

RUNECAIRN

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INTO THE NINE REALMS



RUNECAIRN

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INTO THE NINE REALMS

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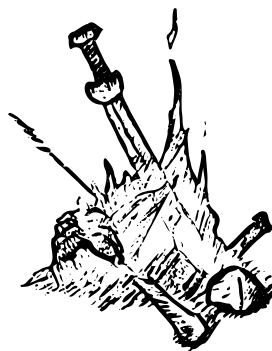
Runecairn is based on Cairn by Yochai Gal.



BY ODIN'S BEARD RPG

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1. Natural cavern, rough-hewn stone walls; damp, stale air.

- ♦ West crosses stream, leads to shade.

2. Gaping chasm and winding passages, stench of death.

- ♦ Surly draugr sharpens spear.
- ♦ Rock troll wanders to North.

3. Crumbling cave walls.

- ♦ Crumpled skeleton awakens when approached.
- ♦ Rugged incline to second skeleton resting on heavy wooden door, barred from the other side.

4. Partially excavated, smell of tobacco.

- ♦ Eastern end rigged with two falling stone traps.
- ♦ Hunched dwarf mutters, guards secret room (7) hidden behind shimmering stone wall.

5. Fresh air from the surface.

Cavern floor broken, leads to sprawling bottomless pit.

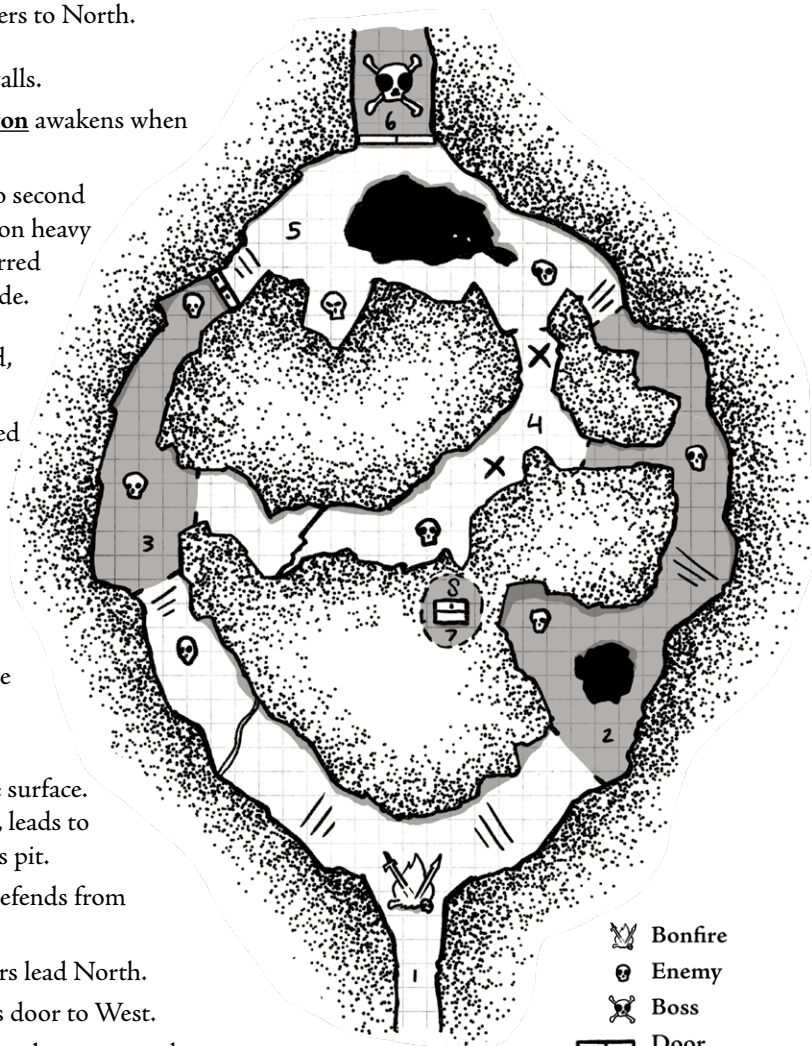
- ♦ Haggard scout defends from shadows.
- ♦ Crude stone doors lead North.
- ♦ Heavy beam bars door to West.
- ♦ Angry draugr patrols eastern end.

6. Jagged path leads to the surface.

- ♦ Giant skeleton draped in furs blocks the exit North; overcoming rewards 1 Soul.

WORLD SERPENT HOLLOW

7. **Secret:** Excavated passage with pristine oak chest (mimic, contains **soul remnant** and **sacrificial bundle**).



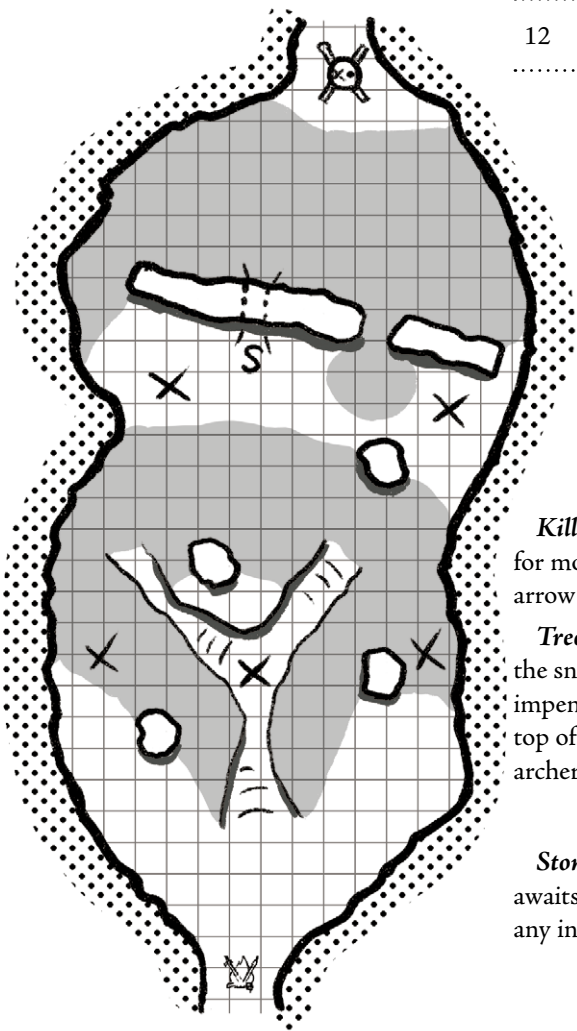
- 🔥 Bonfire
- 👤 Enemy
- 👤 Boss
- Door
- 🔒 Locked door
- 📦 Chest
- ✕ Trap
- S Secret

STORM OF ARROWS

Harsh, freezing snow blows across a desolate, snowy battlefield. Dozens of massive arrows, each 10ft long, pit and scar the landscape.

Enormous petrified stumps surround a deep trench near the centre; the remains of an ancient fallen tree rest at the foot of a steep hill.

2d6	Encounter
2	Shimmering ethereal fox offers aid.
3-4	Nothing.
5-6	Frightened rock troll hides from the deadly colossus.
7	Hard-packed snow collapses into covered pit; Dex save to avoid d4 Dex damage.
8-9	Wolves (d4) shelter from the storm.
10-11	Reavers (d6) wake from frozen graves.
12	Starving grave newt emerges from its underground lair.



-  Bonfire
-  Boss
-  Kill Zone
-  Encounter
-  Secret

Kill zone. Anyone standing within this area for more than 2 rounds is impaled by a 10ft arrow (see **stone colossus**).

Tree stump. A small passage lays hidden in the snow just underneath the petrified tree's impenetrable surface. The tunnel leads to the top of the hill, a short distance away from the archer.

Stone archer. Ever vigilant, a stone colossus awaits atop the hill, greatbow ready to pierce any interlopers with a deadly volley.

Abandoned keep, crumbling and fallen to the elves of the forest. Rough-hewn stone walls.

FALLEN KEEP

Three possible entrances (A, B, C).

