

Wreck and Ruin

Forgotten myths and obscure legends speak of the True Magi of Krath, and their ancient war against the Jotun or Frost Giants. To guard against the giants venturing from their fortress of Jotunheimen the Magi erected guardian towers along the Flint Knives (the mountain range separating Krarth from the Mercanian Coast). In todays age those towers are abandoned ruins, the degenerate inheritors of the Magis power unable and unwilling to spare the resources necessary for their upkeep, especially after their ancestors defeat of Skrymir and the dwindling of the Jotuns into barbarism and myth.

Wreck and Ruin is a short adventure designed to be played over one session. The plot is fairly linear, beginning with the wreck of the players ship. From there on the adventure takes the form of a series of strange occurences, culminating in a final climactic battle in the Tower. This adventure is designed for relatively inexperienced characters, and is set up so that they will have to work together to survive. Further, this adventure will introduce them to the World of Legend, albeit a far flung part thereof and to the demands of a noble house of Albion.

This adventure was designed for four or five players of 1st or 2nd Rank.

The Tower itself is a large edifice of obsidian-like stone about 40m in height. The tower is still a powerful reservoir of sorcerous energy, and its emanations can be seen by those who dabble in the dark arts.

NPCS

Captain Stefan Forsberg

Attributes

Str 16, Dex 13, Int 15 Psy 7 Looks 12.

ATT 16 DEF 8 MD 4 EVA 4 STEALTH 13 PER 6

Hps= 12

Skills

Swimming, Sea Legs, Navigation.

Weapons and Armour

Sword (d8, 4)

Armour: Gambeson (AF= 1)

Captain Forsberg is the captain of the Lilletomte, a trading cog which the companions Lord employed to take the PCs up the Mercanian Coast on a trading mission for furs and ivory.

Forsberg has earned a reputation as one of the most reliable Captains when it comes to traversing the waters of the Mercanian Coast. His crew is all experienced sailors, and he has outfitted the Lilletomte with ample supplies for the journey north and the return to Albion.

When he talks to the companions, he often sounds dispassionate, speaking in clipped sentences. Forsberg owes allegiance to no lord or jarl, and will work for anyone so long as they do not put his ship or crew in undue danger.

Forsberg is of Mercanian appearance, with a heavysset frame, long dirty-blond hair, and wide blue eyes. He is in his early 40s, he wears rough leather and woolen clothes and is inordinately proud of his rapidly graying beard. He wears an heirloom sword at his side from his familys reaving days.

Andreas Persson (First Mate)

Attributes

Str 8, Ref 17, Int 15, PsyT 7, Looks 11.

ATT 14 DEF 5 MD 4 EVA 5 STEALTH 13 PER 4

Hps= 8

Skills

Shipwright, Sea Legs.

Weapons

Dagger (d4, 3)

Armour: None.

Originally from Katorheim, Andreas has served as first mate aboard the Lilletomte for the last twenty years. He is incredibly loyal to Forsberg, and he is well-liked by the crew.

At over 6 feet tall, he is an imposing figure. He looks to be in his late 40's, with bright eyes and a short, curly beard. He prefers to wear open vests over his bare chest, and he speaks with a Thulandic Islanders accent.

He has massive scarring on his back where he was struck by a falling mast during a storm; he is unable to lift heavy loads or perform feats of athleticism without extreme pain.

The Crew of the Lilletomte

Attributes

Str 12, Dex 10, Int 9, PT 8, Looks 10.
ATT 13 DEF 5 MD 3 EVA 4 STLTH 9 PER 3

Hps= 4

Weapons

Dagger (
d4, 3).

The sailors who make up the crew of Forsbergs ship, number 24 in all. They are mostly drawn from the Thulandic Islands and coastal Albion. Rough but competent they are not to be crossed.

Felion Tor (1st Rank Sorcerer/ Fallen Apprentice of Magus Tor)

Attributes

Str 5, Ref 12, Int 13, PT 14, Looks 6.
ATT=9 DEF= 4 MA= 16 MD= 6 EVA=3 STLTH=13 PER=5

Hps= 7.

Skills

Alchemy, Sorcery

Weapons

Shortsword (d8, 3)
Armour: Robes. AF= 0.

Spells

Dragonsbreath. (Felion only mastered this single spell before he ran away, when he tries to cast other spells the result is a miscast- roll randomly on a 1d6).

Felion is an insane mad man and eunuch (though not of his own volition), he is arrogant to the point of delusion and thoroughly beyond reason. He is also a somewhat capable sorcerer, and quite deadly despite his blustering manner. Felion prefers loud threats, screamed oaths, and violent displays of sorcerous power.

Felion is short, with a sparsely bearded round face and an enormous pot belly. He constantly sweats despite the cold, and his skin carries an unhealthy reddish rash across most of its surface. He wears fine, white and black furs and a black and purple tunic with heavy seal-hide boots.

Trugin (Felions Bodyguard)

Attributes

Str 14, Ref 17, Int 7, PT 8, Looks 12.
ATT= 16 DEF= 7 MD= 3 EVA= 6 STLTH= 14 PER= 6.

