** DC 12 STR to remove from altar. +1 greatsword called *Asterion*. A creature cannot move the wielder against their will.

## 10. BULL STATUE

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- **Bull Statue.** As Area 7. Skeleton stuck on horns covers emerald.

## 11. PRISON

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**Door:** Hefty stone slab with keyhole. Cold and damp to the touch.

- **Door.** Unlocked, barricaded from inside. DC 18 STR to force.
  - ▶ **Listening.** Faint metallic, clinking sound on other side.
  - ▶ **Keyhole.** Darkness with a few points of bobbing, red light.
- **Inside.** Four **skeletons** in tattered, red leather armor shuffle around, knocking into manacles anchored to floor. Four bronze-shod **spears** braced through handle (broken if door opened).
  - ▶ **Walls.** Scratched in ancient Common: "Days since the Beast appeared." About 40 tally lines below it, gradually fainter.

## 12. ARMORY

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**Floor:** Tangled heaps of gaping skeletons. **Walls:** A bronze dagger sticks in the stone by its point. **Alcoves:** Splintered, wooden racks.

- **Skeletons.** Twelve. Several are cut completely in half. Tatters of red-dyed armor, shattered shields, and bronze shortswords.
  - ▶ **If Touched.** Cumulative 1:12 chance one rises as **wight** (once only). Otherwise, skeleton nearly rises, but collapses into dust.
  - ▶ **Treasure.** The wight wears a gold *Scarab of Protection*.
- **Racks.** Red shield with black bull painted on it, three spears.
- **Walls.** Scorch marks and scratches. Deep, sweeping gouges at chest and head height.
- **Beastmen.** Three listen from Area 14. If PCs are noisy/destructive, adjust their attitudes one step toward **hostile**.

## 13. BULL STATUE

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- **Bull Statue.** As Area 7. 40 gp scattered at statue's feet.

## 14. HIDDEN HALL

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**Hall:** Silent and narrow. Stale, dead air. **Smell:** Urine and body odor, eye-watering. **Floor:** Scattered with rat bones and centipede husks.

- **Beastmen.** Three. Ragged, grey fur. Each stands by one of the doors, listening. They regroup in Area 14 if PCs enter. If PCs are noisy, adjust their attitude one step toward **hostile**.
  - **NPCs.** **Haruut** (stocky, mistrustful), **Grall** (young, timid), **Chops** (long jowls, blustery). They speak in harsh whispers and cringe at loud sounds.
- **Secret Doors.** All visible from this side.

## 15. JAR STORAGE

---

**Terracotta Jars:** Clustered in corners. Fat and rounded, various heights. **Air:** Sulfuric scent. **Sound:** Occasional faint squeak and hiss. **South Door:** White, jagged lines gouged into the stone.

- **Jars.** 20 jars sealed with cork and wax. Stamped with images of people carving wheat with scythes. Sticky, black mush inside.
  - **Explosive.** Shaking/striking jar causes it to shatter from sulfuric gas buildup. DC 12 DEX or 1d4 damage. Possible chain reaction.
  - **Treasure.** Cumulative 1:20 chance of finding an ivory egg shot with grey veins inside one (40 gp). It's actually a cockatrice egg.
- **South Door.** Carving in Common: "R.I.P. Orwyn the Younger."

## 16. OFFERING BOWLS

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**Halls:** A weighty, stone bowl in each. Chest-high. **Murals:** Rows of peasants pour jars of gold coins and wheat into massive, grey bowls. Imperious, red-armored warriors with bronze spears supervise.

- **Stone Bowls.** Smooth and worn. Placing food or gold inside grants a Luck Token (once per character).
- **Human NPC. Giuseppe Baldini,** N herbalist (crotchety, middle-aged, poor). Wants treasure. Hides behind southeast bowl.

## 17. BROKEN BULL STATUE

---

**Bull Statue:** Towering (10'), bronze. Head and horns smashed deeply into cracked wall. **Body:** Pinned between wall and bull head.