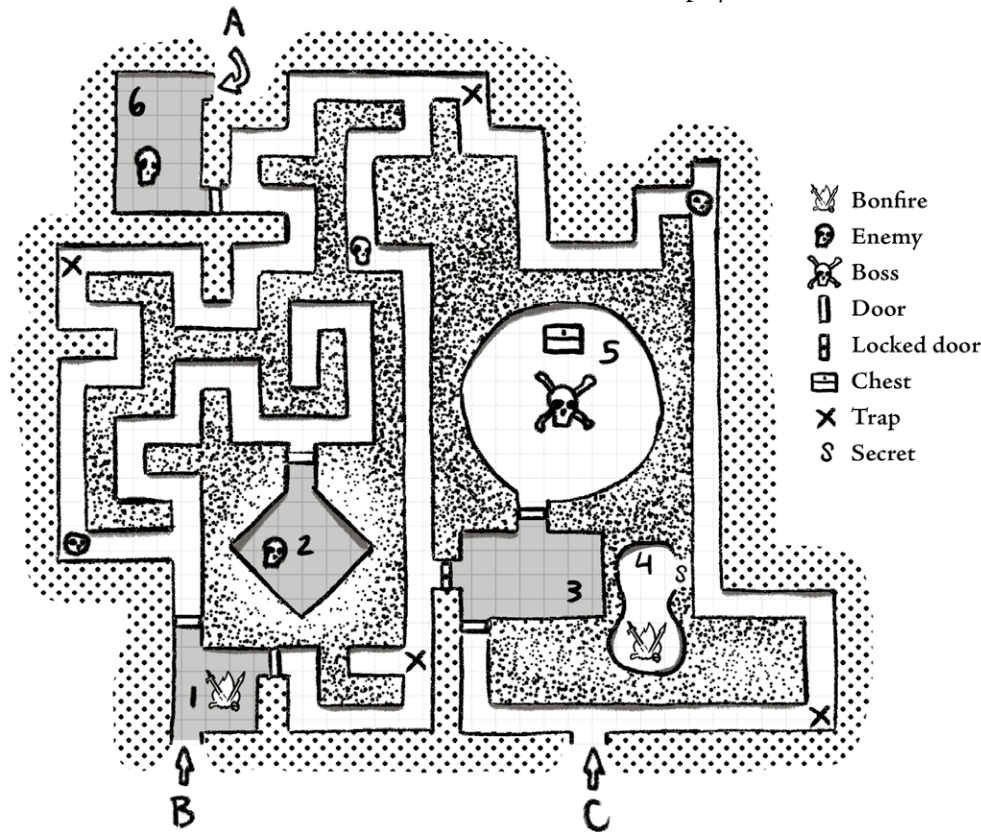
- 1. Animal tracks and forest debris blown from outside. **Bonfire**.
- 2. **Ogre** defends a stash of mead barrels. This mead **refills your flask**.
- 3. Locked western door. Smashed bones strewn throughout, smell of rot and decay from North.

4. Hidden room through sliding stone wall. **Bonfire**.

5. **Elf** with **yew staff** and **runestone** (*Cloak of Knives*); transforms into **draugr** when slain—carries a **soul remnant**.

♦ Locked chest with Sylva's Ring inside.

6. **Homefolk** plays a flute while a **troll** sings.



d6	Trap
1	Click; trap fails
2	Tripwire (noise)
3	Grease
4	Pit (d4)
5	Spear trap (d6)
6	Falling rocks (d8)

2d6	Wandering Enemy
2	Three elves chatting
3-6	Elf on patrol
7-8	Elf and two wolves
9-11	Elven raiding party (d8)
12	Troll

GREENWATER SWAMP

1. Oppressively humid **swamp**; foetid green water seeps with stinking poison. Safe patches of dry rock jut from the swamp.

- ♦ Rotting **treant** patrols from West to East, bark stained green from the water.
- ♦ West to 2, East to 3

Poison swamp. Moving more than 15ft through poisoned water results in the Poisoned status and deals 1 point of damage per turn.

Purple thistle bloom (item).
Eating this flower purges poison from the body.

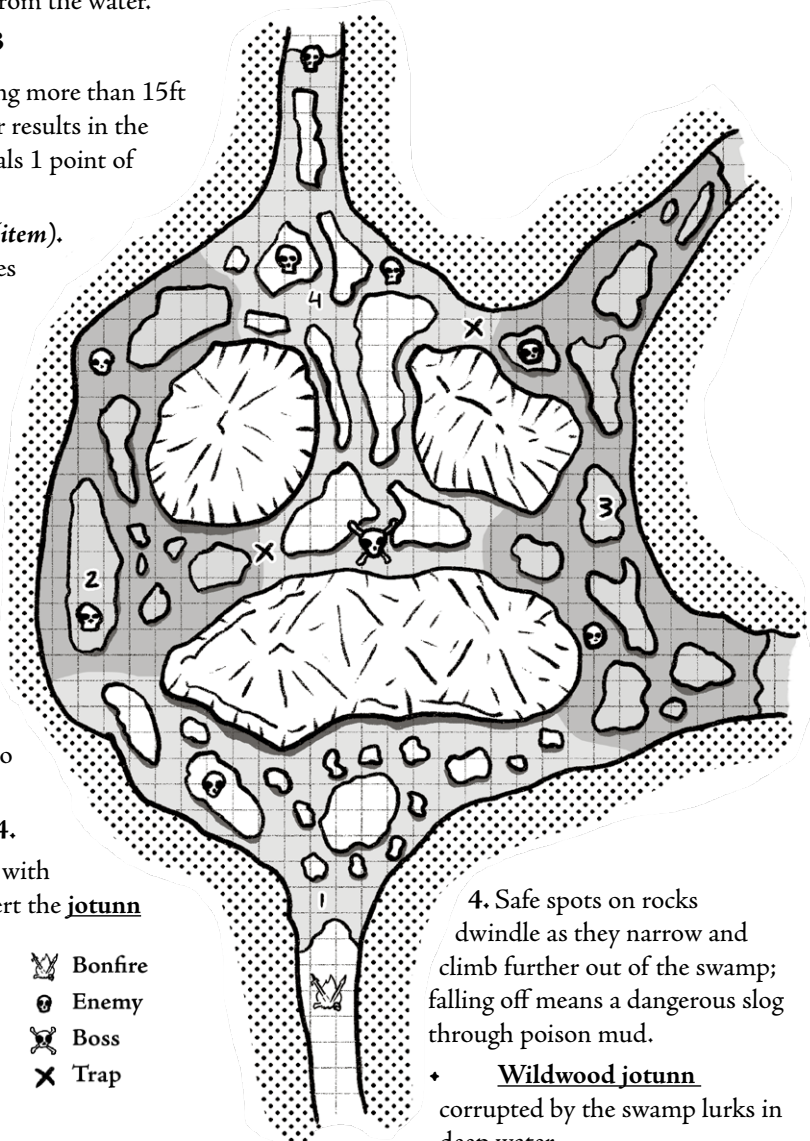
2. Swamp thistle and thick clouds of mosquitoes slow progress.

- ♦ **Shambling mound** sleeps among the dense vegetation, barely visible.
- ♦ **Purple thistle bloom** grows here, 2 bushels available to pick.
- ♦ North and East to 4.
- ♦ **Trap:** East trapped with falling rocks that alert the **jotunn** in 4.

- 🔥 Bonfire
- 👤 Enemy
- 👹 Boss
- ✕ Trap

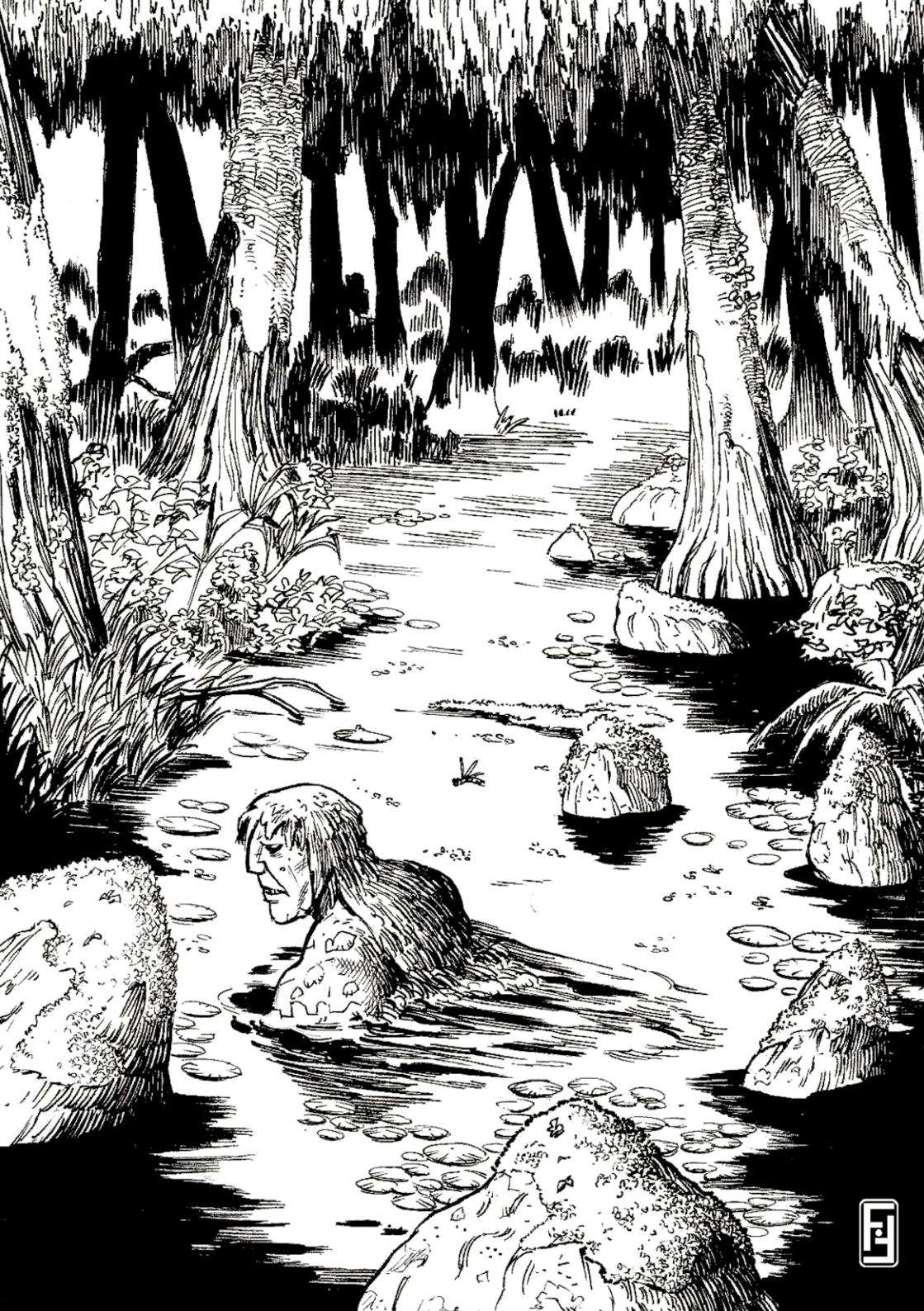
3. Loose rocks threaten stability on the safe points

- ♦ **Thorned elk** hunts those lost in the swamp.
- ♦ **Trap:** Northern path to 4 rigged with conch that screams as it falls, alerting nearby **elves** in 4.



