

STOCK

— or —

The Shadow King's Lost Heir

an introductory dungeon crawl for

MÖRK BORG



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You face execution for heretical theft but a masked Seer, a Courtier of the Shadow King, offered you a chance at life. The King's one true heir, his son Aldon, is missing. Without an heir the Shadow King will eventually be forced to hand his crown to his imbecile brother. Get him back discreetly and wealth, life and freedom will be yours. It's believed Aldon is imprisoned in an infamous underground locale, a place no free man would willingly go, a place called **The Accursed Den**.

88 things the Seer may see

This masked seer is somewhat odd and delirious but offers to scry the Accursed Den and tell you two truths.

1. A mysterious **house of glass**, within it lairs the leader of a cult. *(true)*
2. **Gasses leak from holes and cracks**, driving anyone who breathes them mad. *(false)*
3. **Cannibals!** They feast upon their own kind! *(true)*
4. The lamps burn red, the lamp-oil **touched with human blood!** *(uncertain, largely untrue)*
5. An ancient man lives within a ruined room. **Fear and avoid him.** *(false)*
6. Something hungers in the depths, **an enormous creature** like a vast intestine! *(true)*
7. I fear Aldon may be **unwilling to leave this place.** *(true)*
8. **I fear none have ever willingly escaped the Accursed Den!** *(uncertain)*

d4 random encounters

Only roll in

- Pump room (7)
- Chain room (8)
- Debris room (14)

Choose which table to roll on but table B should only be used once.

TABLE A



D4 Dusk gnoms

They crawl from holes and climb the walls. Small, quick but frail.
► DR14 to hit them.

HP 4 Morale 7

No armor

► **Knife D4**



D2 Mongrels

Massive black dogs with shaggy, oily fur.

HP 8 Morale 9

No armor

► **Bite D4 +1:** infection if TOUGHNESS DR12 is failed.



D4 Guards with sharpened teeth

Weak and gaunt. Lick their lips.

HP 6 Morale 7

Leather – D2

► **Shortsword D4**

► **Bite D4**



Nesting Death

Hound-sized spider that built a nest of bones in the ceiling.

► Wins initiative on 1–4.

HP 12 Morale – Thick carapace – D2

► **Bite D4:** test TOUGHNESS DR12 to avoid freezing (tests are DR+2 for one hour).

TABLE B (ONLY ONCE DURING THE SCENARIO)



Distraught spirit

Agitated by the depravities and cannibalism plaguing the den, pleads with PCs to end the horror. Can tell the PCs about the Gutworm.



Bazaar from a distorted dimension

Sagsobuth manifests. An interdimensional trader, she sells **violet poison** for 30s (DR14, 2D10 damage, D4+1 doses) and offers a **Beechwood Tube** for 30s. The tube contains a **foul protean scroll**: each dawn this scroll has a new unclean Power. The Power can be used once. It is misinterpreted on 1–3 on a D20 instead of a 1.



A terrible silence

torments the PCs. All sounds are inexplicably muted in this room.