- **Statue.** No longer functions. Shattered emerald (20 gp) embedded in forehead.
- **Body.** Young, human man in chainmail and helm. Carries bastard sword and shield (splintered). Dark green cloak.
  - **Backpack.** Torch, 10 pitons, 60' rope, withered apple, and a silver locket with a painting of a smiling, red-haired woman (5 gp).

## 18. CENTRAL COURTYARD

---

**Bull Statue:** 20' tall, black onyx, rippling muscle. Horns lowered and dotted with white objects. **Courtyard:** Sandy flagstones, sun-scorched. Heaps of bleached bones. **Red Pillars:** Free-standing, some shattered and crumbling. Cast cool, dark shadows.

- **The Scarlet Minotaur.** 3:6 chance of being present. If not, cumulative 1:6 chance per round it returns. **Minotaur:** 9' tall, wine-red fur. Charges at shadows, headbutts pillars, snorts and bellows. Two-headed, bronze +1 greataxe called *Bloodlust*; wielder deals x4 damage on a critical hit.
- **Bull Statue.** 30 humanoid skulls in various states of rot punched onto horns like necklace beads. Some have traces of grey fur.
  - **Ritual Sacrifice.** Punching a freshly beheaded humanoid skull onto a horn grants +1 point of Strength. **Each additional time:** cumulative 1:4 chance of transforming into a beastman.
- **Bones.** Trampled and crushed. No skulls. Piles of dented armor and broken weapons, both steel and bronze.
  - **Treasure.** Each round spent sifting reveals one of the following:
    1. Scarred mithral shield carved with prowling tiger (40 gp),
    2. Bag of 60 gp stamped with long-dead emperor,
    3. *Scroll of Burning Hands* in bronze tube adorned with jade dragons (80 gp),
    4. Silvered longsword with half-moon pommel (30 gp).

## 19. BAS-RELIEF HALL

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**Creature:** Gangly, gray-furred humanoid sprawled on the ground facedown. Lumpy burlap sack near hand. **Walls:** Bas-relief carvings dense with human figures and scenes.

- **Beastman NPC. Brell** (frail, panicky). Fell and cracked his head fleeing from a sound. Wakes up in 1d4 rounds.
  - ▶ **Traits.** Scorned younger brother of beastmen leader, **Rogath** (Area 23). Naively loyal. Hopes to earn his brother's affection.
  - ▶ **Burlap Sack.** Two dead rats, necks snapped. A gift for Rogath.
- **Carvings.** Scenes of acrobats leaping over charging bulls and warriors fighting in ritualistic combat.
- ▶ **Hidden Niche.** Behind a bull-leaper. Silver, horned helm (15 gp).

## 20. MOSAIC ROOM

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**Floor:** Mosaic of rich orange, yellow, and red tiles in a swirl pattern.

- **Mosaic.** Pattern camouflages a mottled **ochre jelly**. 3:6 chance of stepping on it without careful inspection.

## 21. THRONE CHAMBER

---

**Door:** Bronze, emblazoned with sun and projecting rays. Locked.

- **Door.** Key is in Area 5. Each failed attempt to open without key causes door to glow hot. Cumulative 1:6 chance it shoots three random rays of fire (+4 attack, 2d6 damage each).
- **Inside.** Bronze throne with **skeleton** (not undead) impaled by a golden spear. Red **pillars** with script in ancient Common.
  - ▶ **Skeleton.** Sits on throne (50 gp, two gear slots). Wears a gold diadem with a pearl (60 gp). Hands clasped around +1 spear called *Vigilant*. Its wielder cannot be surprised.
  - ▶ **Pillars.** Lists of tributes paid to the Bull God, Oros, by the Warrior-Kings. **Damanthus the Brave** gave gold, **Sarpen the Wise** gave wheat, and **Minoros the Cruel** gave blood.

## 22. LABYRINTH

---

**Halls:** Narrow, 20' tall, shadowy at top. Tight corners. Hot wind rushes through. **Floor:** Skirls of sand blown in from outside.

