

# Flying Fortress of the Celestial Order

The 2<sup>nd</sup> Adventure in the Dukes of Armageddon Campaign by R. St.Germain

## Synopsis

The city of Shallow Bay is preparing for the greatest social event of the year when an eagerly-expected shipment of ball gowns goes missing. Rumors abound of goblins gathering in large gangs to cut off all commerce to the city. While all seems like a routine job for adventurers there are hints of some sinister ancient evil pulling the strings in the background. Can the party save the Day of the Revered Ancestors and what will they find as they become embroiled deeper and deeper into the machinations of the mysterious Celestial Order?

## Adventure Start

The adventure starts when it becomes apparent to the nobles in the city that the caravan that was supposed to bring their new clothes for the balls of the Day of the Revered Ancestors is not showing up. For the sake of avoiding a longer phase of searching for a quest, it seems prudent to provide the PCs with a hook. The adventure can start in several ways.

**City Guard:** The PCs are either part of the city guard or hired as “external consultants” (a.k.a. deniable assets). Captain Cardona, the head of the guard is clearly enraged since the nobility is pressuring him to recover the valuable dresses stolen by the goblins. He will literally scream the orders to investigate the missing caravan into the PCs’ faces. Recovering the dresses is one priority. However, being quite vengeful, Cardona also want the heads of those behind this embarrassment to his reputation as a man

of law and order. The reward for non-members of the guard is 90 gold pieces for the whole group.

**Noble Reward:** A rich old matron of a noble house (use the tables on pg. 16 for details) offers a substantial reward (100 gold pieces) for the recovery of the dresses. As the involvement of the air cult becomes apparent, she will offer another 200gp to find the real culprits. (While she is decadent, she is also fiercely loyal to Shallow Bay and does not feel that the idiot mayor will take the right steps to protect it.)

**Other hooks:** There are many other ways to involve the players. Defenders of the natural order might heed a call from Eibon Blackleaf, the druid. Eibon might have sensed an imbalance in the order of the elements. Religious figures might play a similar role. Renegade heroes with an arcane bend (or supernatural patrons) might be interested in using the powers of the air cult themselves. In these cases, it is important to stress that the goblins in the forest might be the perpetrators and that they have been seen using elemental magic. These hooks typically do not involve a reward.

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*If you want to give the players some involvement in the background, you can ask the following questions:*

*Who of you has ordered new clothing for the*

*upcoming festival of the  
dead?*

*Do you have an ancestor  
whose skull is revered in  
the skull shrine? What are  
they renown for?*

*Who of you is afraid of  
heights and why?*

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## Shallow Bay

A lot of the action of this adventure will take place in the small city of Shallow Bay. Its 600 inhabitants live mostly of fishery and trade. There is also a small dwarven presence which ensures a steady supply of excellent weapons and armor for sale, as well as a few pieces of jewelry.

### History

Shallow Bay was established 300 years ago when the Lich *Pluton* forced the local tribesmen to set up a city for him. The tribes were forced by the lich to regularly sacrifice human beings on the so-called *blood stone*.

90 years ago, Pluton was slain by a powerful swordsman from the North. The hero disappeared shortly afterwards, his fate entirely unknown. Rumors have it that the phylactery of the lich is still hidden somewhere, slowly regenerating a body.

Despite the killing of Pluton, Shallow Bay remains a magnet of magical weirdness and problems. The latest cult activities are only the last example in a long line of incidents.

### City Government

The city is run by hereditary *Mayor Alfred Vishig*, a vain and wasteful man. The mayor is not very competent but can rely on an excellent advisor, the abjurer *Jasper the Steadfast*. Jasper is wise but has problems with situations that require quick action, as he likes to analyze all facts first. The city guard is

headed by Captain *Lucifer Cardona*, a choleric man with a huge belly and bloodshot eyes. Cardona passes on orders to his men but rarely takes a lot of interest in what is going on. The city guard consists of 10 men and women, half of which patrol the waves.

### Services

The city is a minor trade hub and most goods can be bought here. *Alazar's Bazaar* is a good place to buy adventurers' equipment at the normal price. There are also a few magical items, including a strange stone hand of unknown purpose that is the showcase item of the store. Of interest for players might be several potions described below.

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#### ***Magical Items for Sale in Alazar's Bazaar***

*Potion of Healing (heals 10  
points of damage, 40  
coins), Potion of Water  
Breathing (24 hours, 20  
coins), Potion of Water  
Walking (24 hours, 20  
coins), Potion of Sharkform  
(2h, 40 coins)*

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*Ungrimm Ironbender* is a dwarven mastersmith who sells excellent weaponry at normal prices. He is, however, notoriously grumpy and not a friend of small talk. He has even thrown people out of his store who took too long in choosing their arms or armor.

Most food in the city is seafood and is sold from small mobile stalls. The only tavern in town is the *Drunken Sailor*, a seedy dive known for knife fights and shady dealings. In this town, the middle and upper classes have no interest in taverns instead inviting their friends to their homes for drinking bouts.

### Religion

The only temple in town is the *Fishermen's Temple*, where the local seamen pray for

protection. The details of the deity worshipped here are up to the players. The local priest, a woman called *Serena Asiago*, is a powerful matron who makes the most rowdy sailor quiver in fright. (As a default, the deity is *Morzes*, a grim old god with little interest in humans, who will spare those who enter his domain if they placate him with libations.)

The upper class families pray to individual patron gods of their families in small shrines within their houses. A small minority reveres nature spirits and heeds the advice of *Eibon Blackleaf*, an ancient druidic healer who frequently visits the city. Eibon might offer some free healing spells or even magical *berries of healing* (which heal 5 damage) for those who fight the enemies of the natural order.

### Other Notable Personalities

*Brunt* is an old sea hand and the unofficial leader of the fishermen. He makes sure that the upper classes do not exploit his men and women and has been known to organize beatings for people who did not show proper respect to them. Brunt gets informed about everything going on in the city and his advice is typically taken as an order by his followers.

*Seylan* is a fanatical preacher of an unidentified god. He riles against the corruption of the mayor and his retinue and tries to instigate revolt. Seylan has hair red as fire and a huge, wild beard. He has been known to heal the needy but never without a lengthy sermon about the evil of material possessions. He is a particular enemy of Lady Aurelia, the owner of a local house of pleasure.

*Lady Aurelia* is a brunette with fiery eyes and a genuine hunger for pleasures of all kinds. She owns an ancient villa just outside the city where she provides courtesans of all sexes and many different races. She tries to stay out of trouble but is mostly unsuccessful.

