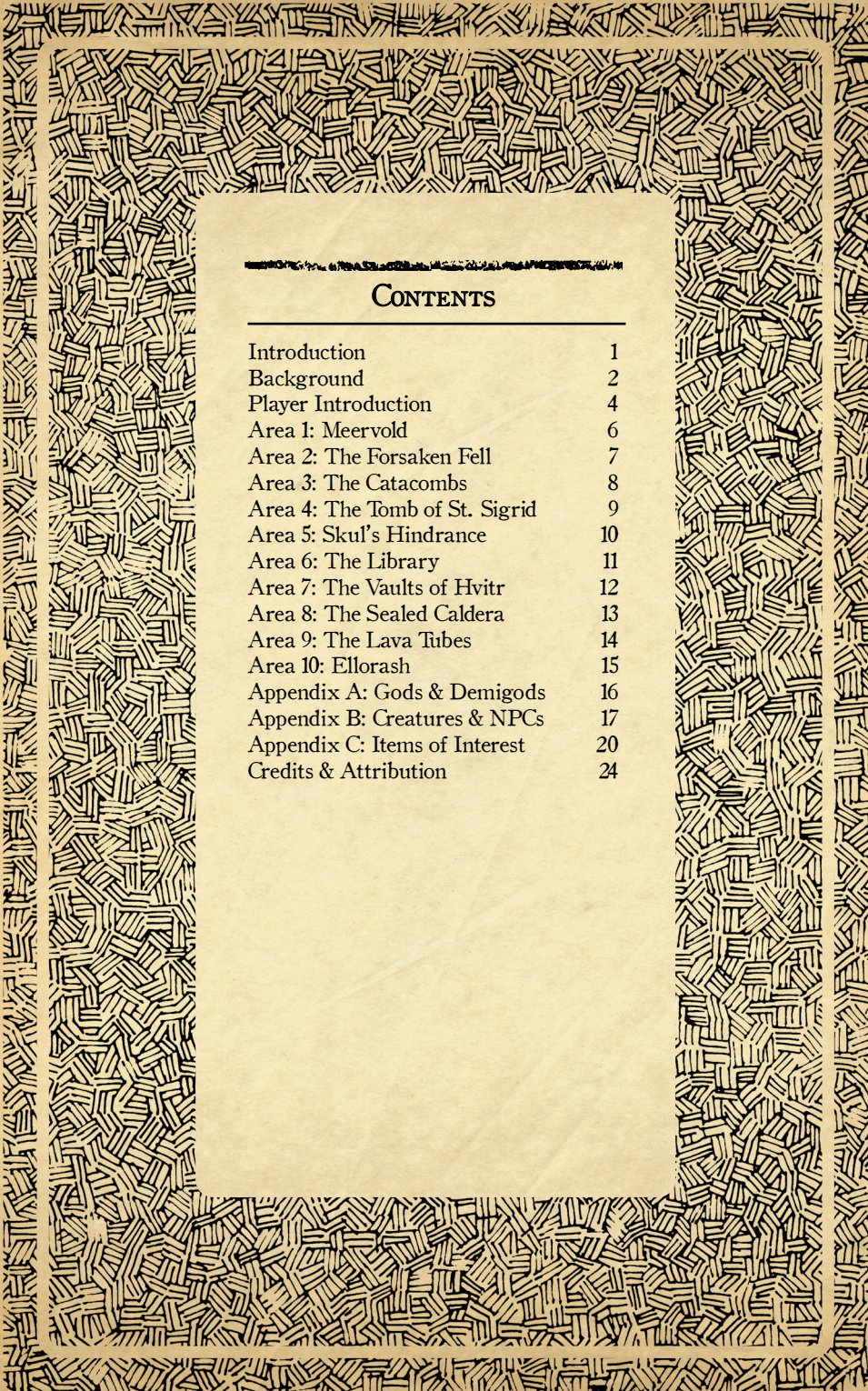


Servants of the Cinder Queen

A Dungeon World Adventure



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Servants of the Cinder Queen

A Dungeon World Adventure

Introduction

This adventure is intended for use with the *Dungeon World* rules, and as such is structured differently than a traditional RPG adventure. *Servants of the Cinder Queen* is a self-contained, but includes an Adventure Front and Grim Portents (page 2) which you may see fit to use as a component in any campaign that extends beyond the adventure.

While the adventure is divided into multiple “Areas” as might be expected of a traditional RPG module, for the most part these areas are not fully fleshed out with detailed maps and descriptions. Instead, the contents of each Area are suggested by the following elements:

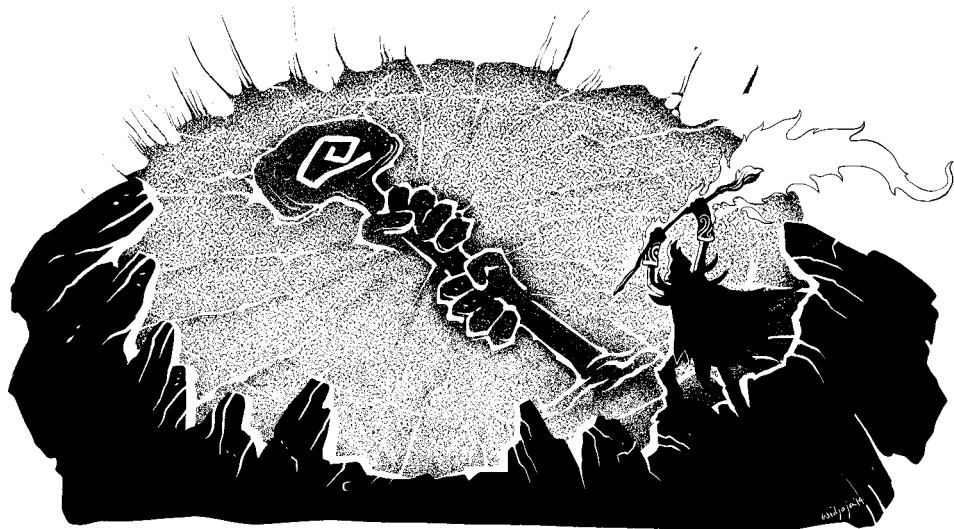
- * **Connections** note what other Areas may be reached from the Area in question. It’s up to the GM and players to fill in the details of how they get from place to place, and what they discover along the way.
- * **Impressions** are environmental aspects which the GM can introduce as needed. Impressions can be used to describe the general surroundings, and/or any specific locations within the Area which the GM wishes to flesh out.
- * **Details** are specific aspects of the Area described more thoroughly, in order to explain complex things like traps, puzzles, unique environmental factors, etc. Sometimes Details will include entries keyed to a floorplan of the Area.

- * **Area Moves** are moves that are triggered by actions of the PCs within the Area. When a PC does the thing described, the move triggers.
- * **Discoveries** are potentially useful or interesting things within the Area which may not be readily apparent, but may be found by the PCs at the GM’s discretion.
- * **GM Moves** are suggestions for moves that the GM might make in the Area. GM Moves are listed in order from softest to hardest.

Each Area may also have one or more additional unique elements, such as a table, list, and/or map. The purpose of such elements, if not readily apparent, is open to GM interpretation.

Likewise, it’s up to the GM to decide which information in this book is “player-facing” and which is “GM-facing.” For instance, the GM may choose to be forthright with the players about what triggers a particular Area Move, or she may keep that information hidden until the actions of the PCs trigger that move. Some GMs like to let their players know how a magic item works as soon as it is acquired, while others like to let the players figure it out by experimentation.

