

# The Isle of Ruin

50 years ago a temple of Solkan was attacked by the forces of Khorne. The Chaos warriors were seeking the magic devouring Sphere of Khorne which had been stolen from them by one of the temples Witch Hunters. This hunter, one Katrina Stotz, had succeeded in her quest to steal an artifact of chaos and seal it away from the world for all time, or so she thought. Unknown to Katrina, Khorne had other ideas and led one of his champions to the temple through nightmares. As chaos swept into the temple Katrina tried to make it to the treasure vault to seal it off but failed in the attempt and was cut down at the entrance. As the final temple inhabitants were being cut down, the high priest uttered a mighty curse upon the attackers. This curse resulted in the land around the temple, and the temple itself, being ripped from the earth. The chaos horde were trapped on the isle as it rose into the air and suffered the humiliation of starving to death as the temple remained hanging in space.

The temple now hangs in the air, having remained there for all the intervening years. Underneath, in its perpetual shadow, has grown up a dense growth of Strangle weed. While through the shattered halls of the temple the ghost of Katrina Stotz still roams, suffering as a ghost for her failure to seal the treasure vault and protect the world from the chaos artifact.

## DESCRIPTION:

1. The 300' radius island hangs 500' feet up in the air. Below it is a dense growth of woody looking vines that grow in its shadow and stands some 15 feet tall. The edge of the weed extends to around 2-3 feet in from the hole made when the isle rose into the air. *(It is up to the party to find a way up to the island)*

A. The island is rough and craggy except for a single area that appears flat and extends about 5' from the lip of the island.

B. A strange smell and a light rustling can be heard from the area of the growth. With a perception roll, the party will notice that nothing grows within 20' of the growth. If someone rolls less than half of the needed roll they will notice crushed bones lying around the base of the growth.

C. The growth is a type of Strangle weed. It produces an odor that will draw living creatures that come within 50' if they fail a WP roll with a -10% modifier. Once failed, the roll can be remade each round with a cumulative -10% each round. The main trunk of the Strangle weed is located in the center of the growth and is nearly impossible to reach. Each vine hits with a strength of 3 and is toughness 4 with 6 wounds and can strike up to 15' away from the main growth body. It can attack up to 10 times per each 5' section. It is also highly resistant to normal fires. Each hit that causes damage will result in a vine grasping its prey. The vine will then begin to drag the victim towards the main growth unless severed or escaped. To escape from a vine requires a strength test versus 1

strength point per attached vine. If a victim is dragged into the main growth they will be attacked by another vine containing a caustic fluid. Each turn 5 of these vines will attach to the victim causing d6 wounds per vine ignoring armor and doing additional damage if a 6 is rolled (no WS roll is necessary for this additional damage).

2. As the party first approaches the island, a figure of a woman will appear at the lip and gesture frantically for help and will then disappear back out of sight. This is the ghost of Katrina Stotz, trying to lure someone up to the isle so that she can pass on the unfulfilled duty that keeps her undead presence on this plane.

3. This ledge is what remains of the temple portico. It is made of granite 12" thick and is very stable.

A. At the far end of the portico there are three archways visible, each barred by an iron portcullis. Between the lip and the archways lies eight piles of ash, the dormant stage of a mighty chaos warrior. When the first party member comes within 5 feet of one of the piles they all begin to shift and, within 5 rounds form into black armored warriors and attack.

I. This creature has the gift of duplication. It fell into its current state as the island was ripped from the earth to avoid starvation. Its particular gift allows it to break into eight smaller entities and then, as each is slain, to form into larger bodies at the rate of 8-4-2-1. When the largest figure is slain the creature will be irrevocably dead.