- **Sand.** Fading, cloven hoofprints. Two handspans wide each.
- **Dead-Ends.** Clusters of gourd-sized, terracotta jars. Various earth tones and shapes. Most are smashed.
  - **Intact Jars.** 1d6 per dead-end. Each has 1d4 gp, handful of ash, and pinkie-sized, human doll of colorful thread. **Taking anything:** 1:20 chance of ghost haunting on next full moon.

## 23. BEASTMEN LAIR

---

**Creatures:** 15 hunched, grey-furred humanoids chewing on centipedes and speaking in harsh whispers. One lounges on a mat of rat pelts, picking his teeth. **Room:** Grimy, cramped, scattered with rodent bones. **Smell:** Unwashed bodies, urine.

- **Beastmen.** Hostile toward noise-makers. Superstitious about the (non-existent) dragons that wait outside the citadel to eat them.
  - **NPCs. Rogath** (hulking, lazy, feared leader). **Minions: Grenton** (wiry, mistrustful), **Hargol** (eyes point in different directions, agrees to everything), **Beetle** (scuttles, elaborate plan-maker).
  - **Alliance.** Rogath wants Scarlet Minotaur dead so he can be king of the citadel. Cheerfully sends his hated brother, **Brell** (Area 19), and his non-minions into danger to help this effort.
- **Secret Doors.** All visible from this side. A beastman guards each.

## 24. LOOKOUT ROOM

---

**Creatures:** Two shaggy, stooped humanoids listen sullenly at doors.

**Room:** Filthy, low ceiling. **Stench:** Wet animal and dung.

- **NPCs. Irvog** (young, earnest), **Blort** (scarred face, disciplined). If PCs are noisy, adjust their attitude one step toward **hostile**.
- **Secret Doors.** All visible from this side.

## 25. TRAINING CHAMBER

---

**Armor Stands:** Five suits of red-dyed leather reinforced with bronze studs. **Weapon Rack:** Bronze weapons covered in a rime of dust.

**Walls:** Countless chips and nicks.

- **Armor.** Touching armor or taking a weapon off rack causes three suits to spring to life (**animated armor**) and attack for 1d4 rounds.
- **Weapon Rack.** Five short swords, longswords, shields, and spears.

## 26. HALL OF KINGS

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**Alcoves:** Bronze, lifelike statue of a man on a raised pedestal in each.

- **Statues.** Athletic, proud, similar facial features. Draped in robes, wearing diadems with pearls (40 gp each). Each holds a weapon.
  - ▶ **Inscriptions.** In ancient Common. **Damanthus**, Son of Aster (greatsword), **Sarpen**, Son of Damanthus (spear), **Minoros**, Son of Sarpen (greataxe).
  - ▶ **Diadems.** Trapped. Touching the pearl causes the statue to swing its weapon (+5 attack).

## 27. SACRIFICE CAVE

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**Cave:** Chilly and damp, high ceiling (30'). Dripping stalactites. **Pool:** Crimson water, murky and still. **Smell:** Coppery, metallic tang.

- **Spirits.** Dozens of smoky, humanlike shadows flicker at the edge of darkness. If the **light** ever goes out, they descend with ghostly shrieks, dealing 1d8 damage/round to each character.
- **Pool.** 20' deep. Cursed water clouded with blood. DC 12 CON for each round of contact or temporarily lose 1 point of Wisdom (heals after rest). If 0 Wisdom, permanently become catatonic.
  - ▶ **On Bottom.** Graveyard of dozens of human and bull skeletons. Among them are 200 gp, a *Wand of Blind/Deafen*, three onyx bull statuettes (15 gp each), *Boots of the Cat*, and a tiny bottle that houses the soul of a mighty sorcerer named Malfune.