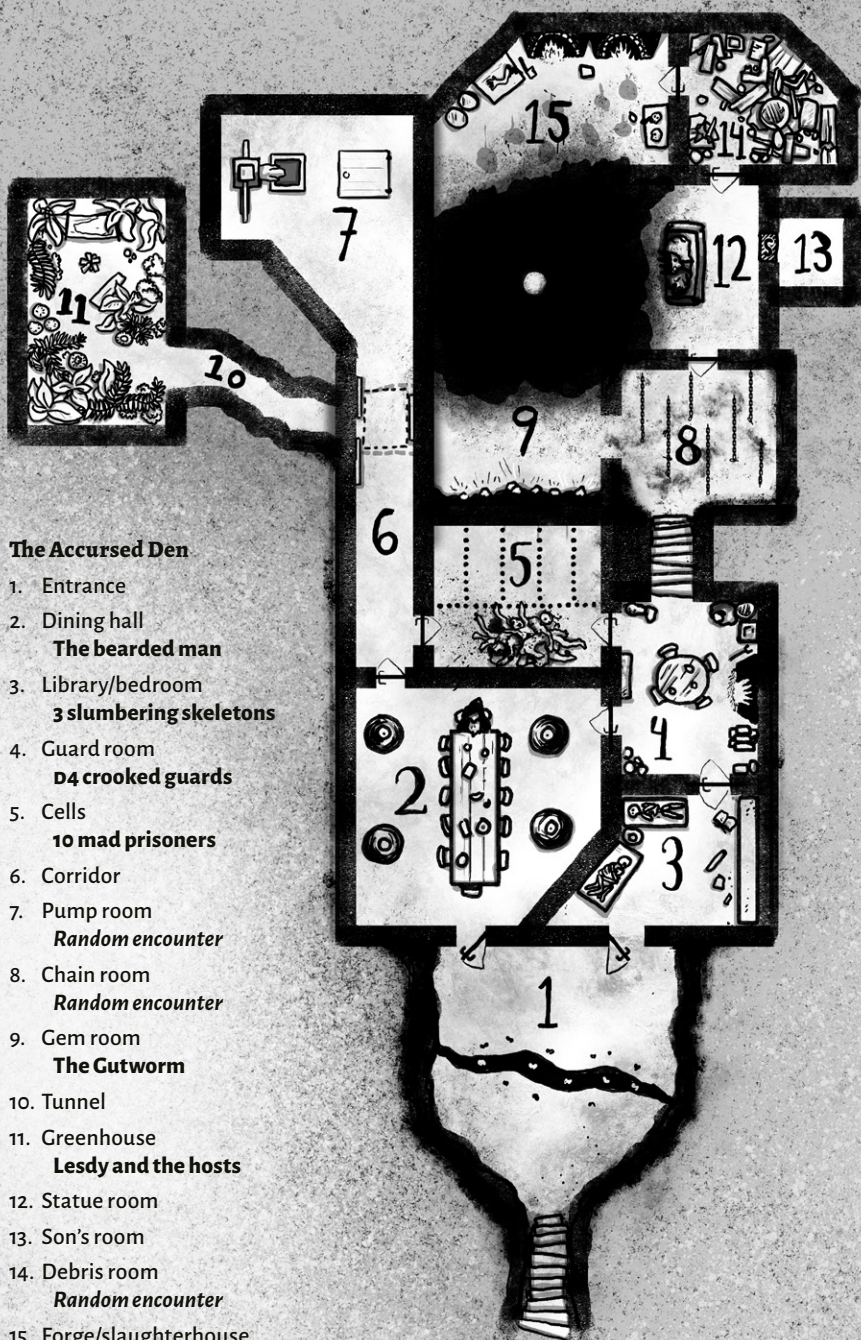


A sarcophagus is in the middle of this room. If anyone opens its lid all PCs are sucked into the sarcophagus and teleported to **the camp in room 11 (the greenhouse)**.

Sagsobuth

Shapeless and ethereal. Her face a vortex of light.

- Cannot be harmed but will not attack unless provoked.
- **Explosion:** 2D10 damage distributed among the group.



The Accursed Den

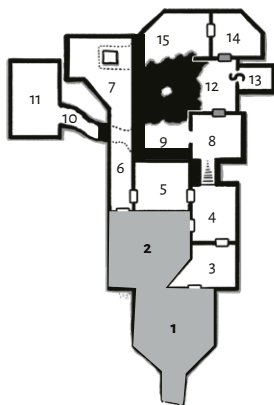
1. Entrance
2. Dining hall
The bearded man
3. Library/bedroom
3 slumbering skeletons
4. Guard room
D4 crooked guards
5. Cells
10 mad prisoners
6. Corridor
7. Pump room
Random encounter
8. Chain room
Random encounter
9. Gem room
The Gutworm
10. Tunnel
11. Greenhouse
Lesdy and the hosts
12. Statue room
13. Son's room
14. Debris room
Random encounter
15. Forge/slaughterhouse
Fletcher

1. Entrance

Stale smell.

- **Lit oil lantern** hangs from the ceiling.
- **Small stream of water** crosses the room from holes in the walls. **Black-violet butterflies** flap haplessly over the water.
- **NORTH:** **two wooden doors ajar.** Faint violin music can be heard from behind both.
- **SOUTH:** **flight of stairs** leading outside.

EAT THE BUTTERFLIES: heal D6 HP.



2. Dining hall

Warm and bright. Rotten smell. Faint, sad violin music from the north.

