SHATTERED COAST

OVERVIEW

Trouble brews along the Shattered Coast. A wild region where mountains meet the sea.

Coastal settlements suffer relentless attacks by the fearsome Seawolf Raiders. Unable to fight back effectively, the inhabitants find themselves divided amongst two factions with conflicting interests and goals.

The cause of the undead menace is an evil The Zealous Ironhill Guardians strive to unite the coast with faith. The Crescent Moon Merchants on the other hand are more interested in keeping control over Crescent Bay, than uniting the coast.

At the same time, The Stormcrag Ogres watches from the hills, wanting to reclaim the lands their forefather owned for centuries.

HOW TO USE

- Roll two rumors at the start of each session
- Roll travel events whenever the PCs travel between locations
- Locations marked with a **DIAMOND** are unknown and the PCs must learn of them before being able to travel there

IRONHILL KEEP

- **THEME:** Defensible mountain fortress
- **SET PIECES:** Massive stone gates, watchtower, natural spring
- **FACTION CONTROL:** Ironhill Guardians
- **SOUNDS & SMELLS:** Orders being barked by commanders, Cold mountain air

SEAWOLF CAVE

- **THEME:** Coastal raider hideout
- **SET PIECES:** Abandoned lighthouse, hidden cave, ship graveyard
- **FACTION CONTROL:** Seawolf Raiders
- **SOUNDS & SMELLS:** Waves crashing, Burning wood

STORMCRAG LAIR

- **THEME:** Ogre-ruled mountain valley
- **SET PIECES:** Ogre camp, gory totem poles, ancient ruins
- **FACTION CONTROL:** Stormcrag Ogres
- **SOUNDS & SMELLS:** Grunting of ogres, Damp earth



CRESCENT BAY

- **THEME:** Thriving port and trade hub
- **SET PIECES:** Busy harbor, grand marketplace, secretive tavern
- **FACTION CONTROL:** Crescent Moon Merchants
- **SOUNDS & SMELLS:** Seagulls, Exotic spices

SUNKEN RUINS

- **THEME:** Flooded ancient city
- **SET PIECES:** Sunken temple, flooded streets, mysterious statue
- **FACTION CONTROL:** None
- **SOUNDS & SMELLS:** Water dripping, Decaying wood

DARKSPINE ISLAND

- **THEME:** Monster-infested island
- **SET PIECES:** Black sand beach, jagged cliffs, monster's lair
- **FACTION CONTROL:** Young Bronze Dragon
- **SOUNDS & SMELLS:** Eerie cries of the dragon, Briny seaweed

TRAVEL EVENTS

2D6	EVENT
2	Arrows fly by the PCs heads as they are suddenly ambushed by a group of 1D6+5 Seawolf Raider
3	A peculiar pile of stacked rocks grab the PCs attention. A small box is peaking out from underneath, containing a good sum of coin and a few gems
4	A fierce storm blows in from the south. debris flies everywhere and the waves crash hard against the cliffs. The PCs must seek shelter
5	Traveling merchant heading for Crescent Bay. Offering general supplies but also two over priced healing potions
6	A group of 1D6+2 Ironhill Guardians are arguing with two Stormcrag ogres about which god is really to be trusted
7	The PCs scout a group of 1D6+4 Seawolf Raiders camping up ahead. Their ship shouldn't be too far of
8	Three Ironhill Guardians are resting by a makeshift camp, one of them is severely injured, they will ask for help if approached in peace
9	The young Bronze Dragon is seen in the distance, perched on a cliff and looking out over the sea
10	The PCs come across a guarded caravan belonging to the Crescent Moon Merchants, one of the wheels is broken, they ask for assistance
11	An injured sea bird with a message tied to its leg is stuck in a crevasse. It will be a dangerous climb down to it. The message contains a detailed description of the location of the Sea Raider's base of operations, the Seawolf Cove
12	The young Bronze Dragon swoops down from the sky and lands near the PCs, it's hungry and the PCs look like lunch!