4. Safe spots on rocks dwindle as they narrow and climb further out of the swamp; falling off means a dangerous slog through poison mud.

- ♦ **Wildwood jotunn** corrupted by the swamp lurks in deep water.
- ♦ Northern area patrolled by d4 **giant crabs**.





MISTBOUND VILLAGE

1. Ramshackle **trading post**, windswept and rotten. Supplies looted or ruined.

- ♦ **Faded shade** lurks nearby; wails and attacks if alerted.

2. Mead hall littered with charred and broken tables, covering half-burned corpses.

- ♦ **Bleached jawbone** still intact on one body.
- ♦ **Shallow lake** behind mead hall, partially frozen over.
- ♦ If the lake is approached, a **frost demon** surfaces with a frozen club.

3. **Longhouses** burned down to foundations, frigid corpses reaching to the exposed sky.

- ♦ 2 **ghosts** circle above the courtyard.

4. Ransacked **chieftain's house**, furniture broken and scarred, scattered on the frozen ground.

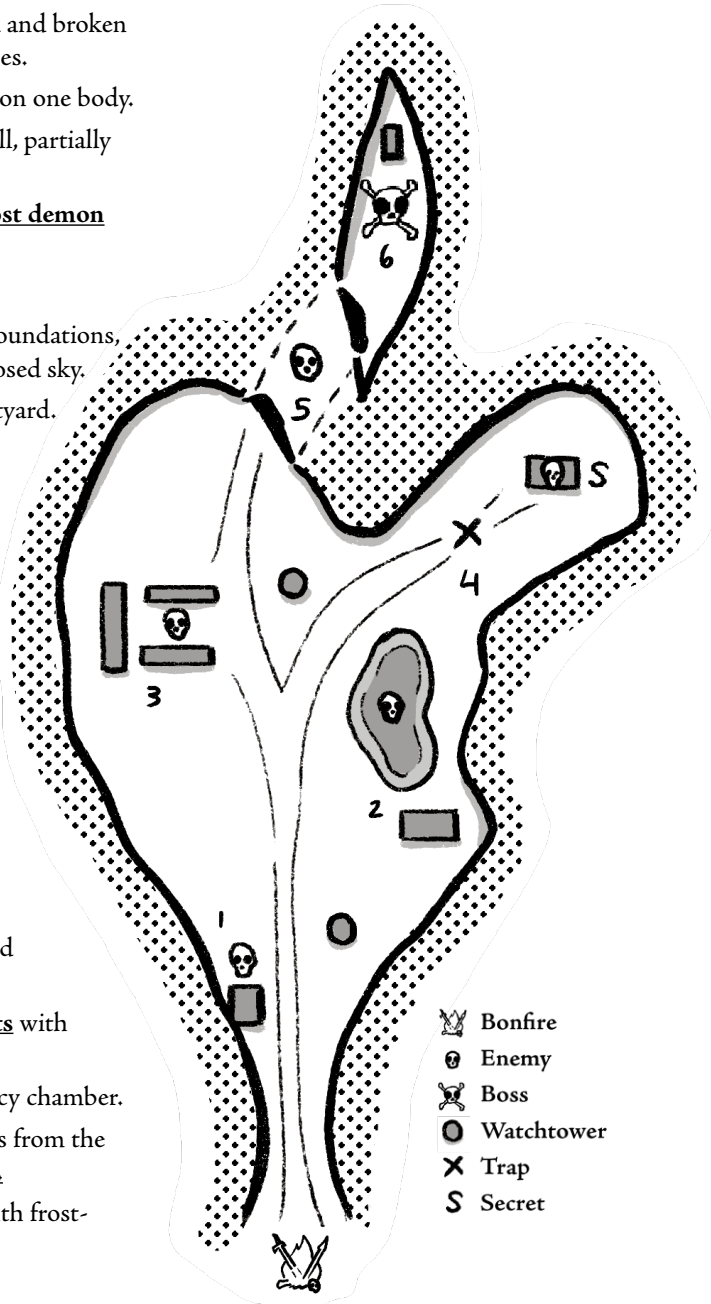
- ♦ **Trap: Spike pit** dug on the main path, Dex save to avoid d4 Dex damage.
- ♦ Furious **boarskin** lives inside, dressed in once-fine furs and tarnished beads.
- ♦ **Secret:** Rusted **steel sword** hidden under floorboards.

5. Low cavern opens into the frigid mountain, rhythmic chanting.

- ♦ 3 drawn and emaciated **cultists** with freshly sacrificed hunter.

6. Air frigid in naturally-formed icy chamber.

- ♦ Towering frozen form emerges from the frozen ground: **frost colossus**.
- ♦ Ice-covered altar piled high with frost-bitten corpses.

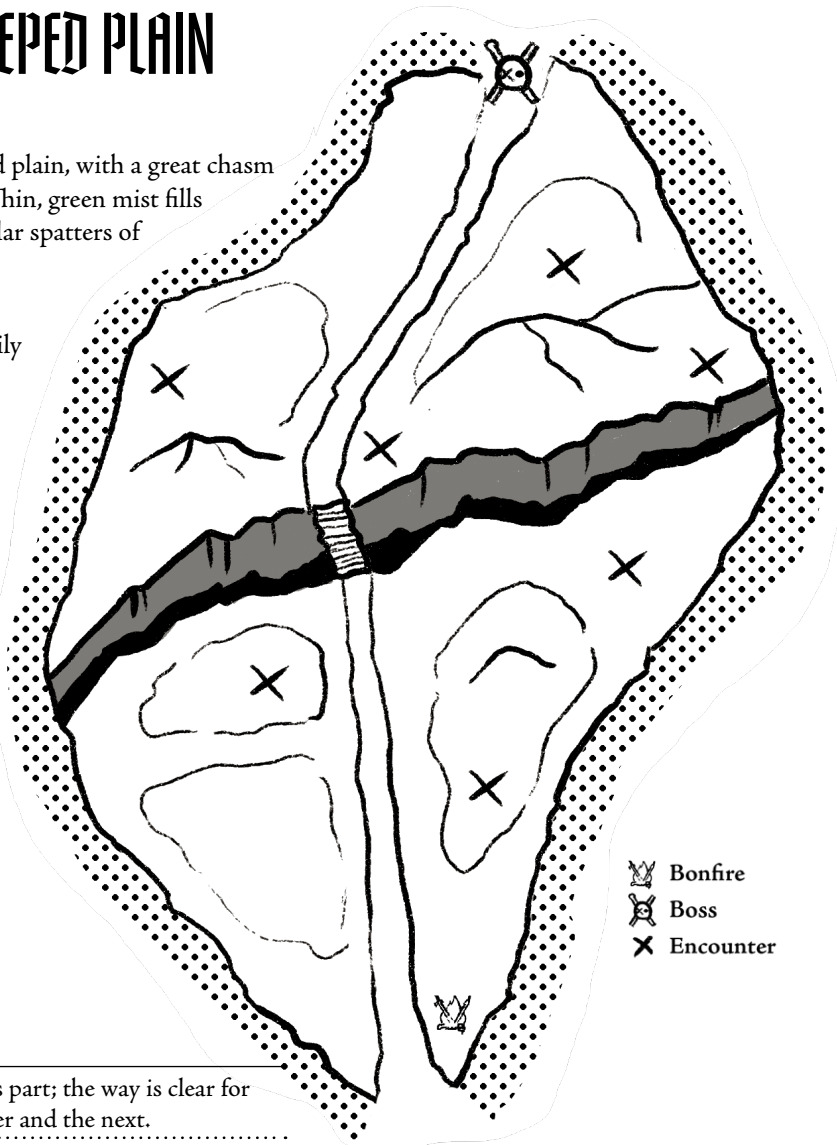


POISON-SEEPED PLAIN

Scorched and blasted plain, with a great chasm rent into the earth. Thin, green mist fills the air amidst irregular spatters of searing rain.

Rickety bridge. Hastily constructed over the chasm, discoloured green by the mist in the air.

Adventurers with less than 2 free inventory slots have a 1 in 6 chance of the bridge collapsing under their weight.