	M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	Wp	Fel
Eight	4	25	00	3	3	5	20	1	18	18	18	18	18	18
Four	4	35	-	4	4	8	30	1	28	28	28	28	28	28
Two	4	45	-	5	5	10	50	1	38	38	38	38	38	38
One	4	65	-	7	7	15	70	3	58	58	58	58	58	58

Each warrior is carrying a two handed scimitar and has 1 armor point on all locations. The creature has Strike Mighty Blow at the 8 and 4 stages and gains Dodge Blow at the 2 stage. The final creature bears a spear made of Gromril called Ongrun (Dwarven for Ally).

**ONGRUN:** 5 1/2 feet long with a 12" blade on one end and a 6" triangular blade on the other. The spear is a 2H weapon that gives +1 damage (+3 total) and a free parry but suffers no initiative penalties. It will parry 1D6 + 1D4 points of damage. Along with the spear there are a pair of gauntlets that make it impossible to fumble Ongrun but will give a -40% to all dex. related skills if worn while not using the spear. Ongrun also imparts the necessary knowledge to use it appropriately while the gauntlets are worn and cannot be used without them. There is also a harness that allows the bearer to carry the spear at the hip, as it will reduce in size to 12" upon speaking its name.

B. The barred portcullises are S8 T25 and will require at least 30 strength points to lift. None of them are attached to their lifting mechanisms as the ropes have long since rotted away.

4. As the party enters the main hall Katrina will appear through a doorway and call to them; "What gods do you serve?" If answered true (the answer none will work if true) she will reply "Seek the key to the North-West." She will then appear to run back through the doorway and disappear.

A. The temple itself is made of granite and there are signs of a battle having taken place some time ago as there are the remains of the agents of law and chaos throughout although there weapons and armor are now corroded and useless. The ceilings are all of a uniform height of 12 feet.

5. Dining Hall and Kitchen area. The double doors at the rear of the kitchen are broken inward and there is a sheer drop just outside of them. It will take a good shove of at least strength 4 to force them open. Unfortunately, whoever forces these doors will have to make a dexterity test or fall through (fate point time unless another party member within grabbing distance can make both a dexterity and strength test).

6. These are the sleeping areas of the monks and those staying at the temple. It is here that the party will find many of the dead as the chaos war band struck at night.

7. This is the library of the temple. It has been torn apart and moldering books and scrolls lie scattered all across the room. It is also the area where the high priest fell to five undead beastmen. These beastmen are still here, having killed the high priest and there being nothing left living on the island they simply remained standing where they were, waiting for more to kill and destroy.

A. In this room also lies the skeleton of the high priest. Around the remains of his neck is a small steel key on a rusty iron chain.

### 5 Beastmen

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	Wp	Fel
4	50	25	4	4	7	60	1	21	30	21	30	30	21

These five are all armed with a piece of a Hellblade. Each piece acts as a normal 2 handed sword. However, for every wound caused by one of the blades there is a cumulative 10% chance that a bloodletter will be summoned. If a bloodletter does appear, it will take all five blades which will combine into a real hellblade. Each beastman also iron hard skin equal to 2 armor points at all locations.

### Bloodletter

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	Wp	Fel
4	50	42	4	3	15	60	2	89	89	89	89	89	-

The Bloodletter is armed with a hellblade which gives +10WS and does 4d6 damage. The Bloodletter has 2 armor points everywhere.  
(Because of the location in a temple of law, the Bloodletter is vulnerable to non-magical

weapons.) When the Bloodletter is killed it and the sword will dissolve away.

8. This is the main worship area of the temple. The entrance is barred from the main hall by a portcullis that cannot be moved except from within at the capstan which is located in the lower left corner of the room. The rotted remains of pews litter the area.

9. This is the where the high priest held audience with visiting dignitaries and held daily court. It still contains the remains of comfortable furniture.

10. This is the priest's ready room and private study where he prepared himself for either the audience chamber or the worship area.

11. This is the high priest's living quarters. There is a bookshelf on the east wall that hides the secret door to the stairwell down to the treasure room. To open the secret door, four books must be pulled out in a particular sequence. There is a gas trap in the room that is set to go off if the books are not pulled out in the proper sequence. This trap will fill the room with a poison gas that will inflict D4 wounds on anyone (ignores armor and toughness) inside it each round or 1/2 that if a save versus toughness is made. The gas will dissipate in 10 rounds.