- **4 giant oil lamps.**
- **Large wooden table** with 20 chairs. Set with mugs, plates and spoons but no food or drink.
- **A bearded man** sits at the far end of the table. Skin ashen grey, eyes dark, dressed in a dusty old cloak. It is impossible to communicate or contact him. You can poke, hit or attack him without response.
- **NORTH:** **quiet door** to the corridor.
- **EAST:** **creaking door** to the guard room. The guards audibly complain and move about.
- **SOUTH:** **wooden door** to the entrance.

IF EVERYONE IS SEATED AT THE TABLE: The man comes to his senses and erupts with rumbling laughter. He tells stories of old for a few minutes but slowly and irrevocably regresses into his own world again.

The guards in room 4 hear any noise made here.



4. Guard room

Rotten stench. Hot. Sad violin music from the staircase.

- **Crooked guards (D4)** pass time here. One carries **prison cell keys** (room 5).
- **Fireplace** is blazing hot.
- **Debris and wooden table** with chairs.
- **NORTH:** **rickety wooden stairs** to the chain room. The oil lamp, chains and hooks in the ceiling can be seen, but not the floor.
- **WEST:** **iron door** to the cells, scratching noises are heard, **creaking door** to the dining hall.
- **SOUTH:** **heavy door** to the library/bedroom.

RANSACK THE ROOM (D6, ROLL TWICE):

1. Bony remains of a dog. There is still some meat (enough to sustain one person for one day).
2. Necklace with a black stone.
3. 3D10 silver.
4. Urn with a fine powder (poison DR14 or -D8 HP)
5. 1-3: sacred scroll, 4-6: box containing a small beetle (harmless but bites).
6. Small crossbow (D6) with PRESENCE + 6 bolts.

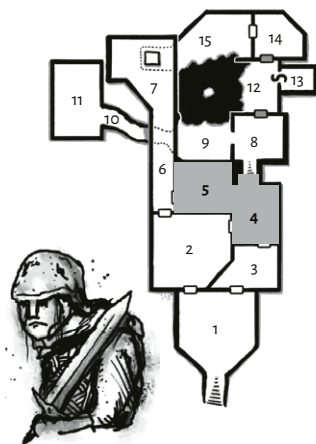
5. Cells

Repulsive stench of death and gore, bodies everywhere.

- **Corpses.** Some whole, some torn apart.
- **Prisoners.** Emaciated and pleading but mad.
- **EAST:** **iron door** to the guard room, audible voices.
- **WEST:** **stuck door** to the corridor, dead silent.

GET TOO CLOSE TO THE CELLS: The hungry and insane prisoners strangle anyone passing through. Test AGILITY DR12 to avoid and STRENGTH DR12 to break free or take -D4 HP per round.

The guards in room 4 hear any noise made here.



D4 crooked guards

They follow Fletcher's every word. He cursed their memories and they do not recall why they serve him. They don't care about Lesdy in the greenhouse. If pressed they tell the PCs about the lost son but don't know how to enter his room.

HP 8 Morale 7 Leather -D2

► **Sword D6 Femur D4**



10 mad prisoners

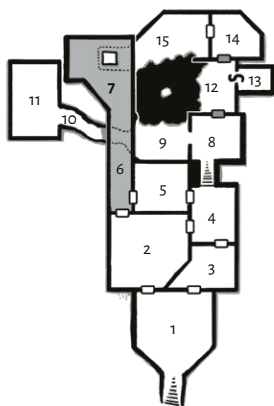
They only know the guards. Every now and then a prisoner is taken from the cells, never to be seen again. Weak and insane they beg for help but strangle anyone who gets too close.

HP 2 Morale 4 No armor

► **Strangling hands D4/round:**

AGILITY DR12 to avoid.

STRENGTH DR12 to break free.



6. Corridor

Dark and cold, light at the end of the corridor. Violin music.

- **Paintings on the walls:** landscapes, bland.
- **Large hidden pit trap:** in front of the paintings. Covers the entire width of the corridor.
- **NORTH:** light from the pump room.
- **EAST:** stuck door to the cells. Scratching noises.
- **SOUTH:** quiet door to the dining hall.

DISCOVER THE PIT TRAP: With enough light and a successful DRI4 PRESENCE test (by the PC with the highest PRESENCE), angular lines are visible in the floor.