Hps= 14

Skills

Unarmed Combat,

Weapons

Punch (d6, 3)

Armour= 0.

Trugin is the guardian who was appointed by the Magus Tor for his star apprentice. A veteran of Magus Tors gladiatorial pits, he now resides in the tower slightly confused as to why his charge has come to this place but still following Magus Tors orders to guard the vicious little bastard. He is a heavily scarred rather feral looking Krarthian man dressed in a rather tatty loincloth.

LANDFALL

The Lilletomte had made good time up the Mercanian coast its yellow painted sides and bright blue sail welcomed by many villages and towns as it made its way north.

You were bound for Svalland at the northern tip of Mercania where your lord was hoping to secure ivory and sealskins when a bank of clouds like an enormous black wall slammed into the tiny ship....

After the storm has abated you find yourselves on a narrow strip of black sand surrounded by weathered boulders and towering cliffs. Also, note that the beach is very rough. Stunted trees grow over the clifftop, forming strange shadows in the waning sunlight. The air is quiet and there are no sounds of seabirds, it is also bitingly cold and crisp.

The crew has become quiet as well. Where before they would sing, joke, and swear, they now work quietly.

Observant players may notice some of them muttering prayers under their breath.

The first mate directs the men in collecting flotsam and effecting repairs on the ship, and he is even more taciturn and serious than usual.

Beach attack.

This scene involves the PCs first encounter with the sorcerer, Felion.

If the companions have shirked their share of repairs and climbed the cliffs they will have noted the black tower. Its featureless walls seemingly unassailable. (If they do investigate the tower move to Scene 3).

The cliffs that wall the beach are not smooth, but feature jumbles of boulders and other weathered rock formations.
As night falls there is sudden activity on the clifftops.

A heavily accented and screaming voice calls out from the clifftop, the speaker appears to be intentionally staying out of sight.

The speaker is Felion. He states “Foolish pawns! You dare to hunt Felion the Great! The old bastard will not get me! Prepare to face your doom.”

After a few moments of silence, a glass flask is cast down onto the sand where it shatters scattering a chalky substance onto the beach.

Moments later a massive humanoid figure of sand rises up and moves to attack the PCs

The Sand Demon (Earth Elemental)

Attributes

ATT= 19 DEF= 14 MD= 8 EVA= 4

Hp= 18

Weapons

Smash (d10, 6)

AF= 0

The Earth Elemental is relatively weak but like all its kind is immune to non-magical weapons. It will move to attack whoever is in front of it, unless the PCs immediately engage it will smash one sailor each round. If attacked it will concentrate on those actually able to hurt it.

If the PCs lack magical weapons their only hope is to drive the Elemental into the pounding surf. A successful attack from a PC with above average strength will be sufficient to move the creature 1m towards the sea. After 3m it will be in the surf, a further 3m in there is a steep drop off into a gutter. If the Elemental is driven back over the edge of it it will be unable to emerge again before it dissipates.

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Felion will not stay to see how the battle goes but will retreat immediately to the tower. He has now used one of the three treasures he stole from Magus Tor.

After burying the dead and continuing repairs to the ship Forsberg will approach the PCs with a worried look on his face. He tells them that he has consulted his charts, and he doesn't believe there are enough materials available nearby to make solid enough repairs to enable them to reach Sonderfjord where proper repairs can be effected.

He requests that the PCs head south back to the small coastal village of Upptallen that they passed in the night. Forsberg looks concerned as he explains that the folk of Upptallen are pagans who have resisted the spread of the True Faith, in fact it seems that the last missionary who came up this way disappeared shortly after he arrived.

Southward Bound (After the Elemental fight)

The coast is too rocky to continue south and the companions make their way up the rocky cliff to the top.

A ways off to the north is a smooth black stone tower and to the south you note with some surprise a number of figures moving slowly towards you.

The figures are shambling and pale and covered in dried blood, if the companions hold off their attack they will soon see that the figures are not undead or the like but a group of young Mercanians. The teenagers are half starved; though they carry four rabbits and three ptarmigan over their shoulders. They do not acknowledge the companions instead heading straight for the tower. Though the trailing girl does make the briefest of eye contact with the companions as she trudges past.

They will not pause in their journey if spoken to and will attempt to pull away if physically accosted.

Backstory:

Knut, Birte, Hroar, Joen, Lafni and Tolr went up the coast from Uptallen six weeks ago to look for Moonstone (Larvikite). When they landed their boat was set afire by a shadow on the clifftop, a wild looking man held a knife to Lafnis throat and they were taken inside the tower. They have been sent out to hunt for food as the larder of the tower is almost gone, always three are sent out and three held as guarantee of their return.

Felion claims to be able to scry them while they are gone, and they are too afraid now to attempt escape especially after what happened to Joen.

They carry a round blue mark on their forehead placed there by the sorcerer to allow them entrance and egress from the tower. However they are unaware that this is the reason for the marking, he has told them that it is part of a spell and if they remove it they will die.