The *Smokh family* lives in a derelict hut in the forest. They stay away from town and only go there to buy supplies and to attend religious

service. There are a lot of nasty rumors about the family most of which center around the claim that there is some demon or other in their bloodline. *Mama Smokh* is a pious and stern old woman who controls the household. *Papa Smokh* is a tyrant but normally too drunk to assert any authority. The five sons, Billy-Ray, Cooper, Elrod, Rebel, and Tucker, are never-dowells who are assumed to be involved in petty crime. Some people also link them to the disappearance of a travelling gambler a few years ago. The Smokh youth would not be averse to being hired by the cult for some violence. However, they are - in a twisted way - very religious and would be repelled if they knew the cult's background.

### Common Folk

The common folk of Shallow Bay are mostly fishermen, traders or craftsmen. The upper class lives mostly off the money they make by renting out buildings, ships, or other equipment or through money lending. Most people are human but there are a few dwarves and a few people with some elven blood. Typical names are Lugo, Tany, Severo, Metaso, Zwindel, or Myra. If you need some further details for a person, roll on the tables found on page 16 ("Inhabitants of Shallow Bay").

### Current Events

The city of Shallow Bay is currently preparing for the annual "*Day of the Revered Ancestors*" which will occur in four days from now as the new moon waxes. The day is celebrated with a ball and all the ancestors' skulls from the Skull Chapel (see pg. 11) are given a prominent position in the great hall of the mayor's palace. The day is also an opportunity for nobles to show off their newest clothing and many have placed orders with the famous tailoring house *Amazonia & Daughters*. However, the expected transport is overdue and people fear that it was attacked by bandits.

## The Temple of the Chaos Elemental

The disturbing rise of violence and unrest currently experienced by Shallow Bay is caused by several elemental cults that have been drawn to the area like moths to the flame. Somewhere near Shallow Bay, there seems to be a nexus of elemental power that could unhinge the natural order. This nexus is the legendary Temple of the Chaos Elemental (see page 13).

Those who manage to awaken the Chaos Elemental with a complex ritual can dedicate it to their favorite element. While the powerful creature is not under the control of its liberators, it will listen favorably to any plans that involve chaos, destruction, and radical change to the natural order of the world.

However, Pluton, the undead founder of Shallow Bay and a stringent follower of an entirely different flavor of evil (less chaos, far more uniforms and hierarchy), has set up powerful guardians to keep out those cults. Also, he removed the right hand of the slumbering Chaos Elemental. Without it, the ancient beast cannot be awaked. During the turmoil following Pluton's death the hand was lost and has now shown up in the most unlikely of places – Alazar's Bazaar! No living person today is aware that this curiosity is actually the key to the doom of Shallow Bay and the whole area surrounding it.

Thus, none of the elemental cults have been able to start the ritual yet. They need more power to overcome the guardians and also, they need to locate and retrieve the missing hand.

This adventure focuses on two of the cults – the Celestial Order and the sad remnants of the Shallow Grave Consortium. Another cult is described in the adventure "Cult of the Blue Crab".

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*As you are probably glad to read at this point, "Flying Fortress of the Celestial Order" does not require "Cult of the Blue Crab" to be run. However, you can run the two in sequence or – even more excitingly but slightly more complex – in parallel!*

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## The Celestial Order

While at first it only seems as if the local goblin bandits have become bold or, in the worst case, that a powerful goblin leader has emerged, there are invisible hands acting behind the stage. As the PCs will find out during their investigation, the goblins have been equipped with powerful air magic by an evil cult of air.

This cult is the Celestial Order, which was attracted by the slumbering chaos elemental near Shallow Bay several weeks ago. Using their cult leader's raven familiar, they quickly found out about the temple of the chaos elemental. They also found that in order to conjure the chaos elemental, they would need its missing hand. It required several more spying missing by the raven as well as some hefty ritual sacrifice to determine where to find the hand.

The cult is currently trying to access the missing part of the chaos elemental in town. However, since they were ambushed by Red Bloater, an earth cultist of the Shallow Grave Consortium, they have lost control over their floating island and now need some foot soldiers to attack the city. For this purpose, they are recruiting and equipping local humanoids such as the goblins who attacked the transport.

## Agenda and Modus Operandi

The Celestial Order worships Nebulis (or some other god of air found in your campaign). They

are blinded by its violent and life-hating glory and would like nothing more than to die in a massive orgy of destruction.

Like all of the elemental cults in the area, the Celestial Order wants to awaken the chaos elemental after getting the key to do so from Shallow Bay. Their general approach (aided by their goblin minions) as well as their reaction to the actions of the PCs is described below. The flowchart at the bottom of this page shows the timing and decision points for these actions. Note that many of this actions will not be undertaken by the cult itself but by its goblins pawns.

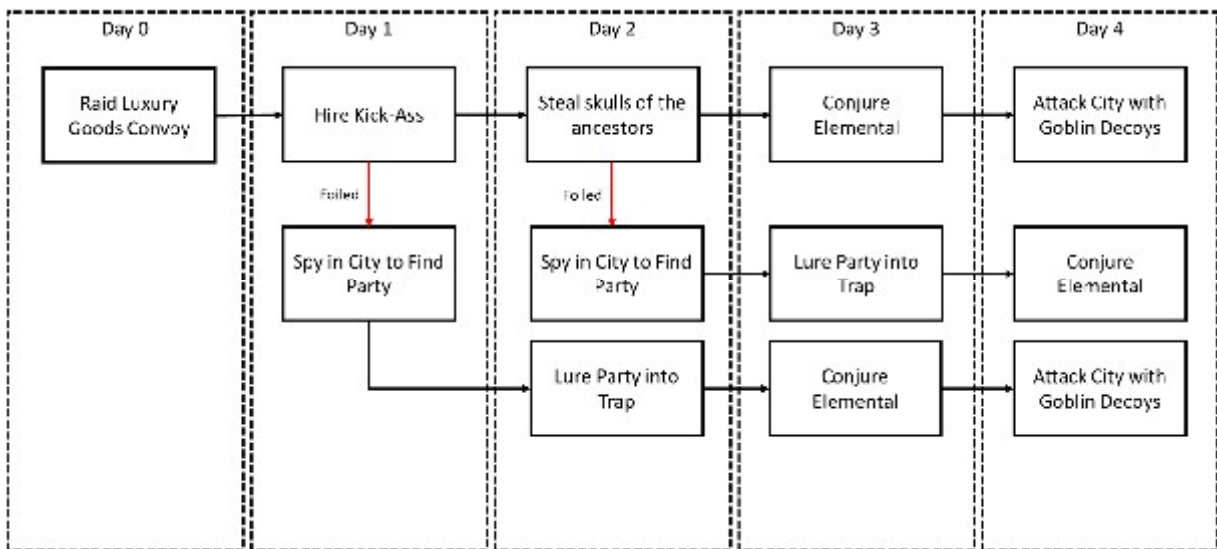
**Raid Luxury Good Convoy:** At the time when the party becomes aware of the problem, the goblins of Foulbreath’s gang (see page 7) will already have raided a luxury goods convoy. Their loot consists mainly of clothing (male and female) that was custom-made for an upcoming ball at the mayor’s palace. The goblins will dress up using the loot which will give them great credit with the other goblinoids in the woods.