A. Katrina will be waiting for the party as it enters the room. If they have destroyed the beastmen responsible for the death of the high priest she will say to them, "You have proven yourself worthy of the aid of Sokal, but before I may aid you, you must promise me to act upon that which you will find." If the party promises their aid, she will show them the proper sequence to open the secret door and leave them with the following, "For your aid that which was mine is yours, but beware those that sleep below." If the beastmen have not been dealt with she will simply stand there staring mournfully at the group.

B. A stairwell descends about 10 feet and ends at a 5'x5' square room. In this room is the doorway into the treasure vault.

12. This is the treasure vault of the temple. The 5' doorway is closed and next to it lies the body of Katrina, her hand still holding to the lever that opens and closes the doors. Above this lever is the keyhole that requires the iron key carried by the high priest. On Katrina's hands are a pair of gauntlets that give a +1S to those who have less than a strength of 6. In her right hand is a broken key exactly like that taken from the high priest's remains. To open the door is a simple matter of turning the key and pulling the lever down.

A. As the door opens, several things will happen at once. The party will see in the room the bodies of two chaos warriors and four beastmen. Around two sides of the room are shelves bearing various items. In the north-west corner lies a bowling ball sized piece of blue stone shaped in a perfect circle. As the party steps into the rooms, a glass ball the size of an apple will fall from above the doors and land with a crash on the floor and a red mist will billow forth. From inside this mist will arrive a Solkanite Guardian Demon. At the same time, the stone will begin to glow blue.

### Solkanite Guardian Demon

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	Wp	Fel
4	50	42	5	5	25	60	3	89	89	89	89	89	89

The Guardian Demon is similar in appearance to a minotaur but is much nobler in bearing. It is pure white with golden horns and hooves.

The demon has 2 armor points all over.

The demon is armed with a Witch blade which will remain once the creature is defeated. The Guardian Demon is not subject to berserk and only gains the bonuses listed under normal weapon statistics. It is Sokal's method of rewarding the party with his "blessing".

**Witch blade:** Solkanite Magic Weapon--Sword of the Witch Hunter

#### Description:

A two handed Falchion sword, golden in color, made of mithril.

#### Normal weapon statistics:

Can be used by any non Chaos or Evil aligned person.

+1 damage (+3 total), +10 Initiative

When attuned to user: cannot be fumbled, if another weapon is used in melee combat the blade bearer suffers -1 wound each round.

#### When used in combat:

Each full turn of combat the user must roll against his Will Power or go berserk. If the roll is 95-100% the user immediately falls into a sword berserk. Each turn of combat the user suffers a cumulative -05% against his Will Power roll, this also affects the chance to fall under the power of the sword. (The user continues to roll after normal berserk is reached, suffering the negative penalties against Will Power until the percentage roll is failed and the sword gains control or the berserk rage ends) A Cool roll can be attempted at the beginning of a round that the blade bearer is not in melee combat.

#### Normal Berserk when using a Witch blade:

+2 to strength, +2 to toughness, +2 to movement rate.

When berserk all encumbrance is ignored and the user suffers no penalties to initiative. Parries and dodges cannot be used.

#### Sword Berserk:

Additional +1 toughness. Additional +1 strength. Parries and dodges cannot be used. At this stage the sword bearer attacks the nearest creature that could be considered dangerous, friend or foe. If a sentient being is killed by the sword, the bearer gains 1d6 wounds. However, the points gained cannot exceed the wound total of the killed creature but can exceed the users wound total (up to twice the original starting total). If the bearer is within this stage of berserk 1d10 is rolled whenever a round of combat is ended and no foe is within five feet. This is the number of compulsory rounds the user will remain berserk until a Cool check can be made. If the Cool check is failed an additional check can then be made every d4 rounds. **IMPORTANT:** No matter what stage of berserk a person is in they will always attack chaotic creatures first.