In these cases and any others where the question seems open, the GM should make the call according to her own judgment and her group’s style of play.



Background

300 years ago, there was a monastery and attendant village, called Kaldhammar (“Cold Cliff”), on the slope of the volcanic mountain called Hvitr’s Horn. The *kaldbrud*, warrior monks dedicated to Hvitr, were entrusted with the stewardship of a number of important artifacts and texts, but above all else they were gatekeepers; for Hvitr’s Horn is an active volcano, and thus (like all active volcanoes) a gateway to Ellorash, one of the elemental planes of fire.

The end of Kaldhammar came with an eruption of the Horn that spewed forth the Flaming Host of Ellorash. Hvitr himself descended from the heavens to beat them back, sealing the planar gateway with his mighty two-handed hammer, but not before the Ellorashites were able to drown the monastery, the village, and all who lived there in a flood of lava.

Despite this unholy disaster, the Catacombs beneath the monastery—a network of passages connecting tombs, libraries, and vaults—remain almost completely intact.

Adventure Front: Breaking the Planar Seal

Cast of characters

- * **Gildarthe**, the Cinder Queen
 - * **Thorde Skul**, High Priest of Gildarthe
 - * **Asassha**, vampire bat servant of Thorde Skul
 - * **Disciples of Gildarthe**
-

Description

An obsessed, chaotic priest by the name of Thorde Skul seeks to reopen the passage to Ellorash, in order to bring his patron (and true love), the demi-goddess Gildarthe, into the Mundane World. To this end, he has created a seal-breaking “key” he calls the *Aksr-geist*, or Staff of Cinders. When the Staff is held against the Seal created by Hvitr’s Hammer, the Seal will crack, and the gateway to Ellorash will open once more. Skul only lacks the proper incantation, a specific Hvitic blessing from the *Book of Rains* which must be spoken in reverse.

Gildarthe, The demi-goddess of flame, came to Skul in a dream and told him that the *Book of Rains* could be found in the Catacombs, bidding him to seek entrance via a lava vent that exits the mountain some miles from the actual site. Skul, along with Asassha, his vampiric familiar, and a dozen Disciples of Gildarthe, ascended the vent, and thence into the lower reaches of the Catacombs. However, Skul was frustrated to discover that the Library, where the *Book of Rains* was said to reside, had been rendered inaccessible by a collapse.

Having no immediate means of moving large quantities of rock, Skul set about creating a workforce that could do so. Using the power of the Staff of Cinders, he began raising the entombed monks to become “Servants of the Cinder Queen:” cadavers animated with a magical fire that causes their bones to burn wildly for the duration of their short unlife. This fire gives them great strength, but burns quickly, so Skul makes the most of them before they collapse into useless, blackened heaps.

After some experimentation, Thorde observed that freshly slain corpses last longer, so he sent the Disciples forth to prey upon the unfortunate residents of Meervold. Villagers are abducted, held captive, sacrificed to Gildarthe, and put to work moving rock until flaming flesh gives way to bone, and bone gives out. By this means, Skul is on the verge of gaining access to the Library.

Notes

Grim Portents in *Servants of the Cinder Queen* are intended to work slightly differently than as described in the *Dungeon World* rules.

Normally, a Grim Portent is something directly witnessed by the PCs, indicating that the a Danger has moved one step closer to its Impending Doom.

Here, the PCs may or may not be in a position to witness evidence that a given Portent has transpired.

If they are in such a position, relevant evidence of the Portent is described as usual (a distant scream is heard, Thorde Skul’s commands echo through the Catacombs, etc.); if they are not, the Portent occurs “offscreen.” In this case, the GM checks off the appropriate box on the Portent list and indicates to the players that something has happened, but they don’t know what. An evil laugh or cryptic comment can be employed to reinforce this idea.

Danger

* **Thorde Skul**, High Priest of Gildarthe
Impulse: To please Gildarthe

Grim Portents:

- Skul sacrifices captive villagers and uses the Staff of Cinders to reanimate them as Servants of the Cinder Queen (ongoing).
- ❑ Skul gains access to the **Catacomb Library** (page 11).
- ❑ Skul locates the *Book of Rains*.
- ❑ Skul reaches the **Sealed Caldera** (page 13).
- ❑ Skul reverses the Ritual of Stone-sealing, breaking the planar seal.
- ❑ Gildarthe and her Flaming Host are unleashed.

Impending Doom: Destruction

Stakes

- * Who among the PCs will win Hvittr’s favor?
- * What will happen to Thorde Skul when he is reunited with Gildarthe?
- * How many villagers will be rescued?
- * What will happen to the world if the planar seal is broken?

Player Introduction

Before play begins, you may want to allow or assign hirelings to the PCs. Any Hireling recruited in the village of **Meervold** (page 6) will have at most 1 skill point.

Begin the adventure by reading the **General Intro** (page 5) aloud, then asking some or all of the Adventure Questions on this page, to build context for the characters' interest in the Catacombs. Take note of their answers, and look for opportunities to integrate those answers into play.

If you want to start the characters in the local settlement, **begin in Area 1: the village of Meervold** (page 6).

If you want to start the characters off in *Dungeon World* style, read the *In Media Res* Intro to them aloud, and begin in **Area 3: The Catacombs** (page 8).

If you want a more traditional adventure start, read the Traditional Intro to them aloud, and begin in **Area 2: The Forsaken Fell** (page 7).



Adventure Questions

For Bards and Thieves:

- * *Do you believe the rumors of supernatural forces at work in the Catacombs to be true? How much did you wager on this belief, and with whom?*
 - * *What treasure is said to await the clever and perceptive soul who dares the dangers of the Catacombs?*
-

For Clerics and Paladins:

- * *What is your deity's relationship with Hvit, the Lawful god of Storms and Justice?*
 - * *Why has your faith compelled you to enter the Catacombs?*
-

For Barbarians and Fighters:

- * *Someone you know personally from the village of Meervold has gone missing. Who is it, and what is your relationship to them?*
 - * *What doom is said to await those who enter the Catacombs, and why are you heedless of that doom?*
-

For Druids and Rangers:

- * *Someone you know personally from the village of Meervold has gone missing. Who is it, and what is your relationship to them?*
 - * *Why do you consider the Catacombs an abomination against nature?*
-

For Wizards:

- * *A gateway to Ellorash, an elemental plane of fire, is said to lie within the mountain. Why does this interest you?*
- * *What arcane text is said to reside in the Library of the Catacombs, and why to you seek it?*

General Intro

Many a fireside tale has been spun from the Forsaken Fell, that stony ledge halfway up Hvit's Horn where lies a maze of broken walls clotted by black lava. Before your grandmother's grandmother walked the world, they say the mountain vomited forth molten rock that destroyed a monastery, its attendant village, and all who dwelt within. Since then, few have dared set foot upon the Fell, fearing the attention of the charred spirits said to stalk the ruins.

One by one, residents of the village at the foot of the mountain have been disappearing. Rumors of distant screams carried on the cold wind and flaming skulls flying through the night have driven those that have not fled to cower fearfully in their huts.

The time has come to get to the bottom of whatever lies beneath the Forsaken Fell.

In Media Res Intro

The ceiling has collapsed, filling the air with choking dust and putting several tons of stone between you and the exit. Who among you has been partially trapped by this rockfall, and how?

You stand at a three-way intersection. You hear the clatter-shuffle of something approaching down one of the narrow, twisting passages. Something heralded by a flickering orange light that groves brighter with each passing moment. Who among you stands to the fore?