When rolling an already used encounter or one that makes no sense, either re-frame it or treat as "Nothing happens"

Sample file

FACTIONS

NAME	DESCRIPTION	GOAL
Seawolf Raiders	Fierce group of marauders, skilled in naval combat and adept at hit-and-run tactics, led by the ruthless Captain Blackeye.	Expand their territory and plunder the region's resources, also drink mead and sing shanties.
Ironhill Guardians	Fanatical order of knights led by the soft-spoken but resolute Sir Gareth, who dreams of uniting the coast to fight back the Seawolf Raiders. But all must share his faith.	Spread his faith across the coast to stand unified against the raiders, drive them from the region and restore the peace.
Stormcrag Ogres	Tribe of intelligent ogres led by Gorrum the Wise, an unusually literate and cunning ogre chieftain.	Gain control over key strategic locations and resources, to regain control of the lands their forefathers once ruled over.
Crescent Moon Merchants	Wealthy and influential merchant guild ruled by the four elders of the High Council. They are adept at manipulation and employ a network of spies and mercenaries to maintain their hold on the region's economy. Something Sir Gareth does not approve of.	Exploit the ongoing chaos to ensure their continued prosperity. Possibly at the cost of civilian lives.

KEY NPCs



CAPTAIN BLACKEYE

OCCUPATION: Raider Leader

FACTION: Seawolf Raiders

GOAL: Become the most feared raider to compensate for his short height

QUIRK: Thinks he can communicate with sea birds, and it sometimes actually seems to work



SIR GARETH

OCCUPATION: Knight Commander

FACTION: Ironhill Guardians

GOAL: Unite the region in the name of his god to bring peace to the coast

QUIRK: Always speaks softly, even when angry



GORRUM THE WISE

OCCUPATION: Chieftain

FACTION: Stormcrag Ogres

GOAL: Establish ogre rule to honor forefathers

QUIRK: Can read and write, is strategically inclined and in general much more clever than any ogre

RUMORS & LORE - *Re-frame already rolled rumors*

1. The Seawolf Raiders have a secret alliance with the Crescent Moon Merchants. (False)
2. A powerful artifact lies hidden in the Sunken Ruins, which could turn the tide of battle
3. The Bronze Dragon can be controlled by whoever possesses a magical amulet said to be in the hands of the Ogres. (False)
4. The Stormcrag Ogres aren't the violent brutes people assume; they can certainly be reasoned with
5. The alchemist of Crescent Bay is in need of Crimson Seaweed, a rare type of weed growing on Darkspine Island
6. Tensions simmer within the Crescent Moon Merchants' high council, and threats have been thrown around in public

ESCALATION EVENTS - *Roll once per week, or if the PCs are stalling*

1. A storm of epic proportions lay waste to the coast. Ironhill Keep is split in half by a mighty lightning bolt. The keeps defences are decimated
2. The Dragon living on Darkspine Island, attacks Crescent Bay and lay waste to the entire harbor, killing many civilians
3. A power struggle within the Crescent Moon Merchants leads to the assassination of one of the council members and the guild splitting in half, each lead by one of the sons of the assassinated council member
4. Sir Gareth and a small force of Ironhill knights take control of the town hall of Crescent Bay, proclaiming martial law
5. The Stormcrag Ogres tire of the stalemate and join forces with the Seawolf Raiders, laying siege on Ironhill Keep. How long will their defenses hold?
6. The Seawolf Raiders grow bolder and launch a full scale attack on Crescent Bay, slaughtering many and seizing control of the town

NPC GENERATOR - *Roll 2D6, one per row*

NAME	Aedan	Ciara	Fintan	Aveline	Ulric	Morwenna
ATTITUDE	Unresponsive	Impatient	Eccentric	Aggressive	Timid	Arrogant

MAGIC ITEMS

ITEM NAME	TYPE	DESCRIPTION	LOCATION
Kraken's Fang	Dagger	Deals additional lightning damage, chance to stun target	Sunken Ruins
Stormshard Hide	Leather armor	Resistant to lightning, increases wearer's agility	Ironhill Keep
Sea's Whisper	Trinket	Allows wearer to walk on water for a limited time (once per day)	Crescent Bay
Ogre's Bloodlust	Potion	Temporarily increases strength and resilience	Stormcrag Lair
Stormcaller	Spear	Can shoot a powerful bolt of lightning at an enemy (once per day)	Darkspine Island

Sample file