

SKYREACH

A Scenario for Godbound (an RPG by Sine Nominee Publishing) By Luke Walker

This scenario was generated using the Court and Ruin random generators in the Godbound Beta 1.0. Words that are italicised and bolded are important elements or references to the Godbound bestiary.

HOOK

The PCs are investigating the source of a mysterious gaseous weapon of mass destruction that was unleashed on a town to which they have a connection.

An initial search has led the PCs to an ancient text describing a calamity that befell a trading nexus called ***Skyreach***. The citadel was fabled for its reach across the land from the peak of a mountain somewhere in what is now the north of the Raktine Confederacy. The secrets of Skyreach were said to be locked in a central vault that was sacred by the Hawk God, ***Usharn*** (currently a ***Weak God***, but an ***Established God*** at full strength, see below).

Travelling to this distant location, the PCs sought the exact whereabouts of Skyreach from the local noble, ***Domn Andras Vida***. He revealed that the ruin of the trading post could be found in a valley near the village of ***Ghent*** at the foot of ***Mount Tarris***. In exchange, he extracted from the PCs a promise to let no harm befall the village during their stay.

BACKGROUND

Long ago, Skyreach was a flying citadel temple created by a God of Flight called ***Ghoska***. He filled the citadel with his priests as crew and automatons and other clockwork devices to manage the other systems. In order to power its flight capability, he dedicated a central vault to the worship of Usharn, a lesser allied god. This allowed Skyreach to not only travel to distant lands, but also take advantage of Usharn's amazing vision to detect movements in population, resources and wealth from miles away.

This combination turned Skyreach into a vastly wealthy trading nexus. But with success, the strain on Usharn began to take its toll. Eventually, his devotees prayed so fervently for his blessing of the citadel that he became bound to it, a slave to its operation.

Usharn sought to escape by subverting the systems on Skyreach. He refused to kill his own worshippers, so he created a toxic gas that would lay waste to inanimate objects, such as the automatons that operated the citadel. The resulting damage saw Skyreach crash on Mount Tarris. The inhabitants fled, except for the few remaining Crew Priests. They mingled with the local village of Ghent, preserving their secrets as legends along with their bloodline which is necessary to unlock the biometric secured systems.

Hundreds of years have passed, and Skyreach is all but forgotten. Only a sacred pact of protection made with the nearby Vida family in ancient times remains, but even the meaning of that has been forgotten. The village of Ghent preserves the bloodline, but it now stands at a precarious point with just one heir remaining, ***Jolana A'Ghoska***.

To make matters worse, Ghoska has sent a legion of his automaton servants through a Night Road to Skyreach to experiment with Usharn's toxic emissions. They have already managed to unleash a strike on several distant towns around the world, using Ghoska's power over the jet stream to transport the gas over long distances. Usharn's awakening has come to the notice of others, including a group of Usharn's cultists. They try to awaken Usharn and repurpose Skyreach as a weapon of revenge that can strike anywhere and at any time.

The PCs arrive at Ghent just as the plans of both groups is about to come into conflict.

FUMES OF USHARN

The toxic miasma produced by Usharn makes a number of appearances in this scenario. It is a magical based pollution that eats away at inanimate objects, disintegrating them in a matter of hours.

When encountered by the PCs, they must make a Spirit Saving Throw every 2 hours or lose one non-magical item that they carry. If subjected to the fumes for a prolonged period (6 hours), even magical items must be rolled for. Any artifacts purchased with Dominion points are immune.

VILLAGE OF GHENT

Ghent lies at the top of a valley at the foot of Mount Tarris. The valley is located in the remote north of the Raktine Confederacy, shielded by a range of mountains from any travellers, except those sent there by the nominal lord of the valley, **Domn Andras Vida**, or for which it is their destination. The valley walls are steep, but both are dwarfed by Mount Tarris, which is almost always cloaked in clouds and snow.

The village itself is old. Though it was wealthy many hundreds of years ago after Skyreach fell and the Crew Priesthood took up residence, that wealth has long since dwindled to nothing more than shadow and dust.

The physical layout of the village is reminiscent of that of a ship, though this won't be immediately apparent to visitors. At the far side, at the highest point, sits the central long hall of the **A'Ghoska family**, being those descended from the remaining Crew Priest lineage.