# NPCs

## BEASTMEN NPCS

d10	Names	Appearances	Behaviors
1	Rat / Gobbo	Patchy / Sickly	Glares / Lurks
2	Barto / Hule	Scarred / Fat	Whispers / Burps
3	Egor / Ralk	Broken jaw or nose	Scratches / Snorts
4	Dent / Borvin	Stooped / Short	Picks nose / Growls
5	Nila / Bugg	Elderly / Stout	Creeps / Rushes
6	Tail / Ludo	Missing ear or tooth	Yawns / Drools
7	Skred / Billo	Braided hair / Bald	Limp / Sulks
8	Halda / Yarv	White fur / Skinny	Paces / Chews nails
9	Crag / Dorel	Clean / Blank stare	Polite / Complains
10	Lorga / Mouse	Wild eyes / Lanky	Curses / Silent

## ETTERCAP NPCS

d10	Names	Appearances	Behaviors
1	Skalt / Trisk	Groomed / Rotund	Preening / Haughty
2	Kreel / Bisky	Singed fur / Gangly	Twitches / Cowers
3	Slivin / Slaask	Blue eyes / Spotted	Bossy / Skeptical
4	Tiri / Vilis	Pained / Hunched	Delicate / Squeamish
5	Chiska / Liss	Springy / Withered	Hasty / Alarmist
6	Jarla / Miri	Sickly / Molting	Distracted / Mutters
7	Char / Squill	Missing limb / Tall	Clicks claws / Hisses
8	Fisk / Yeek	Scarred / Lumpish	Nosy / Gossips
9	Chirr / Vim	Filthy / Hulking	Critical / Sarcastic
10	Rask / Miska	Jewelry / Clothing	Rude / Surly

# Join The Dark

## SHADOWDARK RPG COMMUNITY

Find other *Shadowdark RPG* players, Game Masters, and creators in The Arcane Library's **Discord** server! It's a friendly place to organize games, share ideas, and ask questions.

**Discord link:** <https://discord.gg/thearcanelibrary>

Also, keep an eye out at gaming **conventions** for Shadowdark events and open tables!

Kelsey Dionne, *Shadowdark RPG*'s creator and head of The Arcane Library, runs open-table, unscheduled games at **Gary Con** each year. Come find where she's lurking and jump in!

You can also stay up-to-date on *Shadowdark RPG* happenings by joining the **newsletter**.