Your torch gutters in the darkness.

What do you do?

Traditional Intro

*A murder of crows circles above the the
Forsaken Fell. A dusting of snow swirls
down from the shoulders of Hvit'r's
Horn, and the birds scatter like chaff,
wheeling off into the pines that reach
down the mountainside toward Meer-
vold, below.*

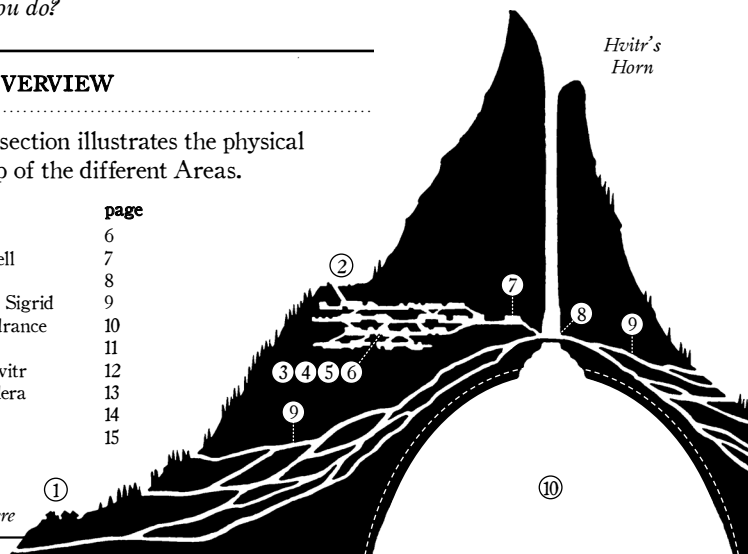
*The ruins lie spread out before you,
flooded by the ancient lava flow. Black
and dead beneath a leaden sky.*

What do you do?

AREA OVERVIEW

This cross-section illustrates the physical relationship of the different Areas.

Area	page
1: Meervold	6
2: Forsaken Fell	7
3: Catacombs	8
4: Tomb of St. Sigrid	9
5: Skul's Hindrance	10
6: Library	11
7: Vaults of Hvittr	12
8: Sealed Caldera	13
9: Lava Tubes	14
10: Ellorash	15



Area 1: Meervold

Village on the shore of the Baldesmere, at the foot of Hvittr's Horn.

Steading Tags

Prosperity: *poor*
Population: *shrinking*
Defenses: *none*
Resource: *fish*
Other: *religious* (Hvittr), *blight* (unknown forces), *need* (adventurers)

Connections

- * At the end of the Cold Road
 - * On the shores of the Baldesmere
 - * In the shadow of Hvittr's Horn
 - * Half a day's hike to Area 2: **The Forsaken Fell** (page 7)
-

Impressions

- * The dark mirror of the Baldesmere
 - * Smell of fish and woodsmoke
 - * Empty footpaths, shuttered hovels
 - * Shrine to Hvittr, laden with offerings
 - * Muffled sobbing
 - * Gray skies, likely rain
 - * Rain
-

Villager Names

1d12	Male name	Female name
1	Armar	Aghnildg
2	Barde	Dana
3	Byre	Diga
4	Egir	Gerthe
5	Finni	Gunnva
6	Gari	Hura
7	Horne	Hvenda
8	Horo	Ingel
9	Ordmalfr	Laga
10	Ororn	Raga
11	Teine	Rida
12	Thorfe	Thallber

Rumors

1d6 Rumor

- 1 *Hvittr has forsaken us.*
 - 2 *The Baldesmere will one day boil.*
 - 3 *The dead will claim the living.*
 - 4 *The monks who lived in the monastery at Kaldhammar were punished for their lack of faith.*
 - 5 *Many of those taken yet live.*
 - 6 *Holy weapons lie buried within the mountain, awaiting righteous hands.*
-

Area Moves

When you **put out the call for volunteers**, roll +CHA:

- 10+ 1d4 villagers show up.
 - 7-9 1 villager shows up.
 - 6- Mark XP, and no one shows.
-

Discoveries

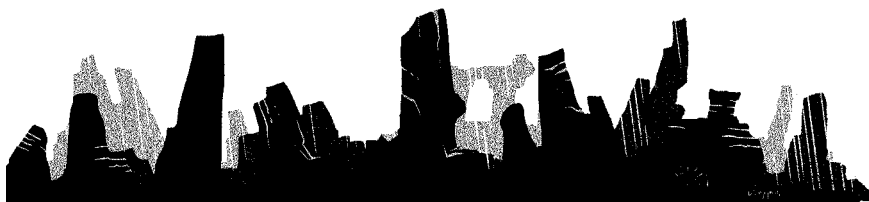
- * **Berta Solsisdottir**, a widowed fisherwoman who lives in a humble shack on the shore of the lake, will offer hot tea, a warm fire, and sage advice (see **Rumors**, this page).
-

GM Moves

- * They learn that Meervold lies lawless and ungoverned, its Council of Elders broken.
- * They learn that those villagers remaining are paralyzed by terror.
- * A chill fog rolls in
- * 1d4 **Disciples of Gildarthe** (page 17) descend under cover of darkness to abduct the unwary.
- * One of them goes missing

Area 2: The Forsaken Fell

Broken plateau halfway up the side of Hvittr's Horn.



Connections

- * Half a day's hike from Area 1: **Meervold** (page 6)
- * Stairwells, airshafts to Area 3: **The Catacombs** (page 8)

Impressions

- * Ruins of the village of Kaldhammar
- * A maze of broken stone walls
- * Drowned in a floe of black lava
- * Stone columns, sheared off as if by a giant's axe
- * Stretches of bare, gray rock
- * Patches of pale grass in a bitter wind
- * Gray skies, likely rain
- * Rain

Area Moves

When you *search for a way into the Catacombs*, roll +WIS:

- 10+ You find a way into the Catacombs (describe it).
 - 7-9 You find a way into the Catacombs (describe it), but choose 2 from the list below.
 - 6- Mark XP, and GM makes a move.
- * Something passed here recently
 - * You attract unwanted attention
 - * The way in is dangerous
 - * The way out will be hard

When you *examine the lava floe and see the many skeletons trapped within*, roll +WIS:

- 10+ You've seen worse (describe what).
- 7-9 You are shaken (describe how); take -1 forward.
- 6- Mark XP, and GM makes a move.

Discoveries

- * Incidental items amongst the ruins:

1d6 Item

- 1 The skeletal hand of a child.
- 2 A cask of 300-year-old wine.
- 3 A spade (*close, awkward*, 1 weight).
- 4 1d6 coins.
- 5 A 3-inch long hammer cast in silver (holy symbol of Hvittr).
- 6 A warrior-monk's hammer (*close, forceful*, 1 weight), half-trapped in the lava floe.

GM Moves

- * Rubble shifts underfoot
- * The ground gives way, dropping them into the **Catacombs** (page 8) and inflicting 1d6 damage on each
- * 1d4 **Disciples of Gildarthe** (page 17) spy on them from cover
- * 1d4 **Servants of the Cinder Queen** (page 19) are sent to repel interlopers
- * **Asassha** the vampiric familiar (page 17) preys upon the unwary

Area 3: The Catacombs

Labyrinth of tunnels beneath the Forsaken Fell.