**Hire Kick-Ass:** Flaunting their new wealth, Foulbreath’s band will invite the solitary hobgoblin archer Kick-Ass to their hideout. After some negotiations, the archer will join the band, impressed by the representative clothing.

**Steal skulls of the ancestors:** The goblins break into the Skull Chapel (pg. 11) and steal the skulls of the noble ancestors of Shallow Bay. They will keep some skulls to play around with but pass on the skull of Arkan Dreadwind, a well-known air elemental, to the Celestial Order. The corpse of Father Ghastwood will be found by Lady Dreadwind who was on her way to venerate the skull of one of her ancestors. She will run back to the city and have a loud discussion with the mayor on this subject.

**Conjure Elemental:** Using Dreadwind’s skull, the cult conjures an air elemental to bolster its forces. The elemental will help during the attack on the city as well as during the clearing of the Temple of the Chaos Elemental. If the Order does not have the skull or some reason, they will still attempt to conjure the elemental but will make a vital mistake. The air elemental will break lose and leave a clearly visible trail of destruction in its wake. With or without the elemental, the cult will go on with its plans. However, the trail of destruction might lead people such as the PCs to their base of operations.

**Attack City with Goblin Decoys:** In order to obtain the hand of the chaos elemental, the Celestial Order attacks the city. The attack is scheduled for the “Day of the Revered Ancestors” where most of the guards will be at the grand ball. If there are some delays, the cult



will try to go for the day right after, when everybody is hung-over. Its goblin pawns make a lot of noise while assaulting the front gate, supported by the air elemental. Meanwhile, using an *invisibility* spell, cult leader Zaduch steals the hand of the Chaos Elemental from Alazar's Bazar and escapes, possibly by using a *fly* spell. The rest of the cult is kept in reserve in case Zaduch is detected. Sometime in the middle of the battle, Alazar will come running because his shop has been broken open. After a successful raid, the cult will move on to the Temple of the Chaos Elemental.

**Spy in City to Find Party:** Blackwing, Zaduch's raven familiar, will hang out near the tavern in Shallow Bay to find out more about the troublemakers who acted against his master. He might overhear people praising the heroes and will look for them in town. Make sure to mention to the players that there is a raven somewhere nearby but put him in as a 'scenic feature', e.g.

- You see a raven on a nearby roof who seems to stare at you like a harbinger of doom
- A raven amuses the tavern guests by picking up the morsels they throw at him
- Again a raven! Those of you who are superstitious feel a tingle of dread going down their spine.

**Lure Party into Trap:** Once the cult knows who foiled their plans, they will try to eliminate their enemies directly through a trap. One of the lesser cult members (probably Olaf, unless he has been killed somehow) reluctantly disguises himself as a merchant, runs to the gate of Shallow Bay and claims that his convoy is under attack just a kilometer outside the city. When asked for details, he can provide little more than that goblins have attacked his cart and guards. He seems very nervous and as soon as anybody questions his story, he will start to run away towards the ambush site. At the site itself, there are no signs of combat. Instead, the Celestial Order is hiding in the undergrowth at

full force, ready to attack the party. If combat turns against them, they will try to flee into different directions. After that, the Order is defeated and will take no more actions. However, some of the cult members might end up as mercenaries in the Cult of the Blue Crab.

## Cult Members

The Celestial Order consists of a small group of deranged cultists that would like to see the glory of a perfect storm sweep away humanity. Unlike some of the other cults, they are all fanatics and do not mind their own destruction as long as they are able to witness the glory of unleashed air for one final time.

**Zaduch the Terrible, Duchess of Air:** A sorceress dedicated to air magic who runs the order through shaming its members into compliance. Zaduch is highly dramatic, listens and talks to an "invisible advisor", and puts on a really fake charming personality during negotiations. She also tends to let slip parts of her plans and then feels forced to kill the witnesses.



**Blackwing, Familiar:** Zaduch's familiar is a black raven. He speaks with a croaking voice and always emphasizes the superiority of creatures capable of flying when compared to "crawling worms".

**Carl Glitter:** A knight with a crystal-encrusted armor and shiny golden earrings. He often carries a small mirror to check his appearance. Carl is very vain and convinced that he belongs to the elite of mankind. He likes those who flatter him and hates those who do not. Zaduch knows this, which gives her excellent control over her bodyguard. Blackwing on the other

hand, likes to torment the knight with verbal abuse.



**Average Cultists:** The table below shows four of the 8 cultists in case you need more details.

D4	Name	Appearance	Special Trait
1	Olaf	Fat guy with really long fingers	Makes smacking sounds when talking
2	Jastraba	Young girl with thin dreadlocks	Plays with her hair when nervous
3	Orzel	Bald with beak-like nose	Eternally pessimistic
4	Urubu	Long, thin nose and large Adam's apple	Enjoys pain (in others)

## Foulbreath's Band

Foulbreath is a hobgoblin highwayman who uses his small band of goblins to attack lone travelers. So far, the various petty goblin bandits in the woods were considered a minor problem as they are quite fragmented and never attacked guarded transports. However, a month ago, Foulbreath encountered a mysterious "sky mistress" (i.e., the leader of the celestial order). The stranger offered powerful gifts in return for the promise to raid indicated targets and split the plunder. Quickly,

the bandit agreed and has now started by attacking the first trader – causing concern in Shallow Bay.