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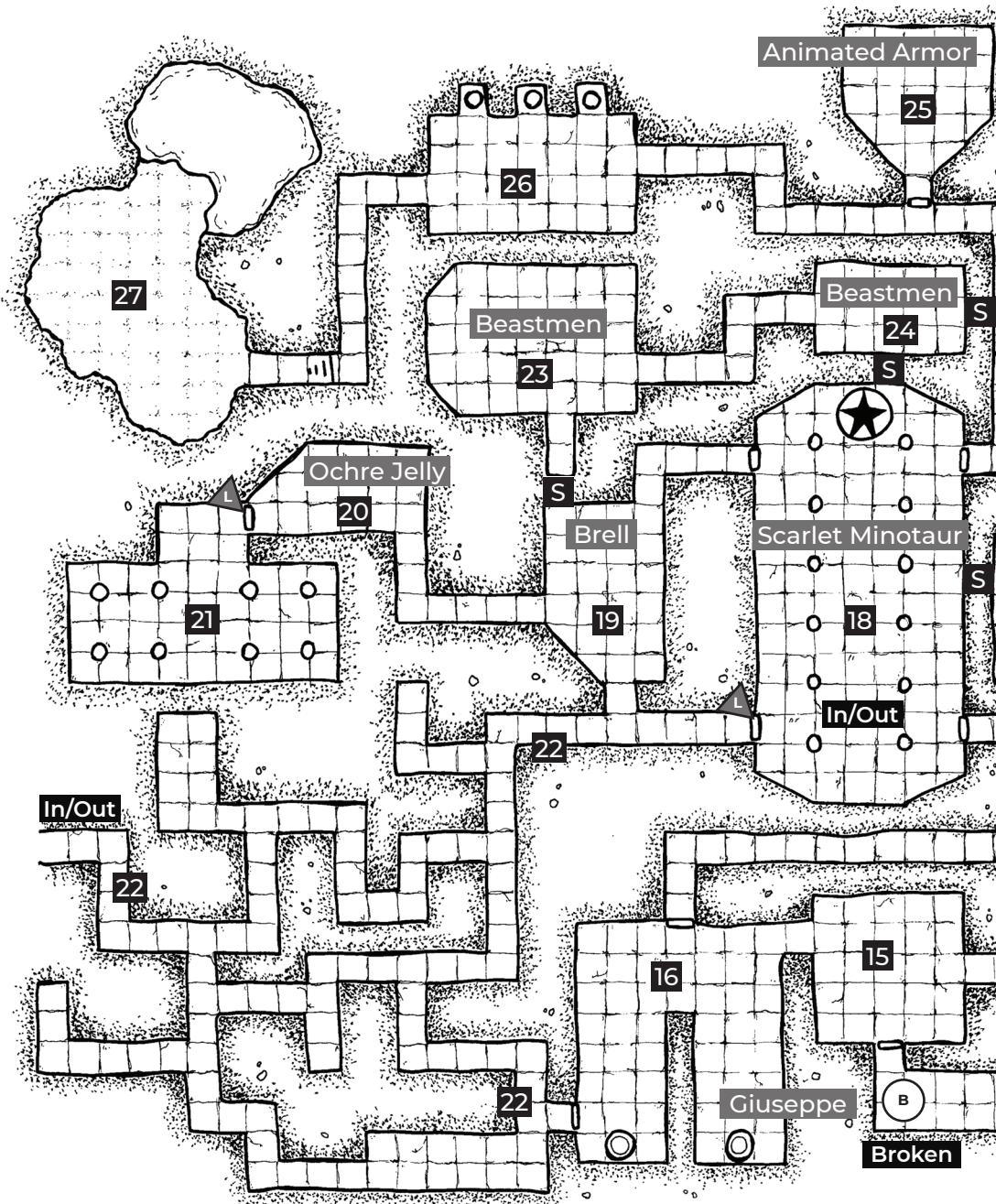
There, you can grab print or PDF issues of ***Cursed Scroll***, the official Shadowdark zine bursting with themed character options, monsters, locations, and critically-acclaimed adventures.

Follow The Arcane Library on **youtube.com/thearcanelibrary** for video guides, tips, tricks, and adventure walkthroughs!

Finally, spectacular **creators** such as Taylor Seely-Wright, Laurin-David Weggen, James Mishler, and Jake Savala (brewin\_druid) have published an amazing array of adventures, settings, character options and more under the *Shadowdark RPG* Third-Party License.

Check out their excellent work on [drivethrurpg.com](http://drivethrurpg.com) and [itch.io!](http://itch.io/)