The Tower

The tower is composed of pitch black basalt and almost completely featureless, except for an intricate knot-like carving at the southern part of its base.

It may only be entered by someone carrying/wearing a symbol of one of the five True Magi.

Someone wearing such a symbol may walk directly through the carving/door.

Anyone not so marked who attempts to enter will awaken the first tower guardian which will step directly out of the carving and attack.

Coalchanna (Bound Guardian Rult Demon)

Attack 18,
Defence 12
Magical Attack -
Magical Defence 9
Evasion 6
Stealth 12
Reflexes 11
Health Points 20
Rank-equivalent: 6th

Claws (1d6, 5)
Armour Factor 4

Coalchanna has been deeply bored and had hoped that Felion would release it from service when he arrived. It is deeply annoyed at being forced into a role as a glorified watchdog.

Coalchanna has a blue-gray colouring to its dry shedding ape like body, its head is more waspish than fly-like and the membranous skin of its wings is nothing but whisps and shreds.

Its first action is to breath a poisonous mist over those attacking it, Coalchannas breath has curdled in its long tenure in the mortal world and is no longer as powerful as it used to be..

Roll 2d6 trying to get under Strength score. If unsuccessful take 1d10 dam. If successful 1d3.

Defeating Coalchanna will still not allow entry, but if the GM is feeling kind he may have it mention the Blue Moon as a payback to Felion for not releasing it.

Attempting to break into the stone tower would take almost four days of back breaking labour with the right tools.....the companions do not have those tools.

WITHIN THE TOWER

Its bigger on the inside.....

Upon entering the tower appears to be composed of a massive, deserted round chamber.

The room the companions have entered is circular, and it rises to a high domed ceiling. The outer edge of the dome is supported by a ring of pillars, each about 10m apart from each other and topped by a railed open walkway around the chamber. The chamber itself contains a large variety of statues mainly of various demonic entities, bronze mirrors, wind chimes, brass bells, and inscriptions winding about the walls. (Anyone able to read Arcane can recognize it as part of a ritual used in creating powerful magical items).

The floor is composed of heavy polished wooden boards.

There is a large translucent pearl-like stone on a pedestal in the centre of the room, placing their hands on it will teleport the companions and anyone standing within 10m of it to the upper level.

When the PCs approach the pedestal there is suddenly movement on the walkway and four strange brass-coloured demonic forms appear at the railing.

Brazen demons. (A Krarthian form of the Tapestry Demon, when at rest these constructs appear to be stylized bronze panels.)

Attack 13

Defence 9

Magical Attack –

Magical Defence 4

Evasion 6

Stealth 20

Reflexes 12

Health Points: 8, 8, 8, 8.

Rank-equivalent: 2nd

Claws (1d6, 3)

Armour Factor 0

The constructs will only attack those who are not wearing the Blue Moon. Those wearing it will just be watched from the balcony.

The Upper Chamber

The Upper Chamber was once a rest area and watch room, there is a large silver mirror suspended from the ceiling it currently shows a scene of the beach and the ship.

On the other side of the mirror there is a rather incongruous sight; a pompously dressed corpulent individual lounges on a 'throne' composed of a bench draped with tapestries and a number of pillows. Two rather emaciated looking youths (one male, one female) lie at his feet rather uncomfortably, they are dressed only in strips of linen about their waist. It is obviously supposed to be an impressive tableau but it is more than a little pathetic to those who have been in a real Lords hall.

Next to the throne stands a tall scarred man in a loin cloth, he regards the companions with a resigned weariness.

Looking to the right you see another youth roasting a ptarmigan over an open fire-pit, behind him on a shelf lie more items of small game, next to it an open door into what looks like a mostly bare pantry.

Beside him are discarded flasks of wine and spirits, bones, refuse and emptied jars and pots.

Felion will begin by hurling insults and screaming that they will never succeed in their mission, if the companions ask what the hell he's talking about he will not believe them.

If they move to attack or after they have denied their guilt repeatedly he will use the second of the treasures he stole:

His first action will be to pour Amianthus dust over himself. (Half damage from dragonbreath, immune to normal fire).

Trugin moves to attack the most dangerous looking warrior.

Felion orders the youths to attack but they do nothing.

He will spend two rounds Dragonbreathing while hiding behind his throne then use the third treasure.

Scroll of Greater Healing (+7 hps).

Defeating Felion should not be too taxing for the companions, the youths (whether within the throne room or elsewhere) will not be of any use in the fight, running and cowering against the walls.

Trugin will stop fighting if his charge is killed, he has nothing to fight for and nothing to do. He will begin walking back to Magus Tor if not held or killed.

There is a fairly large amount of silver and gold sewn into the lining of Felions clothing and boots (about 200 florins in total).

If the GM is feeling particularly nasty have those characters who were hit with Dragonsbreaths have their Blue Moon symbols burned away or covered by soot be attacked by the Brazen Demons on their way out.

There is enough wood and metal in the tower to effect proper repairs to the LilleTomte and have the ship southbound for Upptallen with the rescued youths within a day or so.