### **When Berserk Ends:**

When the berserk rage ends, the total number of existing wounds is applied to the users normal total. This may take the user into the negatives and require a death test (extra wounds gained by using the sword, over the beginning total, are lost). The user will also be worn out and unable to move without assistance for a number of hours equal to the number of combat turns.

### **Additional Notes:**

When a person first uses the sword in combat, they become subject to going berserk. Upon the first time they go berserk, the user will need to make Will Power checks each round. If the roll is failed the user will have become attuned to the blade.

### **Attunement to a Witch blade:**

The user cannot use another melee weapon without suffering damage. The user cannot throw away the blade or move farther than 1,000 feet away for it will merely reappear at his feet. The blade will remain attuned to the user until death, however there may be magical means to un-attune the blade.

**The Sphere of Khorne:** The blue stone drains 1 magic point or +1 bonus or +10% bonus from magical items or magic users each round. It is able to take in 100 points of this energy before going dormant for d12 days. The stone gains 10 points for each point or bonus drained. If no magical energy is available, the stone will drain 3 wounds every round which gives it 9 points. The drained powers or abilities return at the rate of 1 per 9 hours. The effective range of the stone is a 30 foot radius circle. Each round the stone pulses and 4d4 beams shoot forth and each strikes a random target. If a target is hit that has multiple possible things to be drained then there is a 50% chance for each to be affected (yes, if the target is very, very lucky nothing will happen). The stone does not affect followers of Khorne. The sphere is invulnerable to damage by weapon and can only be destroyed by a fourth level priest of Law who must pour his life blood onto it (unfortunately this means the death of the priest).

C. Within this chamber there is 4,500 GC worth of coins and jewels in various locations, a magical shield that is made of Mithril (+1 armor point), and a wand of healing (5 green stones are set into a 1 foot rod made of ebony. Each stone can heal 1d4 wounds once per day (randomly determine which stone heals at any particular time), each day that a stone is not used it will gain an additional healing of 1d4 wounds up to 4d4 wounds total. There are also various books and religious items particular to the gods of law, Sokal in particular. There is also a small diary in this room written by Katrina detailing her adventures while on the quest for the sphere. It also details the means for destroying the Sphere.

13. As the party exits the chamber, Kristin will appear one last time saying "I may now go to my rest, as my final thanks I ask of you to look beneath the altar. Once done be quick for the magic which binds this place shall soon fail". She will then fade away as her bones become dust.

14. Beneath the altar there is breast/back plate and a belt marked with the sign of Sokal. The breastplate is +1 mithril but will also provide 1 armor point all over when worn in battle against chaos. The belt gives the wearer the ability of dodge blow at 50%, or the users Initiative, whichever is higher. If the wearer already has the dodge blow skill, he may take an additional dodge each turn by giving up one attack. Both items can be worn by anyone of Neutral, Good, or Lawful alignment. However, if the wearer commits an unlawful act of any kind, the item will fail on its next use. Belt: Next dodge will fail and the attacker will gain a bonus of an additional 1d6 damage. Breast/Back Plate: All armor being worn will not function against the next attack. These penalties occur once the next time the item is used and then the item will function normally until another infraction happens (if the wearer commits numerous acts then add them up. Sokal is serious about his stuff).

16. As soon as the group removes the items under the altar the entire island begins to shake. It will soon fall to the ground. If the party makes a determined effort to escape then let them. This is more for a dramatic conclusion to the scenario than an attempt to kill the party. However, if they dally let them suffer as you see fit. This also will force the party to do something about the sphere as the vault will be broken open in the destruction of the island and the Sphere will be out in the open, just waiting for Khorne to send more warriors after it. (If one of the party has taken the Witch Blade then Sokal will not let that person leave the area and will also automatically attune them to the sword).