2d6	Encounter
2	Green clouds part; the way is clear for this encounter and the next.
3-5	Stinging wind blows poison rain; Dex save to avoid (d4 for damage and duration).
6-8	Two poison oozes emerge from the ground and advance.
9-11	Broken ground quakes and opens up; Dex save to avoid fatal chasm.
12	Torrential downpour of poison rain with no cover; Str save or take d6 Spi damage.

Boss. Blocking the way forward is a river-sized monstrosity with shimmering black skin and yellow, broken bones (**helworm**).

1. Rough-hewn cavern walls, winding down into the earth. Not man-made but not naturally occurring.

- ♦ **Bone piles** are scattered throughout; roll **2d6** if piles are disturbed through searching or nearby noise (see table).

2. Barely visible **twine** strung across path, clatters bones if tripped (repeats throughout the catacombs).

3. Cavern walls lighter, with hairline cracks.

- ♦ Breaking wall reveals **hidden alcove** and **chest** with **soul remnant**.

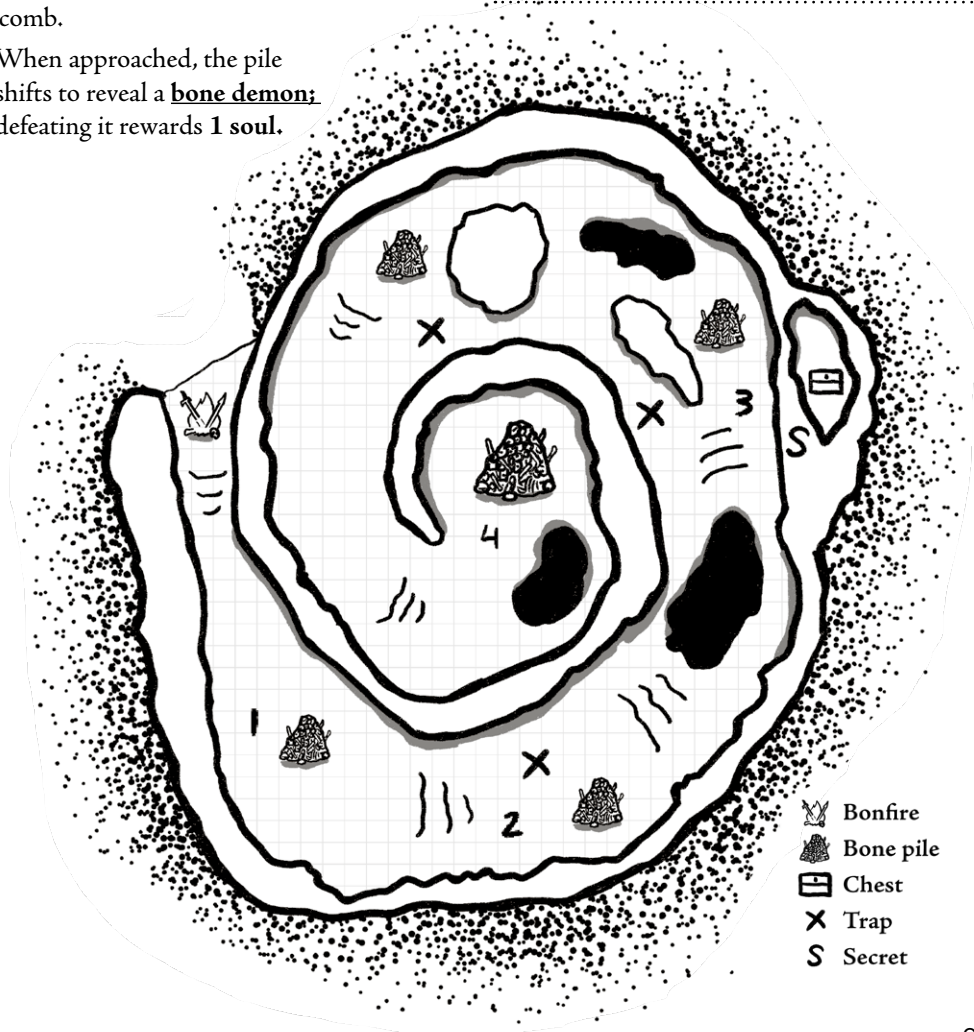
4. Enormous **bone pile** at the bottom of the the catacomb.

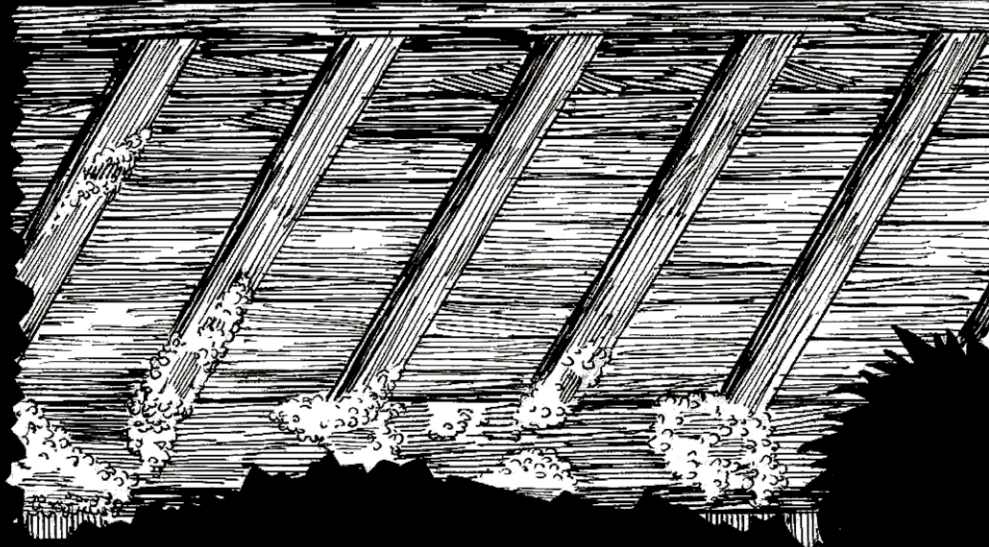
- ♦ When approached, the pile shifts to reveal a **bone demon**; defeating it rewards **1 soul**.

WENDING CATACOMBS

2d6 Bone Pile Result

2	Sik runestone (<i>mirror spell</i>)
3	Nothing
4	Rusted spear
5-6	Skeleton
7-8	Bonewheel skeleton
9	Spike trap (d6)
10	Bone ooze
11	Giant skeleton
12	Crumbling abyss, Dex save vs. death





Decrepit coastal village, buildings rotten and falling apart. Foul stench of the sea and decay.

Strange, twisted cattle roam the village, half-starved, with disgusting boils and growths.

Swamp Shacks. Fishing shacks, now rotted and falling apart.

1. Once a mead hall, now overgrown with oozing barnacles. Corrupted **shades** mill around inside, covered in the same rotting barnacles.

2. Bizarre statue, an unsettling amalgam of sea serpent, bird, and human, towers above a wide, black well that seems to absorb all light.

3. Rickety deck leads into the shallow pond, a row of stones on each side.

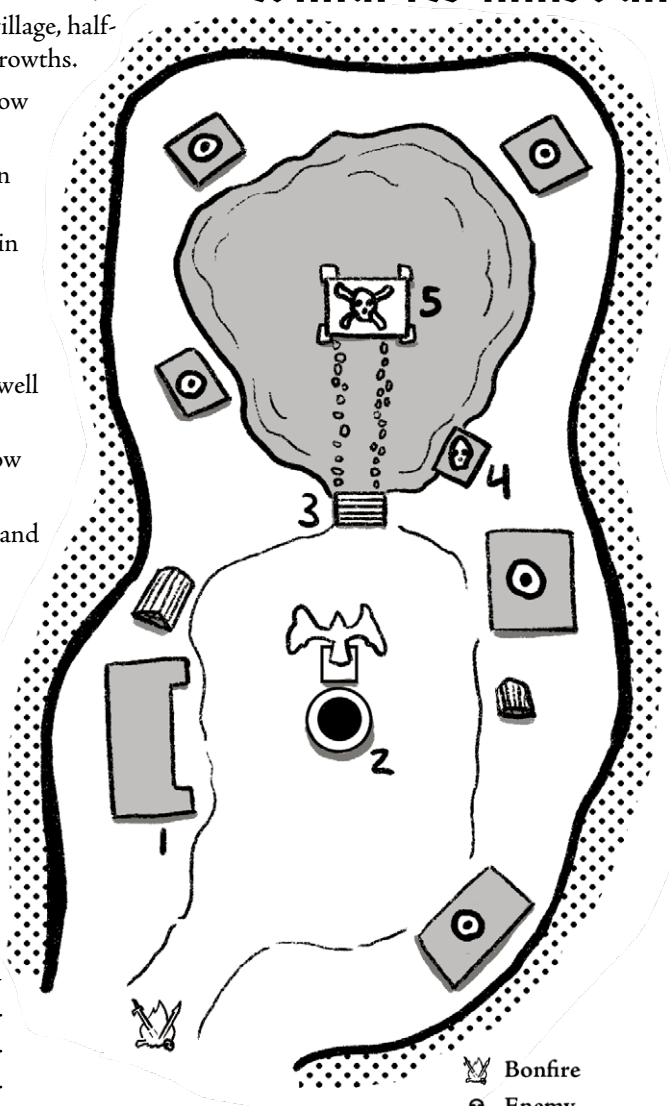
River turtle lives under the deck and emerges if crossed.