# The Lost Citadel



Locked: DC 20 DEX pick, DC 18 STR force

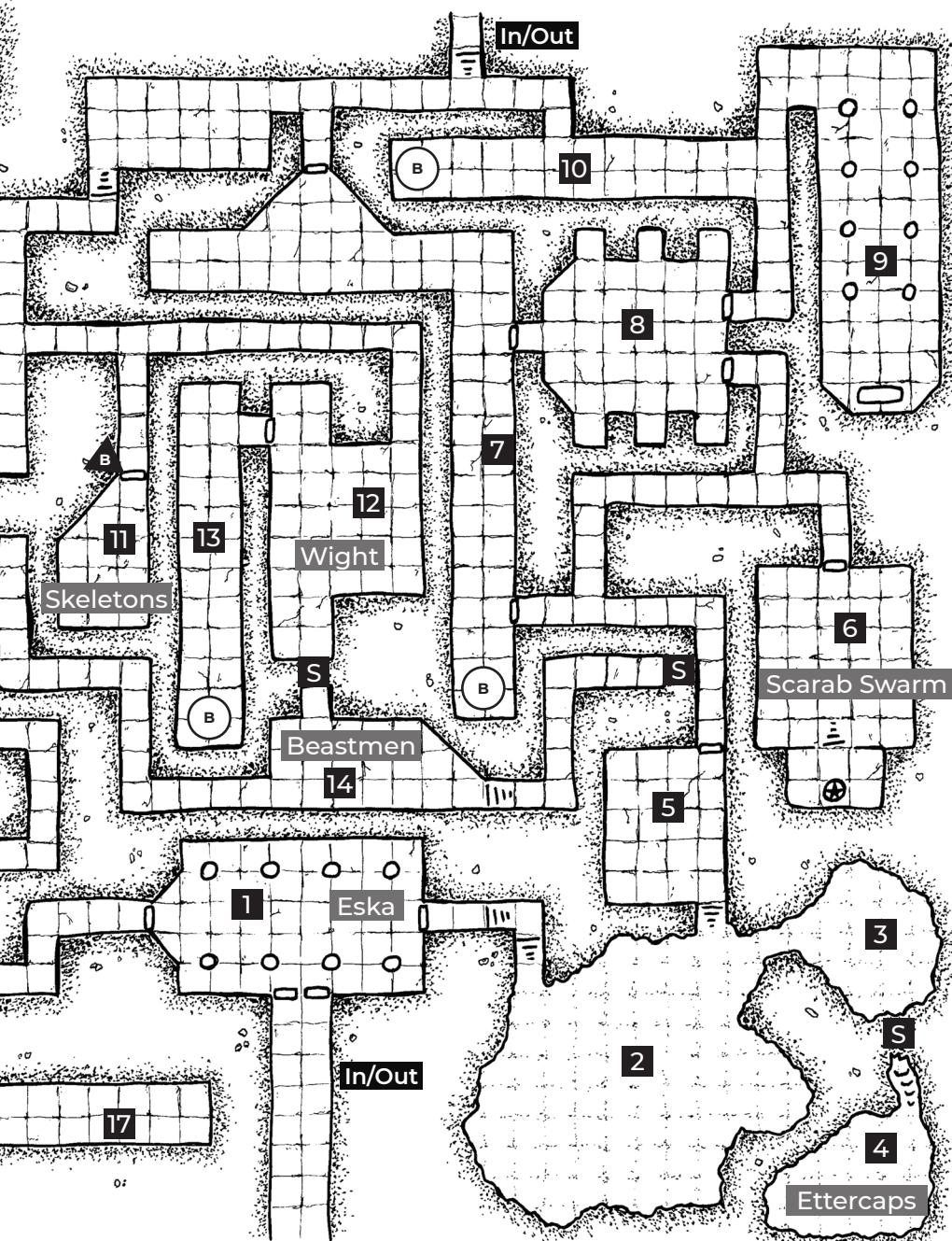


Barricaded: DC 18 STR

B

**Bull Statue: Motion-activated, 3:6 charge, DC 15 DEX or 2d6**

N



S

**Secret door: wall silently rotates when pushed**

# Adventure Idea Generator for Shadowdark RPG

## ADVENTURING SITE NAME

d20	Name 1	Name 2	Name 3
1	Mines of the	Cursed	Flame
2	Abbey of the	Whispering	Ghost
3	Tower of the	Bleeding	Darkness
4	Caves of the	Shrouded	Peak
5	Barrow of the	Lost	Borderlands
6	Warrens of the	Dead	King
7	Crypt of the	Deepwood	Twilight
8	Monastery of the	Fallen	Depths
9	Ruin of the	Revenant	Jewel
10	Tunnels of the	Frozen	God
11	Citadel of the	Shimmering	Lands
12	Tomb of the	Chaos	Storm
13	Castle of the	Abandoned	Swamp
14	Temple of the	Blighted	Ravine
15	Fortress of the	Forgotten	Valley
16	Isle of the	Slumbering	Horde
17	Keep of the	Savage	Skull
18	Dungeon of the	Unholy	Queen
19	Necropolis of the	Enchanted	Wastes
20	Shrine of the	Immortal	Hero



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