**Foulbreath:** A tall and wiry hobgoblin with really bad teeth and bright blue eyes. His followers like him because they think he is really smart and witty. In fact, he sees himself as something of a noble rogue. Foulbreath enjoys to hurl insults at his opponents but does not master the common tongue well enough for them to be effective. Still, his tribe will cheer every time he spouts an insult after a hit or successful parry. Foulbreath has a well-crafted longbow and owns two potions of flying reserved for emergency escapes when Spots is shot down.

D6	Insult
1	Even your mother fights better with a sword than a monkey.
2	Your hair smells like a flower in spring.
3	You look like a rabbit with golden teeth.
4	You fight like a general in underpants.
5	You are as slower than lightning.
6	Your legs look like monkeys.

**Spots:** A worg with spotted fur who has lightning rippling over her body. Spots also has grafted bat-like wings with freshly healed seams and can breathe a weak lightning ray. The worg is animalistic but cunning and follows the orders of Foulbreath, her rider, unless heavily wounded. Spot was magically modified by the Celestial Order to give the bandits an edge in battle and is quite happy with the changes.

**Kick-Ass:** A female hobgoblin who is quite sneaky and loves attacking people from ambush with her longbow. She has a black streak in her hair. Kick-Ass will join the band once they have enough loot to become interesting. In fact, even though she is quite practical in her ways, she has a secret longing for beautiful dresses and dancing to nice music. However, she hides this side behind a gruff and

cynical front. She is silent and likes to stay in the shadows, communicating with small gestures and half-sentences.

**Crusher, Smasher, Wiper, and Sneakers:** These four goblins form Foulbreath's band. They are insane, like evil pranks like tripping people, but ultimately do not have the stomach to attack stronger foes.

## The Shallow Grave Consortium

This evil cult of earth was nearly wiped out in a battle with the Celestial Order several weeks ago. Its last survivor, Sir Bloater, was able to trigger a magical trap and bind the floating fortress with a powerful enchanted harpoon. Now Bloater is hiding in a former burial mound and biding his time to take the power of the Chaos Elemental for himself.

### Agenda and Modus Operandi

Sir Bloater differs from the other cult leader in that he is not motivated by neither religious fanaticism nor revenge. For him, a creature with command over earth and stone would be the perfect tool to become rich. Serious damage to the natural order is a regrettable side effect one has to accept in order to access the treasures of the earth.

Functionally, Red acts as guardrails in this adventure where the party might lose track and be unable to locate the secret power behind the goblins. Described below are his actions to make sure the Celestial Order is eliminated.

**If the party fails to follow-up the goblins:** Red will wait for them in the tavern to see whether they have found the Order. If not, he will ask them about their encounter and express surprise that the goblins had access to such powerful magic. He will not do anything else, waiting for the order to make their next move. He will however stay nearby to join the party during the fake "second raid" staged by the Order to ambush the PCs.

**If the party does not prevent the stealing of the skulls:** Red will ask them about the skulls and point out to them that the skull of a powerful air sorcerer might have been taken. If they confirm his story, he will talk about strange lights he has seen in the woods and offer to take them there. Red will lead the party to the floating fortress and help them in the fight. He will make sure one of the cultists survives and extract from him the story of the chaos elemental. For him, the help of the party is required to access the Temple of the Chaos Elemental.

**If the party clears the Temple of the Chaos Elemental and Red is with them:** Red will attack the party during a rest to raise the Chaos Elemental himself and destroy Shallow Bay in order to access whatever riches the earth beneath it has to offer.

## Members

**Sir Redrick Bloater, Duke of Earth:** Redrick "Red" Bloater is a knight who lives in a recklessly vacated burial mound. From there, he rides out on his squat drake to hunt monsters in the forest, which makes him quite popular with the townsfolk. He is also willing to sign up with adventurer parties to fight against elemental cults.



Red wears very heavy reddish-brown armor and wields two crude warhammers that deal extra damage against elemental creatures of air. He is uncultured and quite brutal in



combat. While, his strong opposition towards the air cult might appeal to the party, if push comes to shove, he turns out to be quite disloyal. When in danger, he has no problems with sacrificing one or more of his allies.

## Places of Interest

### Ambush Site

About 3 miles outside town, the road is blocked by an abandoned cart bearing the logo of *Amazonia & Daughters*. There are signs of fighting and several corpses. One is a goblin slain by human arrows. The other four are human caravan guards as well as a female tailor. They were killed by goblin arrows but also show some small but deep burn marks. One body does not show any outward signs of injury except for a face distorted in great pain.

There are foot prints leading into the undergrowth. On the first day, they are easy to read becoming increasingly difficult with each passing day. Also, after one day, the corpses will be ravaged by the beasts in the woods.

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*Set the difficulty of the task for tracking the goblins to a low value if you want the party to progress more quickly. You can also extend the adventure by making it more difficult and having the party run into forest creatures on a failed roll.*

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### Old Bob's Cabin (Goblin Camp)

Following the foot prints quickly leads to a derelict hut where the goblin bandits hide. (For details on the bandits see ***Fehler! Ungültiger Eigenverweis auf Textmarke.*** on page 9.) The hut itself is small and ill-maintained. The almost skeletal corpse of its former owner, a charcoal burner, is nailed to its outside. Rats abound.

There is also a small and relatively new shrine to an evil air god outside the house. However, it does not seem as if the goblins are really into it as it is not very well kept. If everything goes according to the celestial order's plans, this is what the party will find on site:

**Day 1 – Goblin Conference:** If the party arrives shortly after the first raid, they will witness a heated discussion between the bandits and a female hobgoblin in front of the hut. The female seems wary of the goblin band at first but will be quite impressed when Spots starts breathing lightning and when they start showing her the beautiful dresses they have stolen. Foulbreath promises the hobgoblin a *potion of flying* if she joins the band as well as an equal share of all loot. However, he also mentions that some part of it has to be given “to the sky masters”.

**Day 2 - Tournament:** Kick-Ass, the female hobgoblin, will already be part of the band on day 2. The party will find the bandits distracted as they play a soccer-like game with some of the skulls they have looted from Skull Chapel. If somebody checks, the skull of Arkan Dreadwind is not among them. (It has been passed on to the Celestial Order.)

**Day 3 – Goblinfest:** With the money taken from the noble's transport, a group of about 10 goblins are being hired to join the band. There is a lot of mushroom beer and shouting going on, so it won't be hard to gain surprise. The following goblin warbands are present at the discussion.