Connections

- * Stairwells, airshafts to Area 2: **The Forsaken Fell** (page 7)
- * Passage to Area 5: **Skul's Hindrance** (page 10)
- * Passage to Area 7: **The Vaults of Hvittr** (page 12)

Impressions

- * Pitch black and cold as winter's heart
- * Narrow, low-ceilinged passages
- * Walls lined with burial niches
- * Some niches hold mummified monks
- * Lava-clotted dead ends
- * A scattering of blackened bones

Area Moves

When you *explore the Catacombs*, roll +INT:

- 10+ You find a connected Area or Discovery (GM decides).
- 7-9 You wander deeper into a new **Catacomb Location**, or find a connected Area (GM decides).
- 6- Mark XP, and GM makes a move.

When you *search a mummified cadaver*, roll +WIS:

- 10+ You discover something mundane and potentially useful. Describe it, and choose 1 from the list below.
- 7-9 You discover nothing, and GM chooses 1 from the list below.
- 6- Mark XP, and GM makes a move.
- * You draw unwanted attention (from this world or the next)
- * You inhale grave dust and become *sick* (-1 CON)
- * Hvittr frowns upon this desecration

Catacomb Locations

1d10 Catacomb Location

- 1 A collapsed dead-end.
- 2 A confusing maze of tunnels.
- 3 A passage lined with empty burial niches.
- 4-6 A three-way intersection.
- 7 A passage lined with burial niches, some holding mummified monks.
- 8 A lava-clogged chamber.
- 9 A chamber lit by feeble light from an airshaft.
- 10 A stairwell leading up or down.

Discoveries

- * Mummified cadavers may hold incidental items of limited use (see **Area Moves**, this page).
- * Crawlspace leading into **the Lava Tubes** (page 14)
- * Massive stone slab sealing off **the Tomb of St. Sigrid** (page 9)
- * Secret passage to **the Library** (page 11)

GM Moves

- * They hear metal scraping on stone
- * A distant scream echoes down the twisting passages
- * The cramped passages constrain movement
- * They get lost
- * Their light source goes out
- * They encounter a Rune of Warding, placed by Thorde Skul
- * **1d6 Servants of the Cinder Queen** (page 19) are sent to seize them
- * They stumble into the Oubliette, a deep pit where the monks discarded their waste
- * The ceiling collapses for 3d6 damage

Area 4: The Tomb of Saint Sigrid

Final resting place of a long-forgotten holy warrior.

Connections

- * Sealed off by massive stone slab from Area 3: **The Catacombs** (page 8)

Impressions

- * A fresh breeze momentarily erases the smell of grave dust
- * Faint light leaking from an airshaft in the center of the ceiling

Details

Sealed by a massive stone slab carved with the sign of St. Sigrid—an eagle clutching 3 lightning bolts. The slab is mounted on a central pivot, and will swivel open if enough force is applied to either side.

In the center of the chamber is a sarcophagus with a heavy lid, carved from ignimbrite (a roughly-textured, brownish-orange volcanic stone) in the likeness of St. Sigrid: a female warrior clad in mail, holding a longspear and shield emblazoned with lightning bolts. The sarcophagus has remained undisturbed since St. Sigrid was entombed here, 350 years ago.

The floor is a checkerboard of tiles, alternating clear crystal and smoky quartz.

Opening the sarcophagus will reveal a mummified woman in rusted, useless mail, along with **Atgir** and **Skoldir** (page 20), her holy spear and shield.

Area Moves

When you **remove the lid from St. Sigrid's sarcophagus**, you are struck from above by St. Sigrid's Fire; roll +CON:

- 10+ You are chastened by the heavens; take 1d6 damage and choose 1 from the list below.
- 7-9 Take 2d6 damage, and choose 1 from the list below.
- 6- Mark XP, and GM makes a move.



- * You swear vengeance upon St. Sigrid and all other servants of Hvittr; take +1 ongoing against them, until your fury is sated
- * You see the Light of Truth and pledge undying faith to Hvittr, taking St. Sigrid as your personal patron. If you are not Lawful, you become Lawful
- * Such are the cruel whims of the gods

When you **offer a prayer in good faith to St. Sigrid**, you receive her blessing; take +1 forward against enemies of Truth.

Discoveries

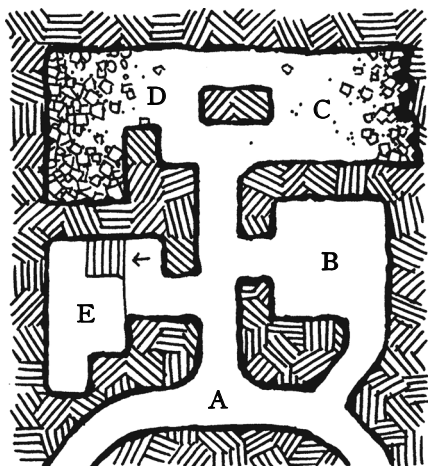
- * **Atgir** (page 20) and **Skoldir** (page 22), St. Sigrid's holy spear and shield
- * St. Sigrid's blessing

GM Moves

- * Disturbing the sarcophagus attracts unwanted attention

Area 5: Skul's Hindrance

Excavation site overseen by the sorcerer Thorde Skul.



Connections

- * Passage to Area 3: **The Catacombs** (page 8)
- * Blocked access to Area 6: **The Library** (page 11)

Impressions

- * Weeping and whispering
- * The smell of urine, feces, and fear
- * Blackened bones everywhere

Details

This area is the base of operations for Thorde Skul. Depending on the **Grim Portents** that have come to pass (page 3), Skul may or may not be present.

A. Sentry post. This passage is guarded at all times by 2 **Servants** (page 19).

B. Makeshift Quarters. Thorde Skul and his Disciples sleep here, in alcoves once occupied by cadavers. 2d6 meager rations may be found here, along with a few clay jugs of water and red wine.

C. The Hindrance. If **Grim Portents** (page 3) have not advanced past step 2, this area is completely blocked by rubble from an ancient cave-in. On the far side lies **the Library** (page 11), Skul's initial goal.

2d6+2 **Servants of the Cinder Queen** (page 19) are present. If the rubble is still being cleared, they are using their supernatural strength to do that work. After a Servant deposits its load of rubble in Area 5-D, it returns here to pick up another, and continues until the fire that animates it dies out, thereupon collapsing into uselessness.

D. Rubble Dump. This room is almost completely full of rubble, mixed with the bones of spent Servants.

E. Pit of Despair. 2d4 villagers from Meervold remain alive in the lower part of this room, watched over by 2 **Disciples** (page 17) on the ledge above. The villagers are starving, weak, and have not been allowed to leave the pit, which also contains their bodily waste. Each morning, a living villager is brought to the top of the stairs, where a Disciple slits their throat, and Thorde Skul uses the Staff of Cinders to bring them back to un-life as a Servant.

Discoveries

- * Rations found in Area 5-B
- * Villagers rescued from Area 5-E

GM Moves

- * **Asassha** (page 17) sabotages efforts
- * 1d6 **Servants** (page 19) attack
- * 1d4 **Disciples** (page 17) ambush them
- * **Thorde Skul** (page 19) appears

Area 6: The Library

Ruined bookhold of the warrior-monks of Kaldhammar.