4. Zealous **seer** in the middle of a grotesque ritual. Holds **runestones** for *disappear* and *poison cloud*.

5. Reinforced shack standing 8ft above the swamp on stilts.

Vicious **swamp seer** lives inside, feeding on travellers.

CORRUPTED HARBOUR



d6 Swamp Shack Result

- | | |
|-----|-----------|
| 1 | Treasure |
| 2 | Nothing |
| 3-6 | Encounter |

d6 Treasure

- | | |
|---|---|
| 1 | Soul remnant |
| 2 | Location of skald who can teach Saga of Nætrelding (<i>rebirth</i>) |
| 3 | Fire grippers |
| 4 | Kite shield |
| 5 | Broad axe |
| 6 | Red Berserkr Ring |

2d6 Encounter

- | | |
|------|---|
| 2 | Cultists (d4) rolling dice. |
| 3-6 | Cult victims raised as shades (d4). |
| 7-8 | Cultists (d6) preparing for sacrifice. |
| 9-11 | Corrupted swamp ogre eating a corpse. |
| 12 | Purple ooze emerges from the mud. |

- Bonfire
- Enemy
- Boss
- Swamp Shack

GROVE OF WOE

Secluded grove of looming ash trees, quiet save for the creaking of branches and whistling wind.

Corrupted trees. Bloated bodies hang from rotting nooses draped over sickly-coloured branches, some eaten away to bones. Empty nooses hang low and sway in the breeze.

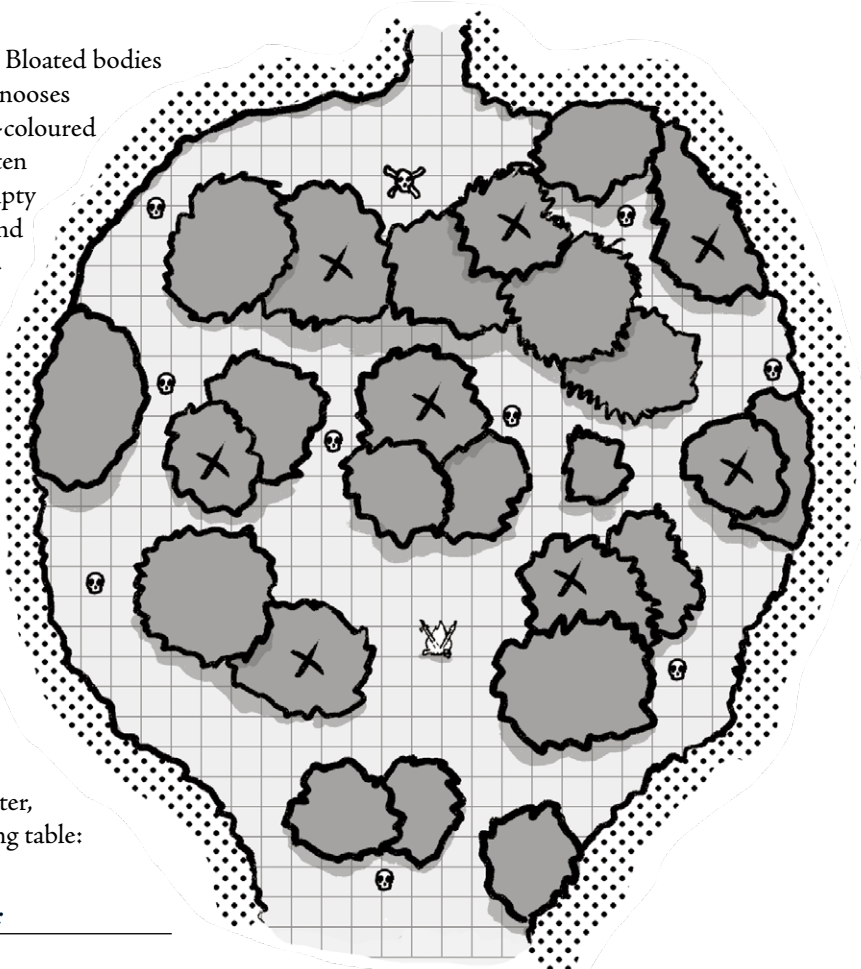
Corrupted by the touch of old magic, these trees are alive and attempt to grab unwary passers-by with a noose (**Dex save** to avoid the snare).

These forests are dangerous and a variety of enemies stalk the shadows.

At every encounter, roll on the following table:

d6	Encounter
1	Nothing
2-3	Reavers (d4)
4-5	Hanged cultist (d4)
6	Treant

Boss. At the edge of the ash grove, a **lindworm** prowls the treetops, tail wrapped around the highest tree.



-  Bonfire
-  Encounter
-  Boss
-  Corrupted Tree



OOZING BATTLEFIELD

Once-majestic land overtaken by a corrupting evil. Two factions vie for control: the living and the dead.

Covered in sickly green water, viscous and thick. Halves movement speed.

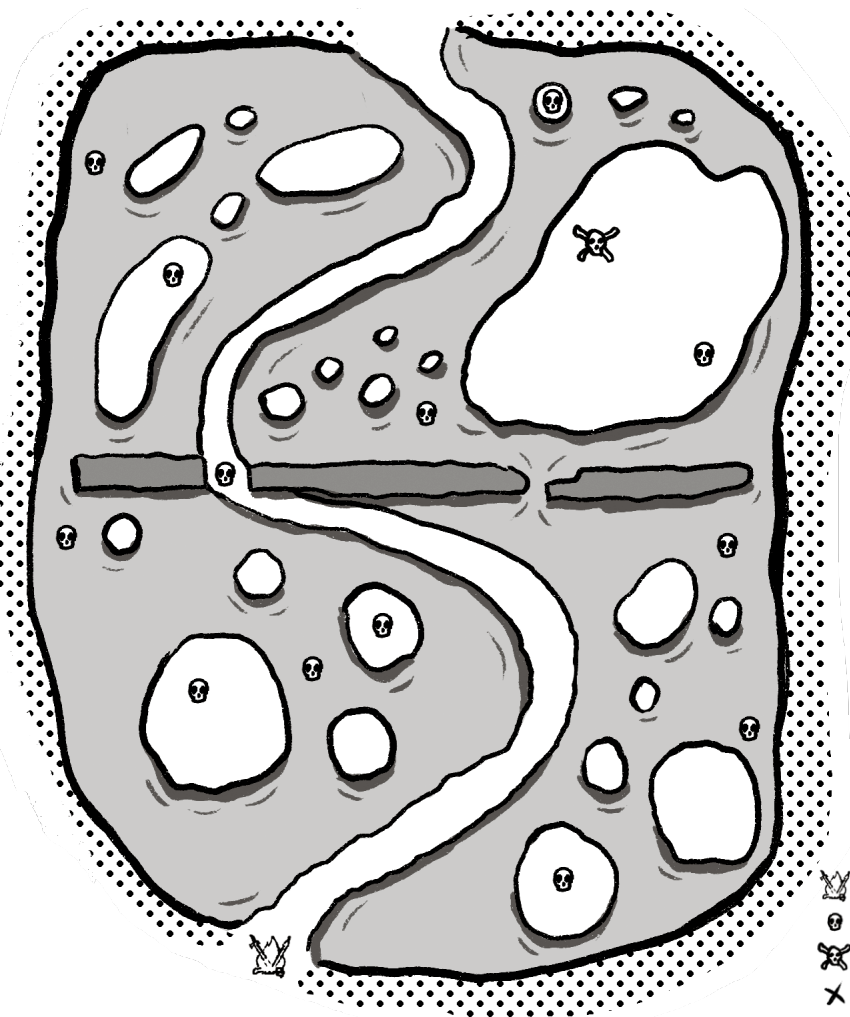
What uncovered land remains is strewn with slain warriors and discarded armour.

Encounters. Roll on either table depending on location (on land or in the swamp).

d6	Land Encounter	Swamp Encounter
1	<u>Bone ooze</u>	<u>Giant crab</u>
2-3	<u>Reaver</u>	<u>Poison ooze</u>
4-6	<u>Mirth</u>	<u>Purple ooze</u>
6	<u>Shield ooze</u>	<u>Spined catfish</u>

Boss. Enormous armoured form collapsed in a heap at the centre of a poison cloud (draugr colossus).

Rises if approached, red hatred for the living burning in its eyes.



-  Bonfire
-  Encounter
-  Boss
-  Corrupted Tree

Pitch black cavern, filled with the sound of skittering movement as thousands of tiny spiders crawl the walls and ceiling.