In the centre of the village is a massive totem pole made from metal like a ship's mast. Despite its prominent position, the pole is one of the closest held secrets of the family. It is an Automated Guardian (**Guardian Automaton**) that was removed from Skyreach to protect the Crew Priesthood from danger. Despite its use to establish dominance for the Priesthood when it first arrived, it has been all

but forgotten since. The pole is now seen as a focal point for local worship.

The only member of the family capable of bearing any offspring is a young woman called Jolanna A'Ghoska. When the PCs arrive, the village is undertaking a ceremonial festival to decide on the groom for Jolanna.

The two apparent candidates are:

- **Grimpen Faun:** Grimpen is a hunter (**Veteran**). Despite his vocation, he is well liked in Ghent and his family holds a lot of wealth. He is capable of rousing a group of villagers (**Furious Peasants**) is required. He is the scion of one of the merchant families who used to trade from Skyreach. Though he has no personal interest in history, he holds more lore on Skyreach than most others in the village. He doesn't love Jolanna, but he bears her no ill will and would prefer to marry her than see Bachan do so.
- **Bachan Ore:** Bachan is a new devotee of Usharn (**Lesser Eldritch**). He was converted by the cultists on their arrival and believes that the cultist's plan to raise Skyreach is the only way to save Ghent. Bachan was previously the major domo for the A'Ghoska family and loves Jolanna (as he does Ghent). But desperation and the cultists' corruption have twisted this love into something dark and unpleasant. He is also aware of the A'Ghoska's Automated Guardian and will seek to manipulate the PCs so that they appear to threaten the family and evoke its wrath.

Initially, on arrival, the PCs will be ignored by the villagers who are focussing on the ceremonial festival. Shortly after arriving, there will be a number of earth tremors and a heavy mist rolling off the slopes of Mount Tarris. The villagers called this the **Breath of Tarris** interpret this as signs of doom. The PCs must make a Spirit Saving Throw for their non-magical items, but in the open air, the effect is not prolonged. The gas will get worse as time passes.

Once the PCs approach the A'Ghoska family, they will quickly come into conflict with Bachan Ore and his followers. This group is entreating the A'Ghoska family and preaches of a new age for Ghent if only Jolanna would embrace Usharn. This would require Jolanna to travel to the peak of Mount Tarris to show her devotion.

Bachan Ore will try and set a flock of clockwork enhanced hawks against the PCs (**Verminous Swarm** with Move: 60' flight) following the meeting. Realising that he has underestimated them, he will then revert to provoking the PCs against the A'Ghoska family in an effort to invoke the Guardian. If the Guardian is defeated, he will flee to Skyreach and leave a number of twisted hawkmen in his wake (**Minor Misbegotten** with 2-3 HD) to slow the PCs down.

Over time, the PCs may discover the truth behind Skyreach from Grimpen Faun (for a price), from Jolanna's parents (only if threatened), or from other investigation such as walking the mountain and tracking the Breath of Tarris to its source.

OTHER INHABITANTS

- **Imre**, owner of the Wishing Well, Ghent's only inn and the centre of most gossip (true and false) in town. Imre is likely to be the first person to talk to the PCs after arriving in town.
- **Akos**, a former servant of the A'Ghoska family, who they have let go as they can no longer afford his employ. He has been ostracised by Bachan after he confronted him about his new religion and questioned his motives.
- **Marina Bykov**, a bandit and adventuress from Nezdohva, who has travelled to Ghent in search of fabled riches of Skyreach. She has encountered Godbound before and knows that they can be of value if manipulated correctly. They are only human after all.

SKYREACH

Skyreach is a massive flying citadel made from clockwork and places dedicated to the devotion to flight, birds and the sky. It used to be kept in good repair by a legion of automaton servants of Ghoska, but these have since been destroyed by Urshan's toxic vapours. The gas has also eaten away large sections of the hull.

When Skyreach fell, it landed on the upper slopes of Mount Tarris. A subsequent avalanche and years of neglect have seen it all but buried. What can be seen is shrouded in choking fog, being the last vestiges of Urshan's gaseous onslaught.