Connections

- * Rubble-filled passage to Area 5: **Skul's Hindrance** (page 10)
- * Collapsed, blocked stairs to Area 2: **The Forsaken Fell** (page 7)

Impressions

- * Rubble-strewn halls and balconies
- * Bookshelves hewn into living rock
- * Scattered heaps of tomes and scrolls
- * Pungent odor of ancient parchment
- * Desiccated remains of warrior-monks

Area Moves

When you *rifle through the Library's countless books and scrolls*, roll +WIS:

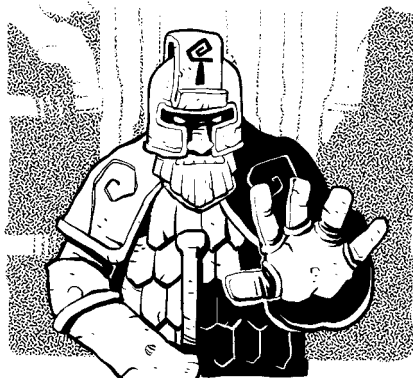
- 10+ You find something interesting (describe it).
 - 7-9 You find something potentially useful. GM chooses 1 from list below.
 - 6- Mark XP, and GM makes a move.
- * A map of the Catacombs
 - * A manuscript called *The Sacrifice of Saint Sigrid*
 - * A big book called *The Hvitric Virtues*
 - * A tome entitled *Library Protocol*

Discoveries

- * Potentially useful maps and books.
- * 3 keys to the Archive, each on a neck chain of a different skeleton.
- * In the triple-locked Archive: the *Book of Rains* (page 21), the *Libram of Lox Lontoric* (page 22), and 2d4 *Hvitric Scrolls* (page 21)
- * Secret passage to Area 3: **The Catacombs** (page 8)

GM Moves

- * Books spill down from shelves
- * The **Guardian of the Archive** (page 18), seeming at first a statue, attacks those who have trespassed



Area 7: The Vaults of Hvittr

Repository of sacred Hvitric artifacts.

Connections

- * Passage to Area 3: **The Catacombs** (page 8)
- * Fissure leading to the Area 8: **The Sealed Caldera** (page 13)

Impressions

- * Heat and smell of sulphur emanating from fissure
- * Lit by faint light from peepholes

Details

A. Hall of Hvittr. A high-ceilinged stone hall lined with three Vaults, each sealed by a massive stone slab. Each slab bears a different rune that represents one of the three Hvitric Virtues, and is pierced by a rectangular peephole at eye level. At the center of each Vault is a stone dais, lit from above. Before each Vault is a simple stone bench.



B. Vault of Thunder (Justice). Sound is completely nullified within. The dais holds *Jafnir*, Hammer of Thunder (page 22).

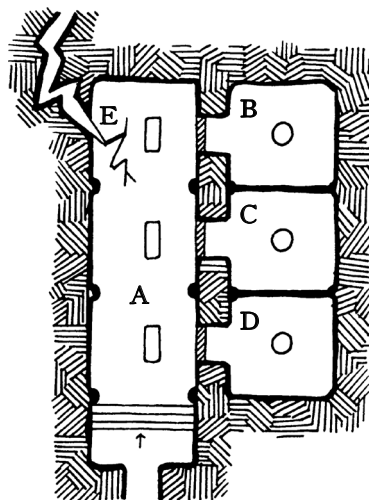


C. Vault of Wind (Wisdom). The air within stirs inexplicably. Draped over the dais is *Spakri*, Cloak of Wind (page 23).



D. Vault of Rain (Patience). The walls of this Vault are wet. On the dais stands *Aeven*, the Glass of Rain (page 20).

E. Fissure. The wall here is rent by a floor-to-ceiling crack, wide enough to squeeze into. It leads to **the Sealed Caldera** (page 13).



Area Moves

When you *spit, urinate, or weep upon the Rune of Patience*, the slab collapses into a heap of wet sand.

When you *blow on the Rune of Wisdom*, the slab falls inward and shatters.

When you *strike the Rune of Justice with bare fist*, the slab sunders with a thunderous crack, and all nearby must defy danger with CON to avoid becoming deafened (perhaps permanently).

Discoveries

- * *Jafnir* (page 22), *Spakri* (p23), and *Aeven* (page 20)

GM Moves

- * 1d4 Disciples of Gildarthe (page 17) appear, leading 2d4 Servants (page 19) and seeking access to the Vaults

Area 8: The Sealed Caldera

Planar gate sealed by divine power.

Connections

- * Fissure leading to Area 7: **The Vaults of Hvittr** (page 12)
- * Tunnel mouths leading to Area 9: **The Lava Tubes** (page 14)
- * Sealed planar gate to Area 10: **Ellorash** (page 15)
- * Open to the sky, 200 feet overhead

Impressions

- * Oppressive heat
- * Overwhelming smell of sulphur
- * Blinding white circle of sky, far above

Details

Legend holds that the caldera of Hvittr's Horn was sealed 300 years ago by Hvittr himself, when he drove Gildarthe and her Host back to whence they came. The lava was forced several hundred feet down into the volcano's funnel, hardened to the point of impregnability by a divine downpour, and then sealed by Hvittr's own hand. This seal will hold for another century or so, but Thorde Skul is bent on breaking it and reopening the gateway to Ellorash.

The caldera itself is a disc of black volcanic rock, fifty yards in diameter. The uneven surface of the rock is covered with a web of cracks that radiate out from the center, where may be discerned the impression of an enormous two-handed hammer, wielded with what appear to be giant's hands: the lasting sign of Hvittr's sealing of the gate. Sulphurous steam issues from the cracks, the deepest of which glow with the heat of Ellorash, seething on the other side.

Area Moves

When you *use the Staff of Cinders to destroy the Book of Rains and break the planar seal*, the entire caldera ruptures, belching forth fire and brimstone and inflicting 2d6 of damage (ignoring armor) to all within the area. Then, a **Flaming Host of Ellorash** (page 18) issues forth, with **Gildarthe** (page 16) at its head.

Discoveries

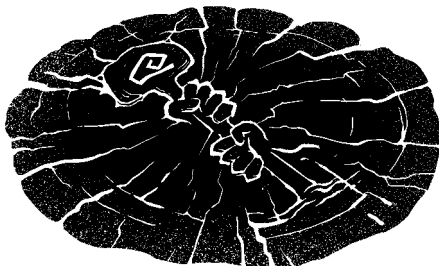
- * Open to the sky, 250 feet overhead
- * **Hvittr** (page 16) lends aid to the faithful in the form of a rainstorm or personal appearance
- * **Saint Sigrid** (page 9) lends aid to her champion in the form of a lightning bolt from the heavens

GM Moves

- * Steam vented from a crack underfoot scalds, blinds, or chokes them

After the seal is broken:

- ❑ **Gildarthe** (page 16) makes her entrance, from below, at the head of her **Flaming Host** (page 18)
- ❑ A tide of lava rises
- ❑ Lava overflows the seal, gradually flooding connected Areas.
- ❑ Hvittr's Horn erupts



Area 9: The Lava Tubes

Network of tunnels formed by lava in centuries past.

Connections

- * Tube to Area 8: **The Sealed Caldera** (page 13)
- * Tube to an abandoned mine on the far side of Hvitr's Horn
- * Tubes leading to wilderness along the base of the mountain

Impressions

- * Pitch black
- * A network of winding, smooth-walled tunnels
- * Varying widths, from cramped to expansive
- * Sloping out and downward toward the base of the mountain

Area Moves

When you *flee through the lava tubes to escape from Hvitr's Horn*, roll +nothing:

- 10+ You stay ahead of whatever pursues you.
- 7-9 You stay ahead, but choose 1 from the list below.
- 6- Mark XP, and face your pursuer.
- * You leave someone or something behind (GM decides)
- * You crawl off a precipice, into the unknown (GM decides)

Discoveries

- * Potential escape route from flood of lava created by the breaking of the planar seal in **the Caldera** (page 13)
- * Light at the end of the tunnel

GM Moves

- * The tube narrows enough to force crawling
- * A steep downturn turns the tube into a slide
- * The tube is a dead end

After the seal in Area 8 is broken:

- ☐ Lava pursues them
- ☐ Lava laps at their heels
- ☐ Lava overtakes them



Area 10: Ellorash

Elemental Plane of Fire.