Web Clusters. Passage blocked by dense webbing swarming with spiders. When clearing, roll on the following table:

2d6	Discovery
2-3	Treasure (see below)
4-6	Missing villager (1-3: alive, 4-6: dead).
7	Nothing.
8	Infested corpse , opens its eyes and attacks.
10-11	Corpse spiders (d4) skitter down from the ceiling.
12	Giant scorpion emerges from a shadowed and obscured crevice.

d6	Treasure
1	Soul remnant
2	20 x poison arrows (+d4 poison)
3	Kite shield with spider emblem
4	Iron helmet etched with webs
5-6	Lost villager keepsakes

-  Bonfire
-  Webs
-  Stairs
-  Secret
-  Boss

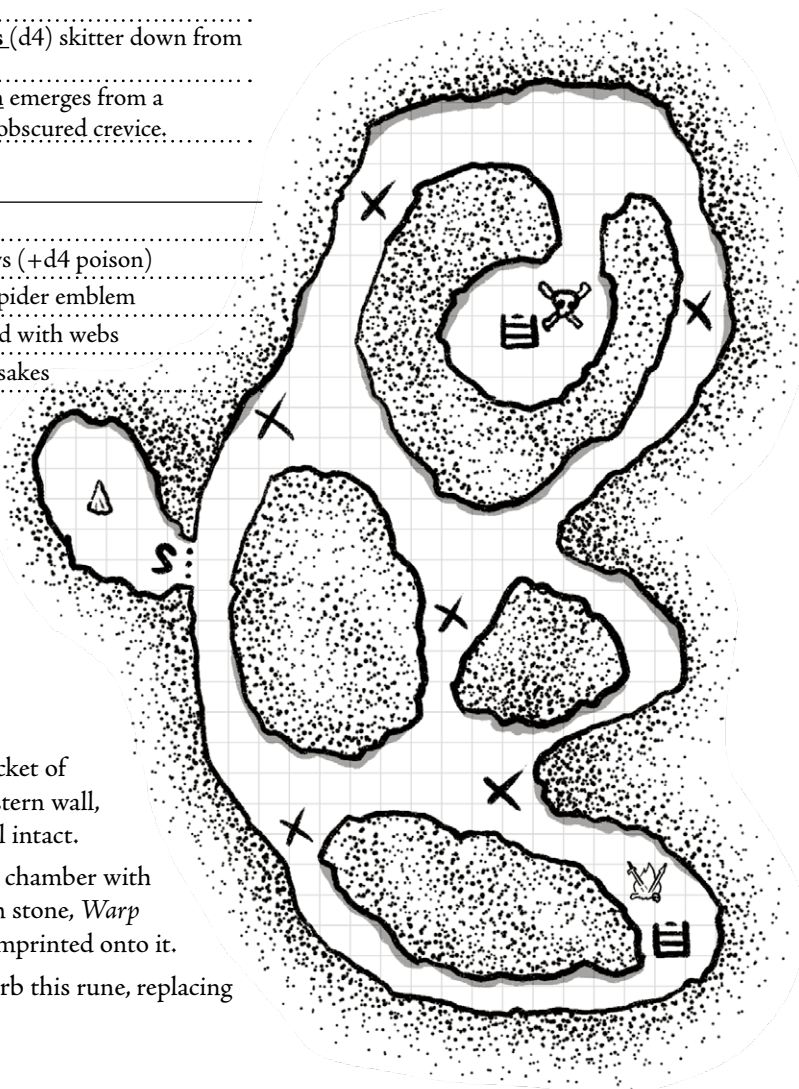
Secret Area. Heavy pocket of webbing covers the western wall, slashed and cut but still intact.

- Leads to an ancient chamber with an altar carved from stone, *Warp Flame flame rune* imprinted onto it.
- **Fire grippers** absorb this rune, replacing the inscribed rune.

CRAWLING CAVERN

Boss Room. Ancient stone steps lead further down. Massive spider sprawled on its back, legs splayed in the air. Seemingly lifeless dead, but feigning death.

♦ **Giant spider**



GLADE OF ASH

1. Mist-covered glade, dotted with ancient burial mounds.

- ✦ Restless groans and sounds of movement from between the mounds.

- ✦ Shades (d4)

2. Path from the glade climbs to a clearing. Far in the distance, a colossal tree fills the vista, impossibly long branches stretching skyward.

- ✦ Blowing wind brings with it the smell of death; an armoured figure emerges, wielding wicked-looking bearded axes.

- ✦ Deathwarden

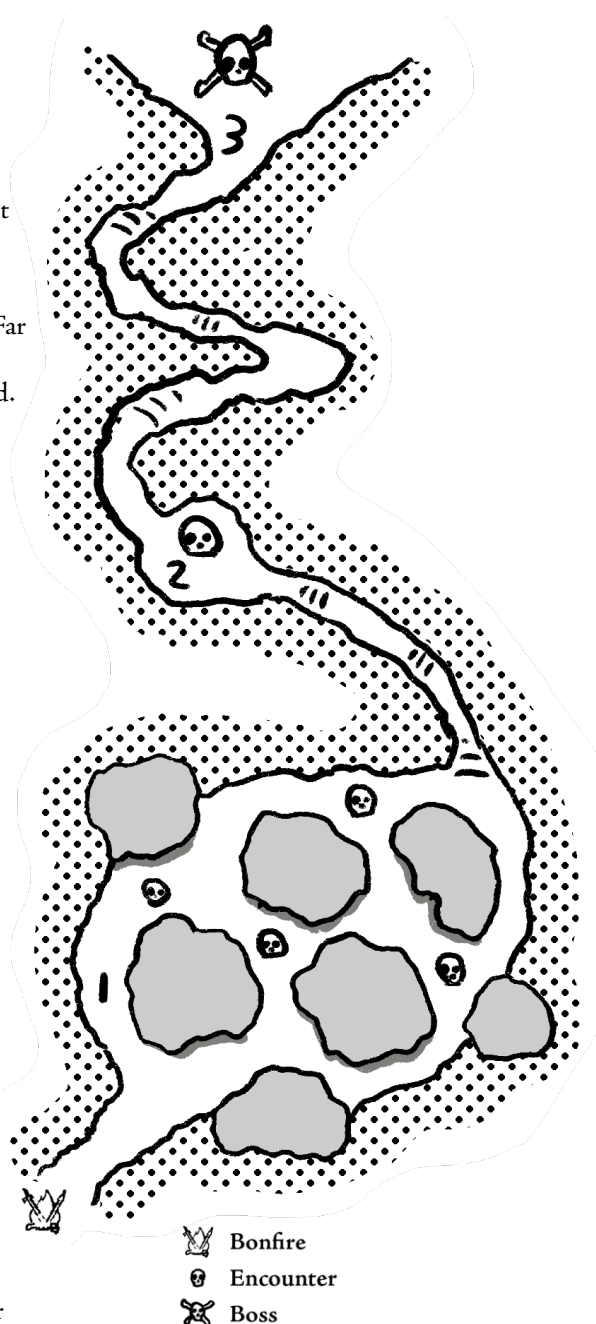
d6 Encounter

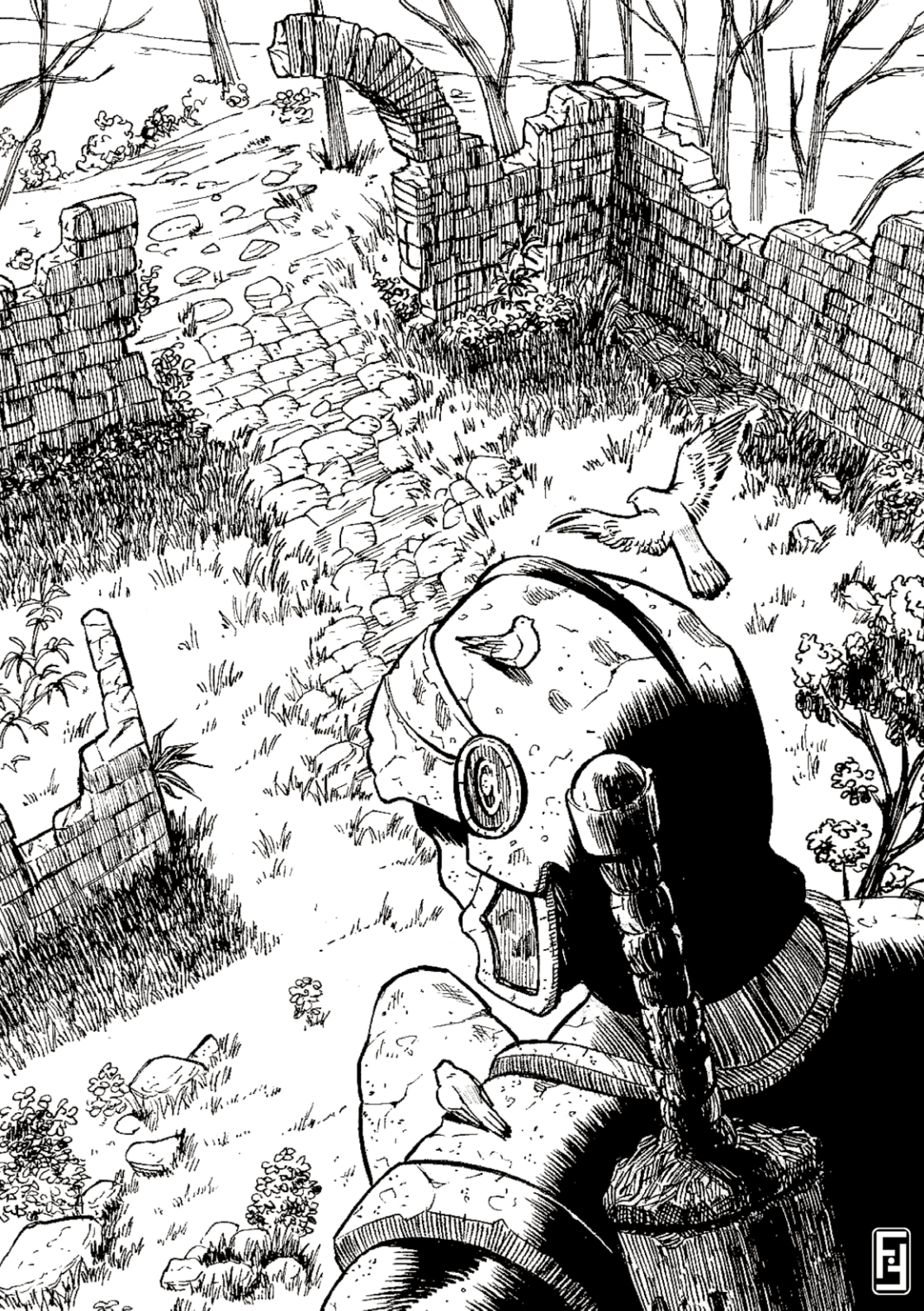
- | | |
|-----|--|
| 1 | Long-dead corpse holds a rusted steel sword. |
| 2 | <u>Wild dogs</u> (d6) jump down from a burial mount, snarling. |
| 3-4 | <u>Reavers</u> (d6) stumble into view, axes raised. |
| 5 | Discarded bone pile forms into two <u>bone oozes</u> . |
| 6 | <u>Giant skeleton</u> stands and pops its skull back on. |

