

Sailors On The Starless Sea

You are but common villagers pushed to your last resort. Crops have been bad and commerce poor to the effect that most of you are unemployed, but then two fortnights ago the monsters came. They attack at night, snatching villagers from their beds and spiriting them away in the dark. Precautions have been taken, but the raids continue. A militia was raised with weapons provisioned by the Duke, and the tracks were followed north into the mountains to the gate of an ancient ruin known only as The Lost Keep. The militia was never seen again, and last night several more villagers disappeared. Nearly two dozen people have been kidnapped, and you all have lost at least one family member, neighbor or friend. You are an angry mob of villagers wielding only the tools of your trade. Your task is to assail the keep and stop the terrors plaguing your village. The Lost Keep is a four hour walk, and your neighbors have provisioned you each with one day's rations.

Each player knows one rumor; Roll d8.

- 1 A great treasure lies hidden within the keep. Find it and become rich!
- 2 The raiders were part man, part beast. (Rat, Spider, Ram, etc.)
- 3 A sleeping dragons lies beneath the keep, and dragons are known to grant wishes.
- 4 The keep was built by two brothers who lie entombed beneath it.
- 5 Beware the well that is within the keep's walls—It has swallowed many a soul.
- 6 The keep was conquered by the armies of Law in ancient times, but the evil within was never extinguished.
- 7 Some of the missing villagers were part of the last raiding party, but they were monstrous and deformed!
- 8 The ruined keep was built by Chaos Lords and sits abandoned for good reason. Powerful evil dwells there.