Connections

- * Planar gate to Area 8: **The Sealed Caldera** (page 13)
- * Gates to other planes

Area Moves

When you *undertake a perilous journey across Ellorash*, choose one party member to act as *scout*, one to act as *trailblazer*, and one to act as *quartermaster*. Then, each member with a job rolls +WIS:

10+ * *Scout*: roll an **Area Encounter** (at right), taking +1 to that roll. You get the drop on anything encountered.

* *Trailblazer*: the time it takes to reach your destination is reduced (GM decides).

* *Quartermaster*: the number of rations consumed is reduced by 1.

7-9 * *Scout*: roll an **Area Encounter** (at right).

* *Trailblazer*: the journey takes the expected amount of time, barring any obstacles.

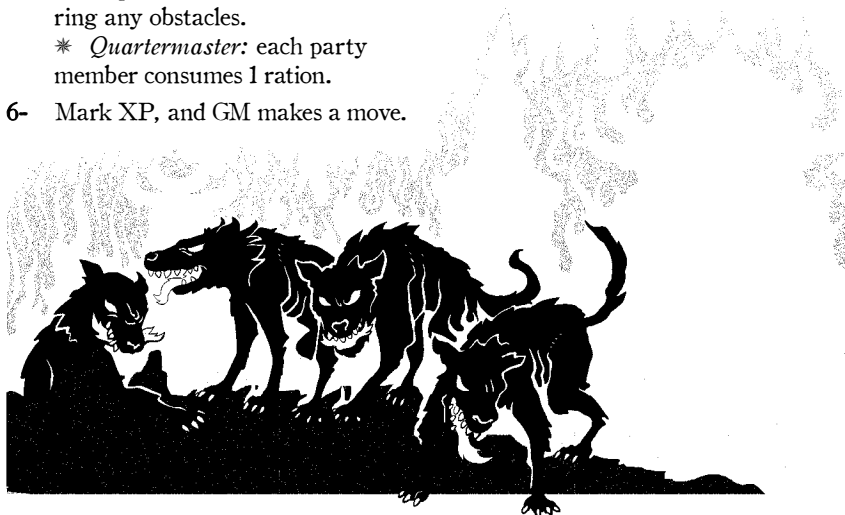
* *Quartermaster*: each party member consumes 1 ration.

6- Mark XP, and GM makes a move.

Area Encounters

Roll 1d6 and count down the list to find the encounter, skipping any that are already marked off. After resolving a given encounter, mark it off.

- ☐ A fissure opens underfoot
- ☐ Wildfire sweeps across their path
- ☐ A **Flaming Host of Ellorash** (page 18) patrols the wastes
- ☐ An everburning forest demands a change of course
- ☐ Shattered hills of black lava impede progress
- ☐ Ambush by 2d4 **Devil Dogs** (page 17)
- ☐ A black keep looms ahead
- ☐ Ashen wasteland, as far as the eye can see
- ☐ A boiling pool of tar belches sulfurous fumes
- ☐ A **Flaming Host of Ellorash** (page 18) patrols the wastes
- ☐ A dark cave offers shelter
- ☐ A **Firedrake** (page 18) hunts for food
- ☐ A tower burns against a darkening sky; it contains a gateway to another plane (perhaps their own)



Appendix A: Gods & Demigods



Gildarthe, the Cinder Queen

Divine, Intelligent, Organized

Damage Gout of flame 2d8+2 (*close, reach, near, ignores armor*)

HP 24 Armor 3

Special Qualities Fireproof

Gildarthe (Gil-DAR-tuh) is a Demigoddess of Ellorash, an Elemental Plane of Fire, where she rules as Queen. With black skin, white-hot eyes, and hair like burning pitch, she waits on the other side of **the Sealed Caldera** (page 13), eager to invade the Mundane World at the head of her Flaming Host. She is potentially vulnerable to water and cold.

Instinct To burn the world of men to ash

- * Send forth the Flaming Host
- * Draw power from fire
- * Incinerate them

Hvitr, Storm of Justice

Divine, Intelligent, Organized

Damage Hammer 2d10+4 (*close, forceful, thrown, near, far*)

HP 48 Armor 6

Special Qualities Lightning-proof

Hvitr (VEET-er), Patriarch and Judge of the Gods, appears in times of great need as a powerful bearded man in a crown and scale armor, wielding a mighty two-handed hammer. The two-handed hammer is also his symbol.

Instinct To pound sense into everything

- * Make them tremble
- * Scatter them like chaff
- * Crush them

Appendix B: Creatures & NPCs

Asassha

Vampiric Familiar

Intelligent, Organized, Devious, Cautious

Damage Bite 1d4 (*close*)

HP 4 **Armor** 0

Special Qualities Wings

Asassha is a twisted creature with the body of a large bat and a small, humanoid head, able to speak common and demonic tongues. He serves as Thorde Skul's spy and protector. Asassha feeds on sleeping creatures, painlessly draining their blood (1d4 HP at a time).

When you *have been bitten by Asassha*, roll +CON:

- 10+ You feel a little dizzy, but are able to shake it off.
- 7-9 You feel weak and disoriented. Take -1 ongoing until you eat a ration.
- 6- Mark XP, and GM makes a move.

Instinct To serve Thorde Skul

- * Get into their clothes
- * Drain their blood
- * Flee to fight another day

Gear None



Devil Dog

Group, Planar, Organized

Damage Bite 1d8 (*close*)

HP 8 **Armor** 0

Special Qualities Flaming, Fireproof

Ember-eyed black hounds, wreathed in flame, roam the ashen wastes and ever-burning woods in search of prey.

Instinct To pursue

- * Burn them at a touch
- * Bite to the bone
- * Drag them down

Gear None

Disciple of Gildarthe

Group, Intelligent, Organized, Devious

Damage Dagger 1d4 (*hand*)

HP 6 **Armor** 0

Special Qualities None

The Disciples are disturbed individuals dedicated to advancing the Cinder Queen's desire to set the world aflame.

Instinct To serve Gildarthe

- * Strike from the shadows
- * Carry them off
- * Martyr for the Cinder Queen

Gear Dagger, amulet of Gildarthe (5 coins), 1d6 coins

Guardian of the Archive

Solitary, Construct

Damage Stone hammer 1d8+4 (*close, forceful*)

HP 8 Armor 4

Special Qualities Stone

The Library Archive contains a statue carved to look like a Paladin of Hvittr: scale male, full helm, two-handed hammer. The Guardian will animate when least expected and attack intruders, regardless of their intentions.

As soon as no living intruders remain in the Archive itself, the Guardian will resume its original position.

Instinct To defend the Archive

- * Smash their stuff
- * Knock them back
- * Knock them out

Gear None

Firedrake

Intelligent, Organized, Solitary, Huge

Damage Claws, bite or fire breath 1d8+2 (*reach, near*)

HP 12 Armor 3

Special Qualities Wings, Fireproof

Even the most fearsome denizens of Ellorash seek cover when a drake takes to the ashen skies. And those who find themselves in the creature's gaze wish for nothing more than a deep, dark hole in which to hide until the sound of beating wings fades.