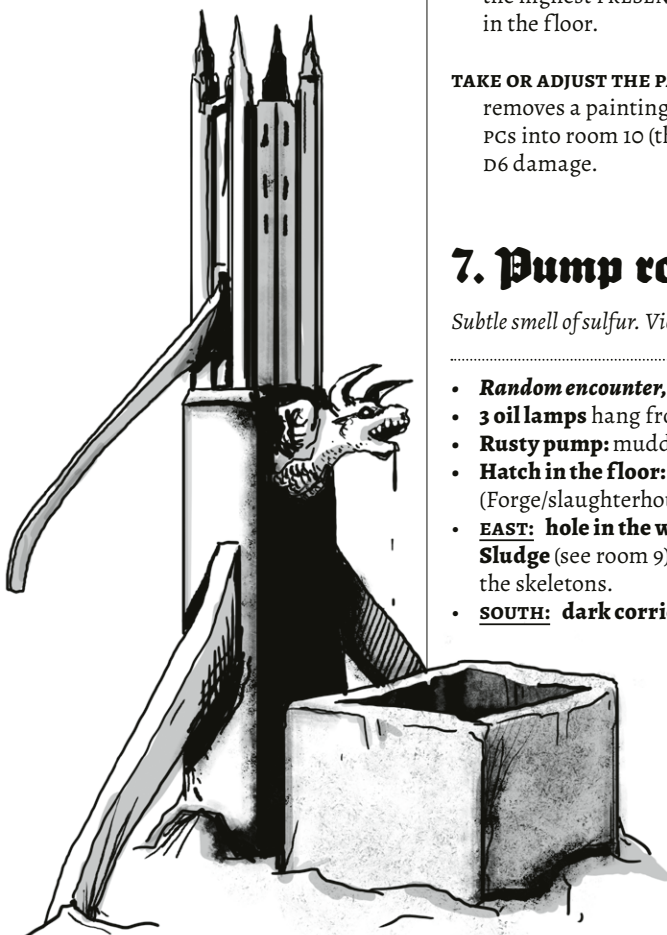
TAKE OR ADJUST THE PAINTINGS: If anyone removes a painting the pit trap drops the PCs into room 10 (the tunnel). The fall deals D6 damage.

7. Pump room

Random encounter

Subtle smell of sulfur. Violin music can be heard.

- **Random encounter, page III.**
- **3 oil lamps** hang from the ceiling.
- **Rusty pump:** muddy liquid. Heals D4 HP.
- **Hatch in the floor:** stepladder down to room 15 (Forge/slaughterhouse).
- **EAST: hole in the wall:** view over the **Rotblack Sludge** (see room 9). One can see the pillar with the skeletons.
- **SOUTH:** dark corridor.







8. Chain room

Random encounter

Dimly lit, weirdly chilly and windy

- **Random encounter, page III.**
- **Hooked chains** hang from the ceiling.
- **Bloody tracks** on the floor leading nowhere.
- **NORTH:** **iron door (no handle)** to the Statue room. Impossible to open from this side.
- **WEST:** **archway** to the Gem room.
- **SOUTH:** **rickety wooden stairs** to the guard room.

The guards in room 4 hear any noise made here.

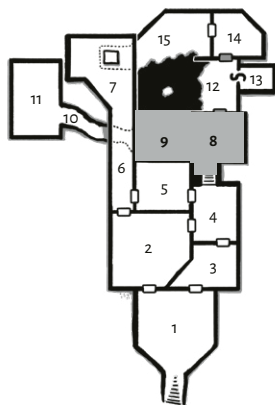
9. Gem room

Illuminated with spectacular colors. Stuffy air reeking of sulfur. Rotblack Sludge and melancholy violin music.

- **NORTH:** **Rotblack Sludge.** The northern wall collapsed into a large cavern, 60 feet deep. Black, mushy gunk. Sulfuric haze obscures the view but one can almost see the Forge/slaughterhouse and the Statue room through the fumes.
- **50 feet tall pillar** in the middle of the sludge. Atop, two skeletons play the violin.
- **Cave wall with gems:** Beautiful green-pink-violet gems, fixed into the wall.
- **WEST:** **narrow crawlway** to the Tunnel.
- **EAST:** **archway** to the Chain room.

BREAKING LOOSE GEMS: One can forcibly remove D4 gems (test STRENGTH DR12), each worth 200s. Then the **Gutworm** attacks.

ENTRY FROM THE TUNNEL: If anyone fell into the pit trap in the Corridor and enters here the **Gutworm** attacks immediately.



Gutworm

Unfathomably long, thick as an oak. Hides in the Rotblack Sludge.