3. The clearing winds down the cliffside, leading to crumbling stone ruins, a structure long lost to time.

- ✦ Massive stone statue kneels at the centre, heavy greatsword on its back.
- ✦ Statue awakens on approach, stone layer crumbling away to reveal fire and iron.

- ✦ Fire colossus







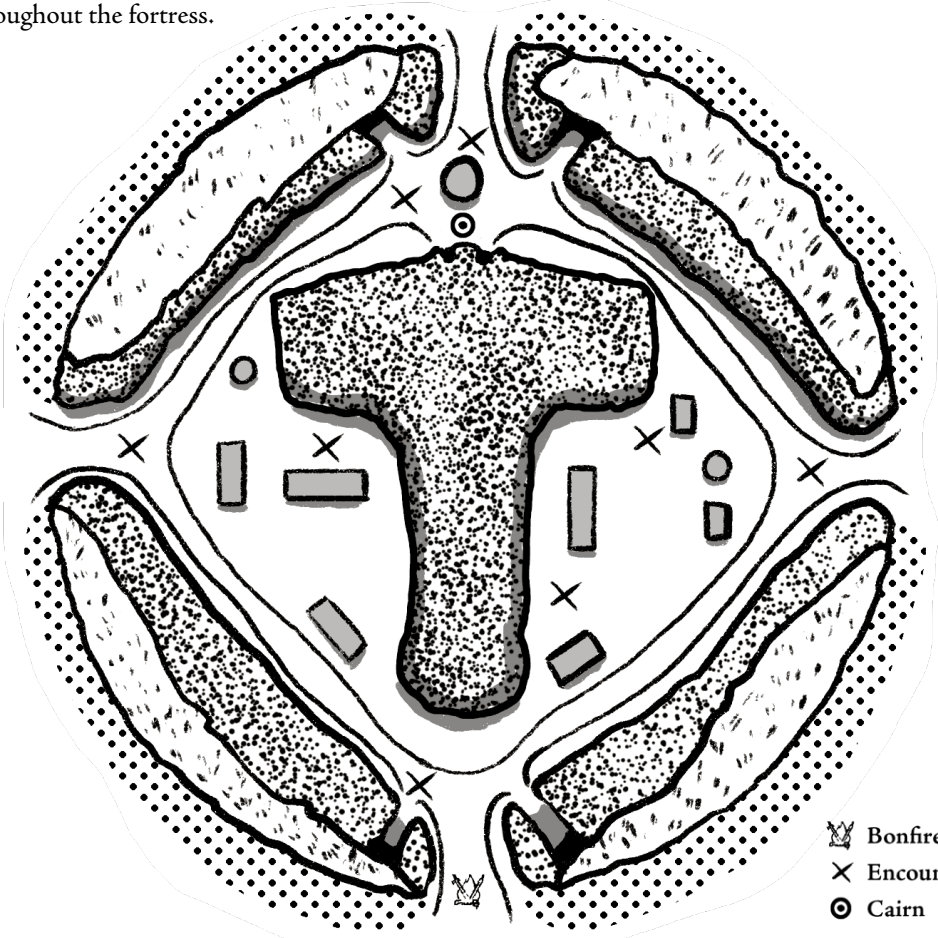
THE RING FORTRESS

Circular fortress with raised and fortified edges, reinforced against invaders. Four main entrances with a sprawling, hammer-shaped **cairn** at the centre.

Towers and structures are scattered inside, once abandoned but now repaired and teeming with frantic activity, cultists preparing for some unknown event.

Ghost colossus. Two enormous spectral forms wander the circular path of the fortress; huge, hulking beings like thunder clouds in rough human shape. They wail and smash their hammers on the ground, sending thunderclaps throughout the fortress.

2d6	Encounter
2-3	Stash of stolen equipment, including a runestone for the seer spell <i>decoy</i> .
4-6	Dim-witted cultist provides fortress intel; -2 bonus on next encounter roll.
7	Two cultists argue about who needs to source the next sacrifice.
8-10	Black-eyed cultists (d6) with bloody seaxes lead a chained bearskin .
11-12	Wailing ghost colossus rages incoherently before charging over.



-  Bonfire
-  Encounter
-  Cairn

CAIRN OF THUNDER

Hand-dug black tunnels, stone eternally charred by unfathomable forces ages ago. The tunnels are dead but not silent. The rhythmic pounding of iron on stone echoes amidst shuffling and murmurs throughout.

A powerful being was once interred here, infusing the ground with old magic and a crackle in the air.

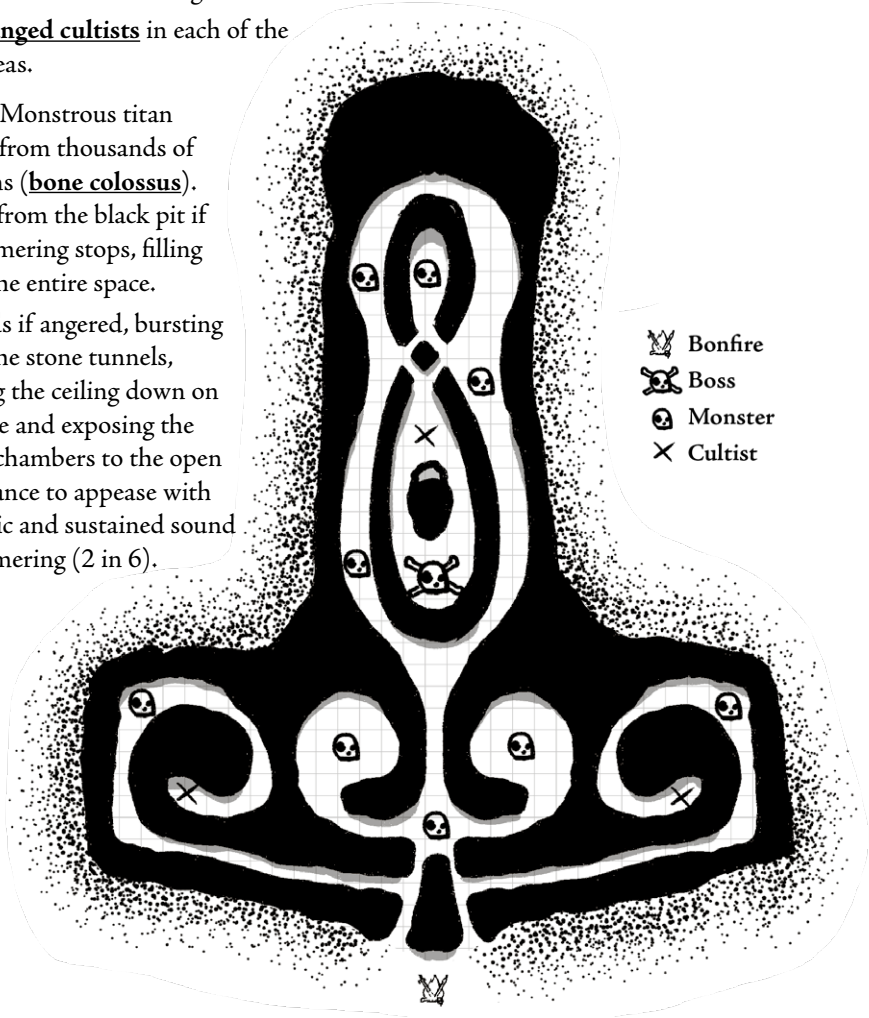
Hanged cultists. Fanatical even in death, they constantly strike hammer upon stone, sending rhythmic vibrations throughout the cairn.