Instinct To vomit smoke and fire upon lesser creatures

- * Strike fear into their hearts
- * Pluck them from the ground
- * Burn them to a crisp

Gear None

Flaming Host of Ellorash

Horde, Intelligent, Organized, Planar

Damage Flaming sword 1d8+1 (*close, 2 piercing*) or flaming spear 1d8+1 (*reach, 2 piercing, thrown*)

HP 7 Armor 3

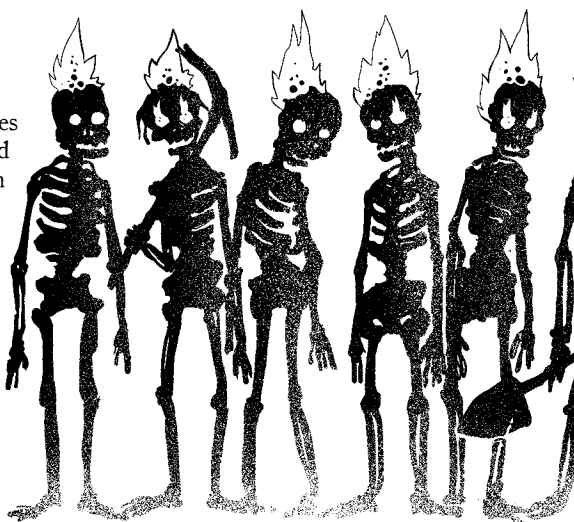
Special Qualities Fireproof

An army of Ellorashite swordsmen and spearmaidens, with red skin, black hair, and eyes like burning coals. They wear black iron armor, helms, and shields, and wield weapons that burn with extraplanar fire. They are indefatigable and physically powerful as long as they are near a source of heat, but are vulnerable to water and cold.

Instinct To serve Gildarthé

- * Set things alight
- * Fill them with terror
- * Run them through

Gear Iron scale mail (*armor 2, 3 weight*), iron helm (1 weight), iron shield (+1 *armor, 3 weight*) flaming **Ellorashite sword or spear** (page 21).



Servant of the Cinder Queen

Group

Damage Boney hands 1d6 (*hand*)

HP 4 **Armor** 1

Special Qualities Undead

Any corpse or skeleton may be animated by Thorde Skul's magic, bursting into flame and rising to act in accordance with the sorcerer's will. As long as its fire burns, a Servant is supernaturally strong, but its unlife ends as soon as its flame runs out. The fresher a corpse when it became a Servant, the longer its fire will last.

Instinct To serve master

- * Seize them
- * Employ great strength
- * Burn them with eldritch fire

Gear None

Thorde Skul

High Priest of Gildarthe

Intelligent, Organized, Devious, Cautious

Damage Staff of Cinders 2d6 (*close, reach, near*)

HP 12 **Armor** 0

Special Qualities Spellcaster

Thorde Skul (THOR-duh SKULL) is a sorcerer who has pledged his troth to Gildarthe. His Black Gloves allow him to wield the Staff of Cinders without burning himself. He intends to use the Staff in combination with the *Book of Rains* to break the Planar Seal and unleash his betrothed.

Instinct To serve Gildarthe

- * Blind them with smoke
- * Animate dead with eldritch fire
- * Escape in a cloud of sulphur

Gear Staff of Cinders (page 23),
Black Gloves (page 20), amulet
of Gildarthe (5 coins), 2d6x10 coins



Appendix C: Items of Interest



Aeven

Glass of Rain

1 weight

A large crystal hourglass, bound in iron and half full of clear water. The Hvitric Rune of Patience (*aeven*) is etched into the crystal.

When you *invert the Glass of Rain upon the ground so the water within drips downward*, you declare your patience in the eyes of Hvitir. While the water drips, clouds gather and all Lawful creatures nearby have +2 armor as long as they do not attack. When the water runs out, those who have demonstrated their patience take +2 forward to their next attack.

When *the Glass of Rain is destroyed*, Hvitir weeps and the area is subject to a sudden downpour (if out of doors). All who are drenched become immune to fire until the next cloudless day.

Atgir and Skoldir

Spear and Shield of St. Sigrid

Set

When you *wield both Atgir and Skoldir*, the righteousness of the Shieldmaiden of Truth courses through you, and any foe that deals damage to you in melee is forcefully repelled.

Atgir

Spear of St. Sigrid

Reach, thrown, near, +1 damage, 1 weight

A remarkably light longspear made of ash, with a steel point and silver inlaid in a lightning-bolt pattern along its length.

When you *have not taken St. Sigrid as your personal patron and you pick up her spear*, you receive an electric jolt for 1d6 damage that forces you to drop it.

When you *invoke the name of St. Sigrid and throw Atgir at a target*, roll +WIS:

- 10+ The Spear becomes a bolt of lightning and pierces your target completely, dealing damage and ignoring all armor. A moment later, it reappears in your hand.
- 7-9 The Spear pierces your target, dealing damage and ignoring all armor, but remains lodged therein.
- 6- Mark XP, and GM makes a move.

The Black Gloves

Worn, 0 weight

Thick gloves of black leather, covered with red stitching in a swirling pattern.

When you *wear the Black Gloves*, your hands become impervious to fire of all kinds.

The Book of Rains

2 weight

A heavy book about four inches thick, bound in silver and stamped with the mark of Hvittr (a two-handed hammer). It contains instructions for the Church's many ritual blessings. Among them is the Ritual of Stonesealing, used to bar stone portals against enemies of Hvittr.

When you *are faithful to Hvittr and take the time needed to perform the Ritual of Stonesealing*, name a nearby opening surrounded by stone, and roll +WIS:

- 10+ The opening is sealed against enemies of Hvittr. Choose 3 from the list below.
 - 7-9 The opening is sealed against enemies of Hvittr. Choose 1 from the list below.
 - 6- Mark XP, and GM makes a move.
- * The seal will remain in place for a number of decades equal to your level
 - * The seal is strong enough to close off other planes or dimensions
 - * The seal will withstand all but the most powerful attempts to break it
 - * You retain the power to break the seal from this side

Note: Thorde Skul needs the *Book of Rains* to open **the Sealed Caldera** (page 13) and unleash Gildarthe.

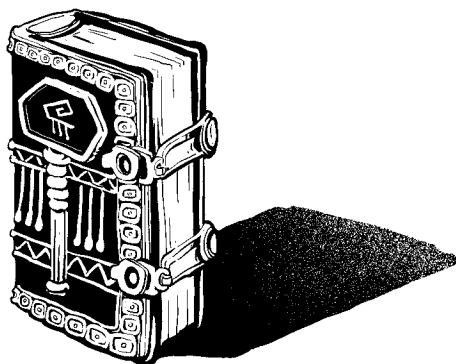
Ellorashite weapon

Flaming sword or spear

*Close, +1 damage, 1 piercing, 2 weight;
or reach, +1 damage, 2 piercing,
thrown, near, 2 weight*

These weapons resemble their mundane counterparts, but are made of iron and burn with extraplanar fire.

When you *pick up a flaming Ellorashite weapon without proper protection*, take 1d4 damage from the flames, and



another 1d4 every few moments as long as you hold the weapon.

When you *douse a flaming Ellorashite weapon with water*, it loses its extraplanar fire, becoming a mundane iron weapon and losing the *piercing* tag. It may then only be reignited on a Plane of Elemental Fire.