- ▶ Can easily reach rooms 9, 12 and 15.
- ▶ Controlled by Fletcher. If he dies the Gutworm sinks to the bottom, dead but dreaming.

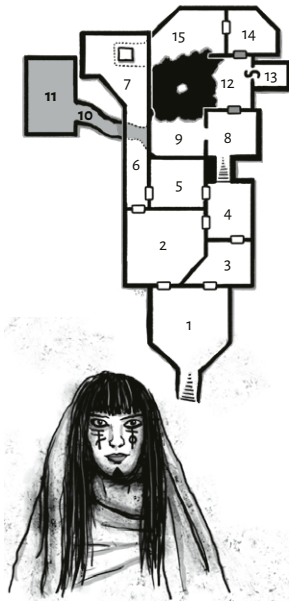
HP 50 Morale – Thick hide – D6

- ▶ **Razor sharp teeth D10:** Test AGILITY DR6 or be devoured, dying instantly.

Rotblack Sludge

Oily, black and reeks of sulfur.

- ▶ Scorching hot, test TOUGHNESS DR8 or take D4 damage every round submerged in the sludge.
- ▶ Swimming from one room to another takes four rounds.
- ▶ Every swim there is a 1–2 on a D6 chance the Gutworm bites (D10 damage). Test AGILITY DR6 when bit to avoid being devoured and dying.
- ▶ Pillar with violin playing skeletons. They ignore everything and everyone.



Lesdy

Long dark hair, dressed in a gunny sack with armholes. Nice but manipulative. Is trying to turn the Gutworm against Fletcher, the cannibal warlock (room 15). She seeks the tunnels and caves deep beneath Rotblack Sludge and believes consuming the sludge provides unique powers to control creatures but, when she tries, the Gutworm attacks her as soon as she gets close.

HP 5 Morale 4 No armor
► Unarmed attack D4

3 hosts

Young, dressed in rags. Zealous.

HP 7 Morale – No armor
► Long knives D6

10. Tunnel

Voices emanating from the ceiling sing in minor key.

- **Passage tight west of the pit trap.** You must squeeze through. Large and awkward things won't fit (heavy armor included).
- **Ceiling tunnel** to the pit trap in the Corridor.
- **WEST: opening** to the Greenhouse.
- **EAST: opening** to the Gem room.

11. Greenhouse

Hot, stuffy but pleasant. Smells sweet.

- **Oil lamps** hang from chains in the ceiling.
- **Glass-walled room with plants:** palms, cacti and flowers grow rampantly. Behind the glass dim moonlight is visible.
- **Path to a small camp** where **Lesdy** is seated by a campfire, reading. She offers PCs food and rest. If they accept Lesdy introduces her **three young companions** as *hosts*. Initially they are outgoing and kind.
- **EAST: tight crawlway** to the Tunnel.

IF PCS STAY A WHILE they are served a brew that **heals D6 HP**. Soon the ground seems to sink and the walls ripple like ocean waves. The hosts attack! The PCs sweat and slur, attacks and defence are rolled with –2.

IF PCS DON'T WANT TO STAY: The hosts draw their knives and chant: "*Lesdy... Lusi... Lesdy... the chosen, the delightful!*" and attack. They never retreat.

Lesdy is a passive observer and slinks away undetected at the smallest sign of violence. Roll D4+1 to see which room she hides in.

12. Statue room

Stinks of sulfur. Rotblack Sludge and violin music.

- **Black statue** of the one-eyed King Lenard II. Obvious cavity where the eye would be. Investigation reveals bloodstains in the socket.
- **Cobbled floor** unlike the rest of the Den.
- **WEST: Rotblack Sludge.** The western wall collapsed into a large cavern, 60 feet deep. Black, mushy gunk. Sulfuric haze obscures the view but one can almost see the Forge/slaughterhouse and the Gem room through the fumes.
- **NORTH: wooden door** to the Debris room. **LOCKED.** (Fletcher has the **oddly-shaped key**).
- **SOUTH: iron door** to the Chain room. Can be opened from here.
- **EAST: secret, heavy stone door** to the Son's room.

AFTER A FEW MINUTES the floor tilts to the west. Test AGILITY DR16 or fall into the sludge.