- ♦ 3 **hanged cultists** in each of the 3 areas.

Boss. Monstrous titan formed from thousands of skeletons (**bone colossus**). Crawls from the black pit if all hammering stops, filling nearly the entire space.

Stands if angered, bursting out of the stone tunnels, bringing the ceiling down on everyone and exposing the central chambers to the open sky. Chance to appease with rhythmic and sustained sound of hammering (2 in 6).

d10	Monster
1	Listless <u>faded shade</u> ; remains passive unless provoked.
2-3	Circle of 5 <u>skeletons</u> toss a rock back and forth.
4-5	Two <u>ghosts</u> argue about how to pronounce each other's name.
6-7	Frowning <u>draugr</u> mutters to itself, petulantly kicking dirt.
8-9	Mottled <u>grave newt</u> horks up half-rotted corpse.
10	Towering <u>bone demon</u> gathers specimens from pile of broken bones.



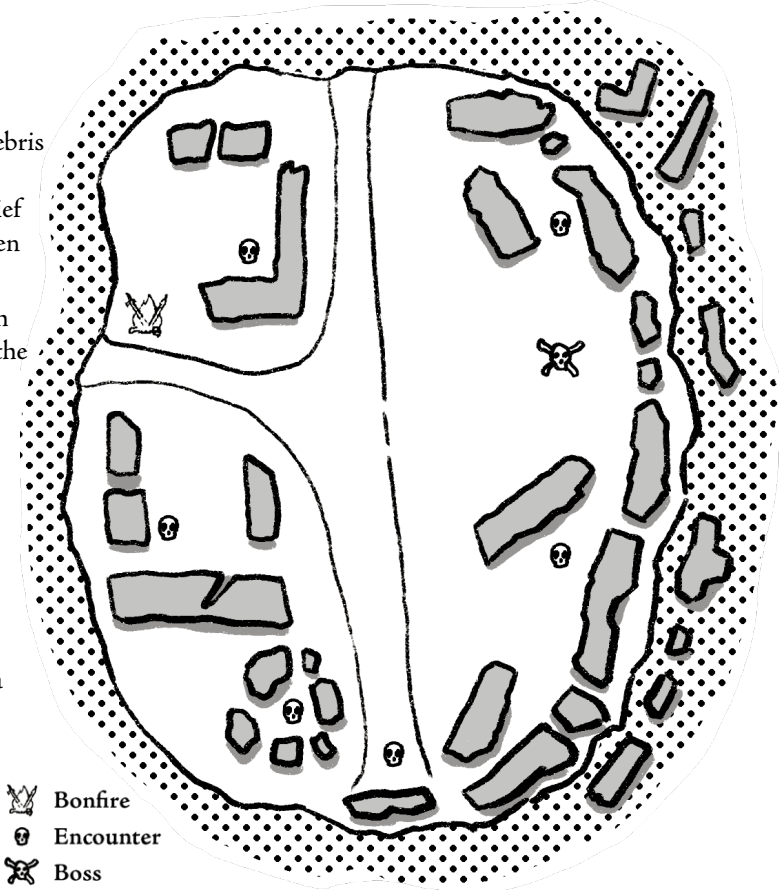




Ancient stone wall lies crumbling and broken, debris strewn everywhere. Soft whispers on the wind, brief wails gurgle from the fallen stone.

The area is infused with the scattered energies of the aesir, long destroyed.

Boss. A malevolent being of twisted power and hatred claims this land, riding back and forth on a hideous black steed (headless jotunn riding a niflmare).



d10	Encounter
1	You become infused with driving purpose; gain advantage on next save.
2	You are consumed by overwhelming thirst; Spi save or drink all your mead.
3	You are overtaken by blazing rage; Wit save or charge the closest enemy.
4	Rotting <u>shade</u> drags itself out of a freshly dug grave and advances.
5	Shimmering <u>bone oozes</u> (d4) emerge from the nearest stone debris.
6	Reeking <u>draugr</u> crouched in the shadows stands up and spits drily in your face.

d10	Encounter
7	Shrieking <u>faded shade</u> phases through the ground before you.
8	Dreadful wail pierces your senses as a <u>ghost</u> appears beside you; Str save to remain conscious.
9	Gangly, hairless <u>vampire</u> appears before you, demanding you forfeit your life to pass. "Only the dead may remain here."
10	Sound of violent thunder as a massive black horse with headless rider charges from the horizon (boss).

LIMBS OF YGGDRASIL

Immense ash tree, impossibly large, limbs reaching into eternity. Toughened bark is nearly indestructible and protects ancient layers underneath.

Enormous stumps grow from the surface, the remnants of limbs long cut. These stumps are made from the same indestructible bark and offer strong protection.

-  Bonfire
-  Spectral archer
-  Tree stump
-  Tunnel
-  Dead end

Spectral archers. Fade into sight, spectral bows drawn, the moment anyone passes the first stump. They pull out a spectral blade if anyone gets too close.

SPECTRAL ARCHER

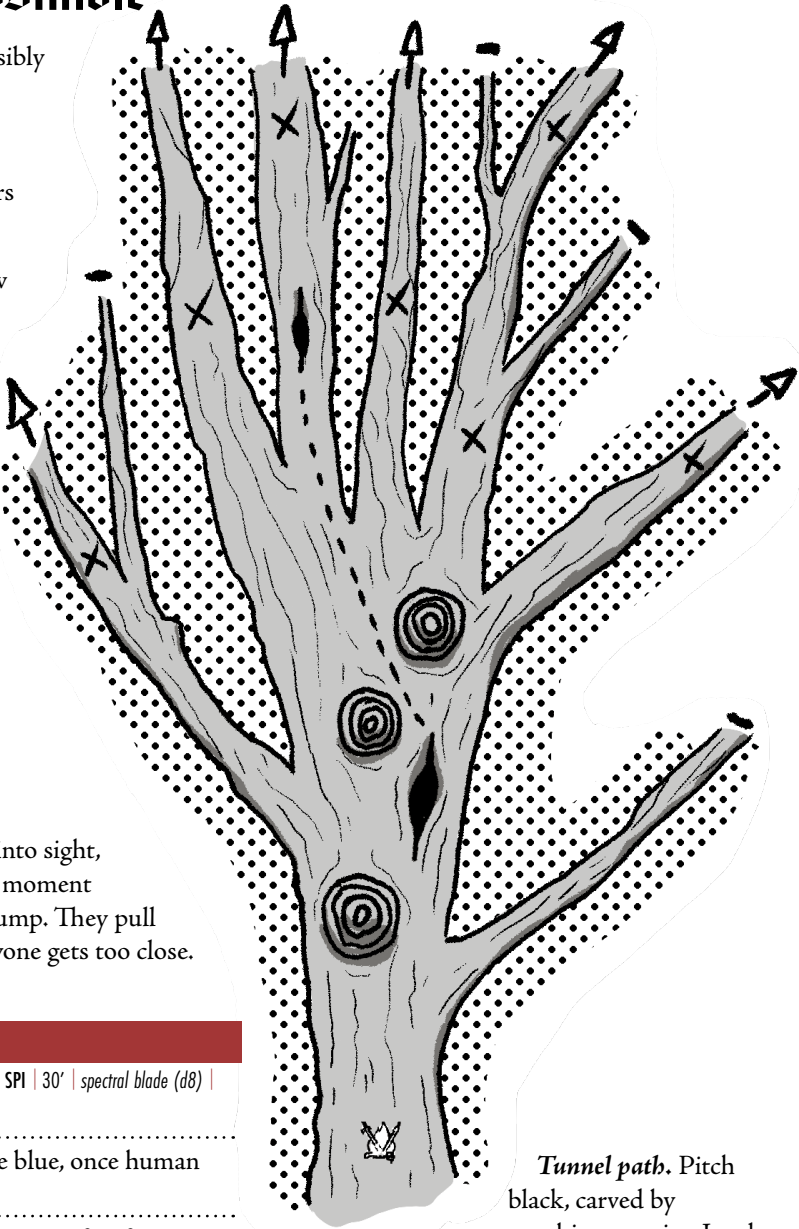
8 RES | 8 STR | 14 DEX | 10 WIT | 3 SPI | 30' | *spectral blade (d8)* | *spectral bow (d6)*

Ethereal being glows pale blue, once human face lost to misery.

Manifested in times of great strife, often to protect sacred places.

Immune to mundane attacks.

Spectral attacks: Bypass defence and armour.



Tunnel path. Pitch black, carved by something massive. Leads through the tree to one of the branches.

A many-mouthed howler dwells inside, alerted by activity on the tree.





Journey further into the mysterious Nine Realms with this collection of 1-page dungeons for the Norse fantasy adventure game Runecairn.

- ♦ 16 self-contained maps and encounters, perfect for running as one-shots or dropping into a larger campaign.
- ♦ Explore lost ruins, brave corrupted villages, delve cursed caverns, and scale the limbs of the world tree.
- ♦ Suitable for standard or solo play.
- ♦ Requires Runecairn Wardensaga or Core Rules and Runecairn Bestiary.



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