The locations of note inside Skyreach are as follows in roughly the order that the PCs are likely to encounter them:

- **Crew Quarters:** This is a large section of the citadel which the PCs are likely to enter first. It is abandoned but the area remains littered with the decrepit corpse like remains on the many automaton servants that died from Urshan's emissions before Skyreach crashed. There are still pockets of the gas trapped in rooms in this area which the PCs may release in their exploration. Having mixed with the metal of the citadel over hundreds of years, the trapped gas can now harm living beings (**Hardiness Saving Throw** 1d8+1 damage).
- **Trading Floor:** The large open space that was once the trading floor for the citadel is the scene of a recent battle between Ghoska's automatons and the cultists of Urshan. It is now a no man's land between the two factions. To deter the cultists, the automatons have imbued the area with low magic that animates the mass of damaged clockworks and automaton parts (as **Undead Horde**) to attack any living intruders.
- **Flight Deck:** From this area, the citadel was piloted and navigated during flight. It is now the base of operations for Urshan's cultists (**Trained Soldiers**) and their clockwork enhanced hawks (**Verminous**

Swarm with Move: 60' flight) and twisted hawkmen (**Minor Misbegotten** with 2-3 HD). Bachan Ore will attempt to return here if he successfully flees. The group is led by the high priest of Urshan, Galla Fortsomo (**Greater Eldritch**). Once here, the true nature of Skyreach and its ability to fly will become apparent. Entering the area will trigger alarms (**Evasion Saving Throw** to avoid). Once inside, the PCs can witness the repurposing of the citadel for war first hand, as well as discovering the poor state of the modifications made to achieve it. The PCs can sabotage these modifications with relative ease if they are not discovered.

- **Central Archive:** This area is easily overlooked due to its current dilapidated state. However, it holds perhaps the greatest treasure in the citadel. The entrance to the archive is a long shaft, and the bottom of which is filled with razor sharp debris that will kill anyone falling down it. However, there is a concealed entrance to the archive on the wall at the bottom of the shaft. The archive contains the clockwork system by which Skyreach could detect wealth, resource and population movements on a global scale. Whoever wields this has tremendous power should they seek to exploit it to massive gains. Combined with a powerful weapon, the devastation it could create would be truly atrocious (as would be the responsibility on its wielder).
- **Engineering:** The automatons of Ghoska use this as their base of operations. They experiment with Urshan's emissions that they extract from the nearby Vault in which he is imprisoned. Most automatons are human sized (**Timesworn Survivors**) but there is also a pair of powerful Guardians like that in Ghent (**Guardian Automaton**). They have no leader, operating instead with a form of hive mind.
- **Urshan's Vault:** Urshan is imprisoned in the centre of Skyreach. The wards on the vault need to be destroyed before he can

be escape or be killed. This will require powerful magic or epic deeds to achieve. The GM is encouraged to be flexible with the exact solution, and incorporate player ideas if possible. If attacked immediately, Urshan remains diminished (**Weak God**). Once free, however, the citadel's power of flight will be extinguished and Urshan will quickly regain his former power (**Established God**).

OUTCOMES

How this scenario ends is open and as is typical for Godbound. Here are some suggestions for how to wrap things up and further adventures this may lead to.

If Ghent is destroyed, the PCs will have invited the wrath of Domn Andras Vida. He may not understand the true meaning of the sacred pact of protection, but he sees this as a matter of honour.

If Urshan is freed or destroyed, then the PCs will have made enemies of both Urshan's cultists and Ghoska's automatons who will both continue to harangue the PCs. Urshan will also be unstable after his imprisonment and wanting revenge on his followers. The PCs can seek to rehabilitate him over time.

If both of these factions are defeated and the PCs gain control of Skyreach, they have a powerful weapon to deploy. An attempt to return it to its former position as a trading nexus is unlikely to be successful, due to Usharn's continued toxic emissions.

Ghoska himself will also likely want to take direct action against the PCs for stealing his temple. The PCs may decide to walk the Night Road taken by his Automaton servants to deal with Ghoska direct.

In terms of Ghent, the PCs can stabilise the village back to normality for what little that is worth. The key will be helping the village transition away from their age old tradition of the Crew Priesthood. Grimpen Faun and Jolanna A'Ghoska may be allies in this endeavour.