Warband	Members	Notes
<b>The Pointy Helmets</b>	5 goblins	Wear huge pointy helmets and sport huge mustaches. They have no real boss.
<b>The Looney Brothers</b>	2 goblins	Packed with belts of fire pots (1d6 fire damage). If they

		start throwing them, the resulting fire is very likely to get out of control.
<b>The Faceless</b>	3 goblins	These goblins wear featureless masks and wield machetes. They might stab allies just for the fun of it.

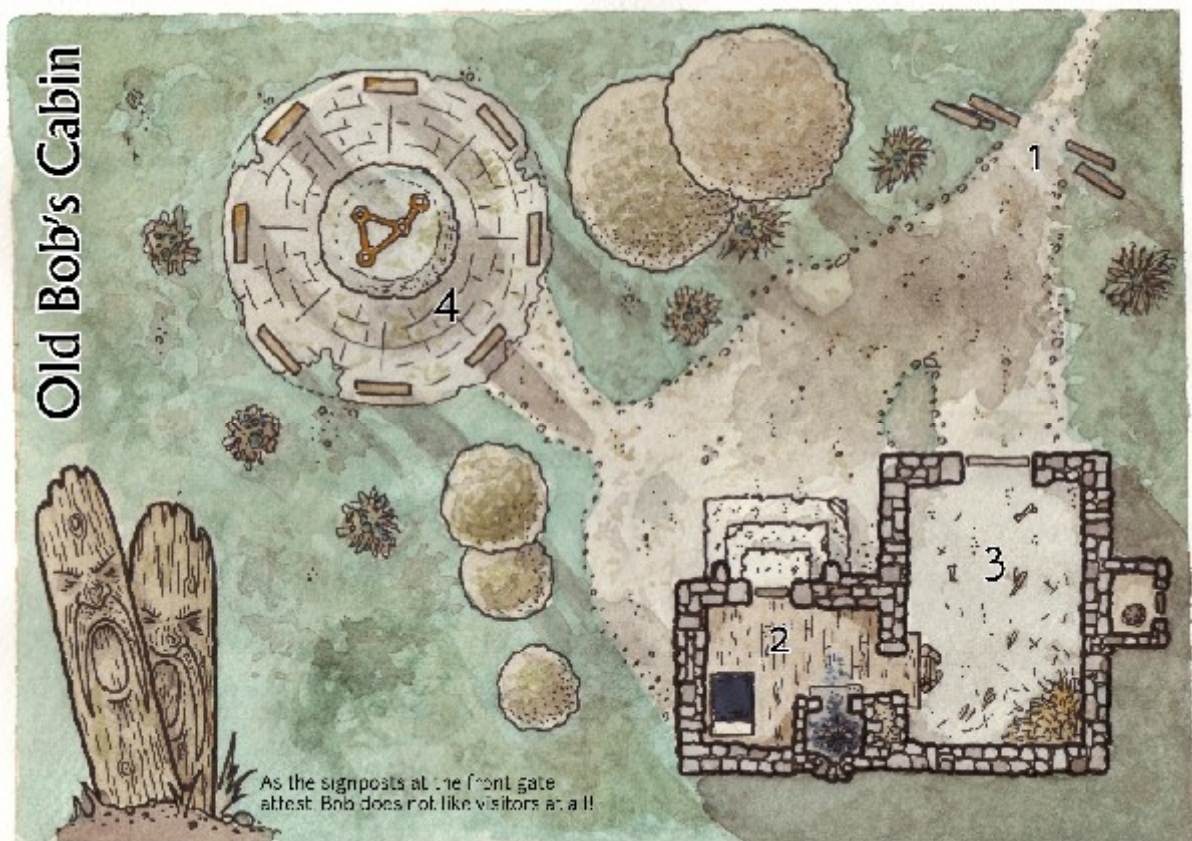
**1. Gate:** The gate to the cabin consists of carved boards of wood. Four screaming faces look at intruders and their eyes seem to move. This effect is cantrip-level magic that has no other effects. In the past it was enough to scare off approaching villagers.

**2. Main Room:** The main room of the cabin is small and dirty with only a little bit of light coming in from the front door. Foulbreath sleeps here and keeps the band's treasure hidden under the bed. There are four bottles of

strong spirits worth 10 gp each, 5 pieces of topaz (50 gp each), and a potion of healing.

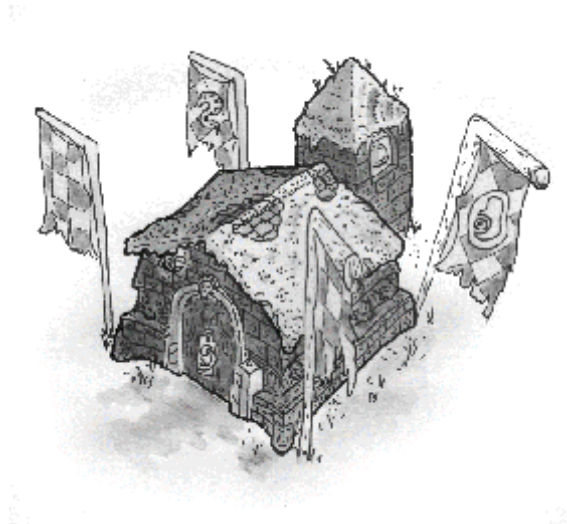
**3. Stable:** Bob's livestock has already been consumed by the goblins. The rest of the goblin band now resides here. There are bedrolls lying on the floor as well as a few personally-owned copper coins.

**4. Shrine to Nebulis:** This outdoor shrine was formerly dedicated to a local spirit but has been crudely modified for the worship of Nebulis. However, the newly grown moss and lack of footprints suggests that it is rarely used. In fact, the goblins pay lip service to their new god but are not really fanatical followers at all.



## Skull Chapel

Peynul Ghastwood, a sullen priest of the death god only known as the Eternal Guardian (or some god appropriate to your campaign), runs and protects a small chapel where the skulls of important noblemen and women from the past are stored. They are lined up in beautiful shelves and each skull has the name of its former owner as well as their greatest deed calligraphed on the front.



The site is largely ceremonial but occasionally, somebody casts a spell to speak with the dead to get some important information from family history. The place is considered highly sacred and people would be shocked if it was violated. The chapel is very small, quite old and covered in moss. Its outside is covered with multiple carvings of skulls.