Hvitric scroll

0 weight

A vellum scroll in a scroll case made of horn, bearing the mark of Hvittr. A given Hvitric Scroll may contain 1 of 6 possible Cleric spells:

1d6 Spell

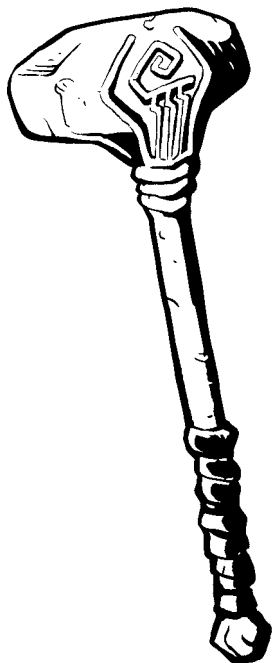
- 1 Guidance (rote)
 - 2 Bless (level 1)
 - 3 Cure Light Wounds (level 1)
 - 4 Cure Moderate Wounds (level 3)
 - 5 True Seeing (level 5)
 - 6 Weather Control (level 7)
-

When you *are a Lawful Cleric or Paladin and you read a Hvitric Scroll aloud*, roll +WIS:

- 10+ The scroll falls to dust, and the spell is successfully cast.
- 7-9 The scroll falls to dust, the spell is cast, and choose 1 from list below.
- 6- Mark XP, and GM makes a move.

(continued next page)

- * A crack of thunder momentarily deafens everyone in the immediate vicinity, yourself included.
- * You are drained, and become *weak* until the next time you Make Camp.
- * Hvitir doubts your commitment. Describe his disappointment and take -1 ongoing until you prove yourself.



Jafnir

Hammer of Thunder

*Close, thrown, forceful, 2-handed,
+1 damage, 4 weight*

A heavy hammer of solid stone, handle wrapped in gray leather. Engraved into the hammer's head is the Hvitric Rune of Justice (*jafnir*).

When you *call Jafnir by name and it resides in the general vicinity*, it returns to your hands.

When you *strike stone with Jafnir*, that stone cracks with a sound like thunder.

When you *strike an enemy of Justice with Jafnir*, roll +STR:

- 10+ You deal your damage, and choose 1 from the list below.
- 7-9 You deal your damage to your enemy, and your enemy makes an attack against you.
- 6- Mark XP, and GM makes a move.
- * Your foe is stunned
- * Your foe is marked for Justice; all Lawful characters take +1 forward against it
- * Your blow shatters your foe's defenses, reducing its armor by 2

The Libram of Lox Lontoric

weight 1

A thick tome of uneven pages, bound in blue leather and tooled with a dense pattern of arcane symbols.

Lox Lontoric was a wizard who aided the Church of Hvitir in times of need. He bequeathed his spellbook to the monastery at Kaldhammar, where it has resided since his death.

When you *are a Wizard and study the Libram of Lox Lontoric*, you may add these spells to your Spellbook: Contact Spirits, Detect Magic, Telepathy, Invisibility, Alarm, Dispel, Visions Through Time, Mirror Image, Contact Other Plane, True Seeing, Shadow Walk.

Skoldir

Shield of St. Sigrid

+1 armor, 2 weight

A large rectangular shield of ash bound in steel, with four silver lightning bolts radiating out from a central steel boss.

When you *have not taken St. Sigrid as your personal patron and you pick up her Shield*, you receive an electric jolt for 1d6 damage that forces you to drop it.

When you **raise Skoldir in defense against enemies of Truth**, roll +WIS:

- 10+ St. Sigrid is with you. You suffer half the attack's damage or effect, and choose 2 from the list below.
 - 7-9 St. Sigrid is watching. The Shield grants +2 armor instead of +1, and choose 1 from the list below.
 - 6- Mark XP, and GM makes a move.
- * You completely protect one other nearby person from this attack
 - * Your attacker is momentarily blinded by a burst of St. Sigrid's Fire
 - * Your attacker's weapon breaks against the Shield

Spakri

Cloak of Wind

Wörn, 1 weight

A warm, knee-length cloak of gray wool. It bears the Hvitric Rune of Wisdom (*spakri*), stitched in black.

When you **wear the Cloak of Wind and step skyward**, roll +WIS:

- 10+ You ride the wind to a place of your choosing within a day's journey, but choose 2 from the list below.
 - 7-9 You ride the wind to a place of your choosing within a day's journey, but choose 1 from the list below.
 - 6- Mark XP, and GM makes a move.
- * You do not arrive utterly exhausted
 - * You do not draw unwanted attention
 - * You do not overshoot your mark

The Staff of Cinders

Close, near, 1 weight

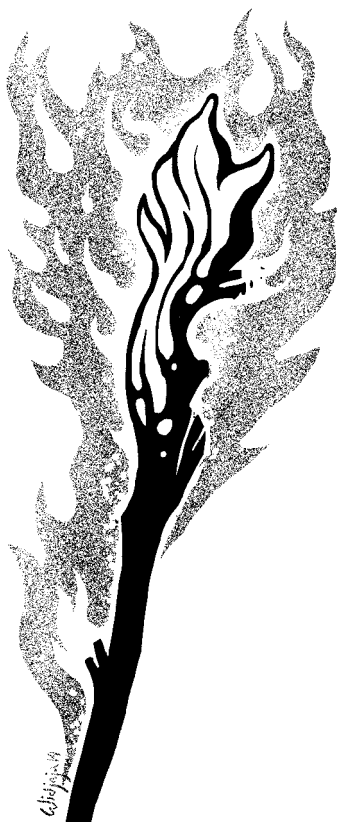
A smoking staff of black wood with a glowing hot, ember-like tip.

When you **hold the Staff of Cinders**, you take 1 damage every few moments from its ever-burning fire.

When you **call forth smoke from the Staff**, the smoke thickens and swirls about you, obscuring you from sight.

When you **send forth fire from the Staff**, declare your target and roll +INT:

- 10+ A tongue of flame leaps from the staff's tip; deal your damage +INT to the target, ignoring armor.
 - 7-9 A tongue of flame leaps forth as above, and choose 1 from the list below. Then, mark off the thing you chose.
 - 6- Mark XP, and GM makes a move.
- ☐ Something unexpected catches fire (GM decides)
 - ☐ An additional, unintended target is struck by the flame (GM decides).
 - ☐ The staff turns to ash in your hands



Servants of the Cinder Queen

A *Dungeon World* Adventure

Written by Jason Lutes in Hartland, Vermont, U.S.A.

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Funded via Kickstarter

Inspiration

The *Dungeon World* “Adventure Starters” written by Marshall Miller; *Dungeons & Dragons*, *Dungeon World*, and the *Dungeon Crawl Classics Roleplaying Game*; the adventures of Harley Stroh.

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Aaron Alberg, Donna Almendrala.

Top Backers

Rich Amtower, Franz Georg Rösler, Dave LeCompte, Chris Joel, Sage LaTorra, Kevin McGuire, Carlos Colom Montes, Robert Lee Mayers, Bob Swander.

Thanks

Vicente Cartas Espinel, Alex Kim, Adam Koebel, Sage LaTorra, Johnstone Metzger, Steve Segedy, Alisson Vitorio, and all of our generous backers.

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Art ©2014/2024 by Keny Widjaja.

Type

Oldstyle and Slab Serif by the H.P. Lovecraft Historical Society; and Zapf Dingbats by ITC.



a Lampblack & Brimstone publication
in association with
penny lantern

Interactive PDF edition · 2024

For behold:

*The Storm shall come wreathed in cloud
And His Hammer like the thunder,
To render His will upon the wicked,
And scatter them as leaves before the wind.*

*For none can escape His Judgment,
And He shall take the measure of every soul,
And those found wanting shall litter the land.*

—The Hvitric Virtues