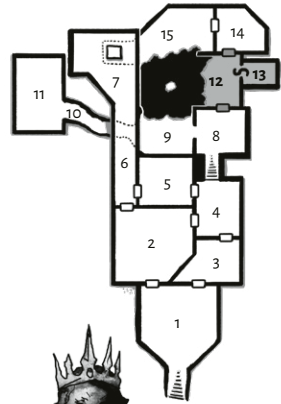
PLACE AN EYE IN THE KING'S SOCKET: the door to the Son's room opens with a loud crack.

13. Son's room

Torches burn, it is hot and confined. Violin music.

- **The lost heir**, Aldon, sits on a bench gnawing human bones. He is pudgy and arrogant.
- **Bookshelf** with a large iron hook, a mirror and a crossbow with four bolts.
- **A bullwhip** with cryptic runes (D4 + necroplasmic shock, D4 damage) hangs on the wall.
- **Bowls** with water and food.
- **WEST: heavy stone door** to the Statue room.

SPEAK WITH ALDON: Aldon (3 HP) is quite content and does not want to leave the room but will not fight or physically resist. During his confinement he has only seen the crooked guards, but he knows they are under Fletcher's command.



Rotblack Sludge

Oily, black and reeks of sulfur.

- ▶ Scorching hot, test TOUGHNESS DR8 or take D4 damage every round submerged in the sludge.
- ▶ Swimming from one room to another takes four rounds.
- ▶ Every swim there is a 1–2 on a D6 chance the Gutworm bites (D10 damage). Test AGILITY DR6 when bit to avoid being devoured and dying.
- ▶ Pillar with violin playing skeletons. They ignore everything and everyone.



14. Debris room

Random encounter

Very stale and frowst, hard to breathe.

- **Random encounter, page III.**
- **Torch** dimly illuminating the room.
- **Trash and bones** in enormous quantities.
- **WEST:** **wooden door** to Forge/slaughterhouse.
- **SOUTH:** **wooden door** to the Statue room, **LOCKED**. (Fletcher has the **oddly-shaped key**).

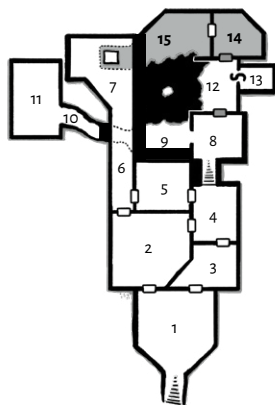
15. Forge/slaughterhouse

Sooty and very hot, sulfuric haze from Rotblack Sludge.

- **Fletcher, the cannibal warlock**, dwells here. He has an **oddly-shaped key** to the door between the Debris room and the Statue room.
- **Lit by two large hearths**. Used as smelters and ovens for preparing meals.
- **Chunks of meat** hang on ceiling hooks. Largely human flesh—adults and children.
- **SOUTH:** **Rotblack Sludge**: The southern wall collapsed into a large cavern, 60 feet deep. Black, mushy gunk. Sulfuric haze obscures the view but one can almost see the Gem room and the Statue room through the fumes.
- **EAST:** **wooden door** to the Debris room.
- **WEST:** **stepladder** to a hatch in the Pump room.

Fletcher's story

As a child Fletcher was lead out into Sarkash and left to die. Desperate necromancers found the feral boy chewing on rabbit carcasses in a gloomy glade. They took him in, but no force or threat could control him, and he slowly grew more powerful. Eventually they too abandoned him to die, hurling him into the *Accursed Den*. This became his domain, ruled purely by his will. He wants to use the heir Aldon to pressure the Shadowking into getting rid of Lesdy for good.



Fletcher, the cannibal warlock

7 feet tall, built like a grizzly. Sooty, bald and covered in tattoos. Rules the Den. Hates Lesdy in the Greenhouse but can't fit through the Tunnel.

HP 20 Morale – Hardened skin –D4

► **Red-hot flail D8** + severe burn (AGILITY tests –2 for a day).

► **Uses a Power every third round** (automatically succeeds). D4:

- 1–2. *Nine Violet Signs Unknot the Storm*: D2 bolts of lightning dealing D6 damage each.
3. *Daemon of Capillaries*: One creature chokes for D6 rounds, D4 HP damage per round.
4. *Ich-bin-luft* (unique Power): Fletcher is invisible the next two rounds. Can still attack.

► When Fletcher takes damage

big chunks of human flesh rain down, as if in sympathy. The PC that hit him must test AGILITY D8 or take D4 damage.

► **If Fletcher dies** the Gutworm (who will not defend or help him in any way) sinks, dead but dreaming.