### Notable Skulls

Harlan Smallish who singlehandedly defeated the Kraken during the Great Siege of Shallow Bay
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Arkan Dreadwind who conjured a mighty storm to crush the invading Northmen
--

Facetta Idori who loved so many men that her children were legion
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Marco di Montagna-Zucchero who wrote the "Book of Friends"
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**Day 1** – The tight-lipped Father Ghastwood will admit anybody who shows the proper respect

and leaves their weapons outside. The place is quiet and has a feeling of both dread and glory at the same time.

**Day 2 plus** – The door to the chapel is broken open and Ghastwood lies dead on the threshold. Many of the skulls are stolen but some have been smashed and cast aside. If somebody checks, the skull of Arkan Dreadwind is not among the discarded skulls.

## Flying Fortress of the Celestial Order

Hidden deep in the forest one can stumble upon the Flying Fortress of the Celestial Order. The fortress was trapped there by a magical anchor placed by Redrick Bloater. Unable to use their aerial fortress for attack, the order has decided to use goblin proxies to avoid early losses. Based on their agenda, the order might be deeply entrenched in their fort or be somewhere else. In that case, they do not leave any guards, wrongly assuming that their fortress is safe from intruders.

**1. Mystical Flywheel:** This giant brass wheel produces mystical energy used in the small hut adjacent to it (2). There is little to gain from an investigation. However, unlucky characters might be caught in the wheel and suffer some serious damage if they get too close.

**2. Conjunction Hut:** This small hut is used to distill potions of flying from pure elemental air at a rate of one potion per month. There is also a conjunction grid embedded in the floor to conjure air elementals. When the cult has completed its agenda to the point where they conjure an elemental ally (see page 4 'Agenda'), Zaduch and Carl will conduct a ritual here that takes several hours.

**3. Cargo Lift:** The opening in the floor of the flying island can be used to lift up supplies or cult members. The cult is unwilling to invite strangers up to its fortress. Two cultists typically stand guard here.

**4. Airship Dock:** This plank can be used to connect flying ships to the island. However, at

the moment, the order does not have access to such a ship or boat.

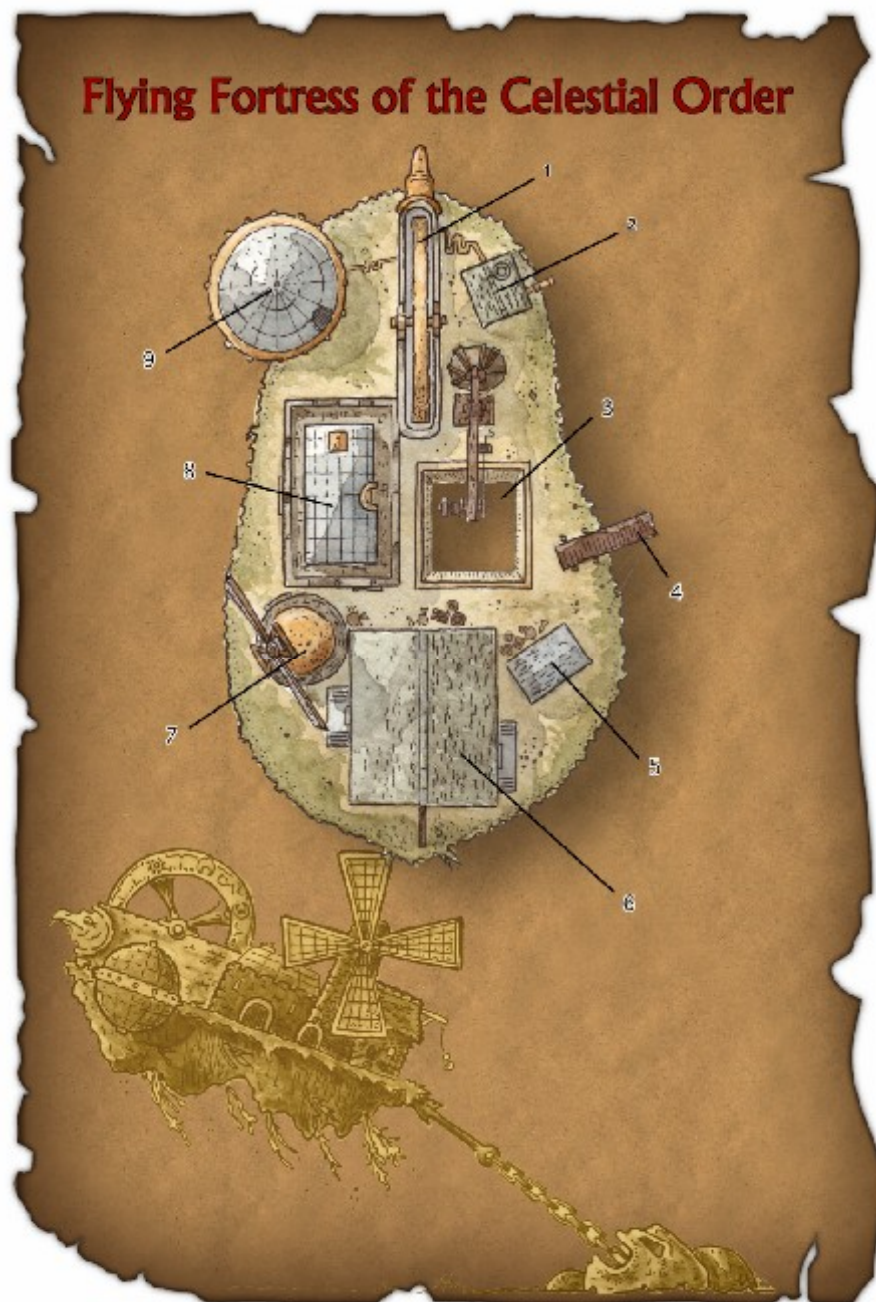
**5. Prison:** This small hut is used as a prison. Currently, it is empty.

**6. Main House:** All cult members live here in small rooms. Zaduch and Carl have larger rooms on the top floor. If Zaduch is not busy with other things, she resides here. Searching the main house reveals a locked box with a poison needle trap. Inside are 200 gold pieces,

5 small sapphires (25 gp each), and a potion of animal friendship.

**7. Windmill:** The windmill is used for all kind of grinding tasks. At the moment, a cultist is using it to grind flour.

**8. Stronghouse:** Fitted with a strong gate, this is the last refuge of the cult if the island is under attack. The top floor holds hot pitch that can be poured down on attackers. All cultists that are



awake will stay on guard on its wall, led by Carl Glitter.

**9. Glasshouse:** The glasshouse contains mysterious plants that float in the air and look like fluffy green balls of moss or leaves. The glasshouse is a place of rest and recreation for the cult.

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*The fortress might contain pointers to the Temple of the Chaos Elemental, especially if you play this adventure stand-alone. If you want to fight more cults, it might be prudent*

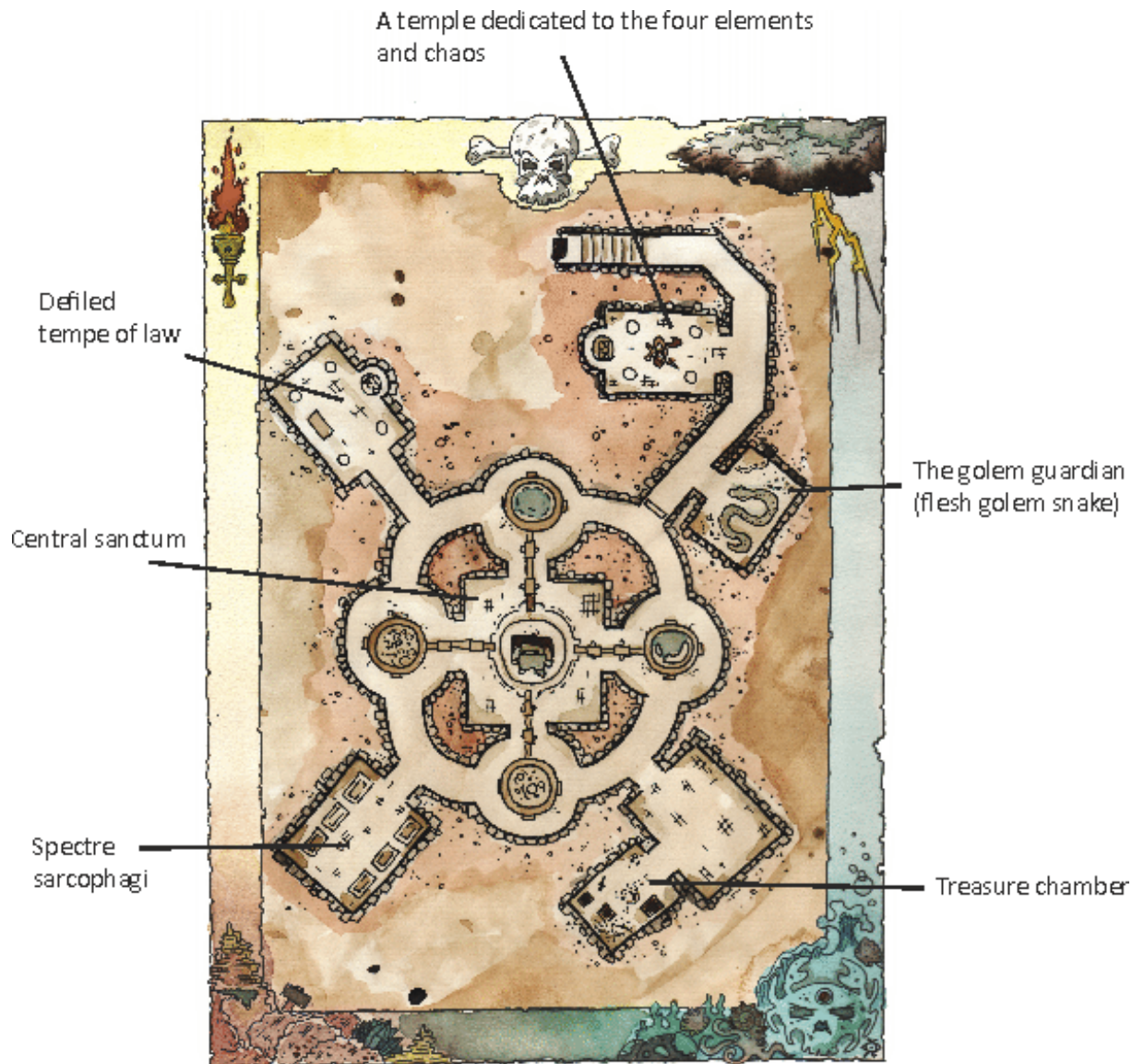
*to delay the detection of the temple for a bit.*

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## At the Temple of the Chaos Elemental

There are different ways to find this place – interrogation of cult members, stealthily following the cult expedition as it goes there or being pointed to it by Redrick who wants some pawns to clear the way for him. The temple is an ancient site of elemental worship. In its central sanctum resides a slumbering evil that the cult members want to awaken.

**Opposition:** The dungeon's first line of defense is a flesh golem snake. If this relentless



defender of the temple is destroyed, the six specters trapped in the sarcophagi will be released. These creatures will roam the tunnels in search of intruders. If one of them finds the party, it will call the rest and they will attack in unison.

**Celestial Order activity:** The temple is basically a dungeon, unless the cult members arrive there shortly before or after the PCs, which adds a level of dynamics. The cult is well-prepared for its assault and will proceed to defeat the snake. Afterwards, they will start a hit and run battle with the spectres, losing all remaining cultists. Carl and Zaduch will survive along their air elemental and defeat the spectres after a day. The Order will be at full strength again after a full rest in the defiled temple of law. After that, they will start the ritual to raise the chaos elemental.

**Treasure:** The treasure chamber contains coins and gems worth 1000 coins. There is also a minor magic sword that deals extra damage against elemental creatures (+1w4 vs. *elemental creatures*) and a shield that can negate fire damage once per day.

**Central Sanctum:** The central sanctum contains the chaos elemental (a vile creature predating the existence of elements) bound into a statue of stone that is missing one hand. A 20 hours ritual during which the missing hand (currently residing in *Alazar's Bazar* in Shallow Bay) is reattached can awaken the creature. By opening one or two of the elemental tanks, the caster decides upon the nature of the elemental. It can rise as fire, water, air, earth, magma (fire and earth), mud (earth and water), mist (air and water), or smoke (air and fire). Other combinations are not possible. The creature is not controlled by its summoner but is inclined to listen to their wishes, especially if these involve widespread destruction. Another ritual (also 20 hours and also needing the stone hand) can banish the entity from this plane for 100 years and one day if executed before the elemental is released.

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*What if your party already raided the Temple in "Cult of the Blue Crab"? Well, the Celestial Order might not know this and go there anyway – possibly being hunted by the party. Alternatively, they might have come up with some way to break the PCs' counter ritual, thus taking the party back again to the site they once sanctified.*

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## Appendix – 5e Stats

### Foulbreath's Band

- Foulbreath & Kick-Ass – regular hobgoblins the two of them
- Spots – Worg with Flying 40 feet and an additional attack option: Lightning Breath (2d6 (7) lightning damage, Reflex save DC 12, area of effect 15 feet long, 5 feet wide)
- 4 goblins

### Celestial Order

- Skyweaver (CR 3 sorcerer, Princes of the Apocalypse)
- Knight (CR 2)
- 4 Howling Hatred Initiates (CR .5)

### Temple of the Chaos Elemental

- Flesh Golem (CR 5)
- 6 Spectres (CR 1)
- Elemental Myrmidon (CR 7, Princes of the Apocalypse)

## Appendix – Random Shallow Bay

If you need some more details about Shallow Bay, its denizens, noble houses or food – just use these tables.

### Inhabitants of Shallow Bay

D100	Race
1-90	Human
91-97	Dwarf
98-00	Elf

D10	Male Name	Female Name
1	Lugo	Savoria
2	Tany	Manica
3	Severo	Myra
4	Metaso	Rigida
5	Zwindel	Gariffa
6	Cerclo	Garula
7	Uzio	Eca
8	Scorsy	Scintilla
9	Tellorio	Telloria
10	Nappy	Daffea

D6	Motivation
1	Get rich
2	Avoid creditors
3	Relax from hard work
4	Serve the gods
5	Join the city guard
6	Build the best boat ever

D6	Trait
1	Worried
2	Distrustful
3	Extroverted
4	Helpful and kind
5	Short tempered
6	Impatient

D6	“Look”
1	Scar on face
2	Gaudy clothing
3	Huge nose
4	Missing ear
5	Winning smile

6	Smells of salted fish
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D6	Rabble Job	Common Folk Job
1	Beggar	Fisherman
2	Boat hand	Fish trader
3	Cutpurse	Merchant
4	Agitator	Barber surgeon
5	Messenger	Manservant
6	Day laborer	Peddler

D6	Noble Job	Dwarven Job
1	Merchant	Blacksmith
2	Courtier	Jeweler
3	Gambler	Goldsmith
4	Sea captain	Merchant
5	Mercenary	Money lender
6	Money lender	Common folk job

D6	Dark Secret
1	Has an affair
2	Hates the social order in Shallow Bay
3	Has killed somebody while drunk
4	Is extremely boring
5	Owens a magical item tainted by evil
6	Secretly worships Pluton the former lich lord

### Noble Houses

To come up with one of the noble families in Shallow Bay, roll the tables below.

#### Family Name

D6	Start	Middle	End
1	Ruba	cori	olo
2	Suma	drogi	ati
3	Manica	lo	uro
4	Ber	li	coni
5	Atta	ma	fanti
6	Mili	san	julai

#### Family Crest

Roll once on the main table and roll up the details as needed. If you roll the same color twice, re-roll or assume different shades.

D10	Family Crest
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1	Animal on divided field (2 colors)
2	Item on divided field (2 colors)
3	Animal on checkered field (2 colors)
4	Item on checkered field (2 colors)
5	Animal carrying an item on monochrome field (1 color)
6	Animal carrying an item on checkered field (2 colors)
7	2 animals facing each other on monochrome field (1 color)
8	Magical creature on divided field (2 colors)
9	Magical creature wielding an item on monochrome field (1 color)
10	Composite of 2 crests (roll twice on this table) which resulted from a marriage

D6 Animal	
1	Fish
2	Octopus
3	Swan
4	White-tailed eagle
5	Crab
6	Shark

D6 Magical Creature	
1	Sea serpent
2	Dragon turtle
3	Sea lion
4	Mermaid
5	Man with the lower body of an octopus
6	Water elemental

D6 Item	
1	Trident
2	Ship
3	Chalice filled with sea water
4	Ship's wheel
5	Anchor
6	Oar

D6 Color	
1	Gray
2	Blue

3	Green
4	White
5	Black
6	Rust

### House Motivation

D10 Motivation	
1	Remove the mayor for a true republic of nobles
2	Monopolize the fish trade
3	Replace the mayor with a member/puppet of the house
4	Destroy another house
5	Discover the secrets of the lich Pluton
6	Protect the town from threats
7	Instigate strife and make money selling weapons
8	Struggle against the steady decline of the house
9	Make the house religion the mandatory religion for Shallow Bay
10	Pretend to have one motivation but secretly follow another one

### House is known for

D10 Item	
1	Its money and power
2	Its hot-blooded duelists
3	Its dedication to study and education
4	Its religious fervor
5	Its contempt for the fishermen
6	Its family curse
7	The good looks of its females or males (pick one)
8	Rumors of devil or demon worship – never proven but often hinted at
9	The long-running feud with another noble family
10	The magic weapon the head of family wields

### Random Encounters

#### Encounters in Shallow Bay

D6 Type of Encounter	
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<b>1-3</b>	Rabble
<b>4-5</b>	Honest Folk
<b>6</b>	Cultists

<b>D6 Rabble Encounters</b>	
<b>1</b>	Group of 1d6+2 rowdy fishermen looking for trouble
<b>2</b>	Seylan preaching against the establishment
<b>3</b>	Brunt with 2 guards showing support for his men and women
<b>4</b>	Lady Aurelia discretely exiting a noble house
<b>5</b>	Mama Smokh coming from the temple
<b>6</b>	Roll for one rabble troubling one „honest folk“

<b>D6 „Honest Folk“ Encounters</b>	
<b>1</b>	Eibon Blackleaf looking to buy supplies
<b>2</b>	Serena Asiago on house call to visit a fisherman burnt by a fire creature
<b>3</b>	Alfred Vishig supervising the work on a statue depicting himself.
<b>4</b>	Jasper the Steadfast improving some magical wards protecting the town
<b>5</b>	Lucifer Cardona drunk being carried home
<b>6</b>	Ungrimm Ironbender and his apprentices take home wood for the smithy

<b>D6 Cultists</b>	
<b>1</b>	Blackwing the raven familiar looks for interesting things in town
<b>2</b>	Alphonse de Gusta humiliates a fish soup vendor
<b>3</b>	Sir Bloater looks for cult activity and harasses some innocents
<b>4</b>	Sir Bloater shoots a dove feeling watched by it
<b>5</b>	De Gusta and Sir Bloater exchange insults
<b>6</b>	Tiny fire elementals run through the city as people struggle for water buckets