

TANNÒCH REST-OF-KINGS

An adventure location by Michael Prescott

THE ACCORD OF TANNÒCH

At the center of a mist-shrouded lake stands Tannòch Rest-of-Kings. An ancient accord has made it the chosen final resting place for monarchs and sorcerer-kings for a millennium:

In exchange for removing their sorceries from the world, the souls of those interred here are spared final judgement of their evils, remaining under the prayerful care of an order of nuns.

But Tannòch has fallen silent, and none come here since spring have returned.

In fact, the order is gone, eaten by three ogres that came upon this place in the dead of winter.

MOLLUCK-A-GLISTEN

Grey-green, sinewy and slick-skinned. Stoops to 6' on land, but in the water as lithe and fast as a seal. He clings to the low places, grubbing about for oysters and fish.

The tiny island has made Molluck stir crazy, and he will relish the chance to overturn boats or strangle swimmers.

HIDEOUS ABASHA

Abasha's lifelong ambition is to be higher than all she can see. With nails of iron, she climbs the ruin spider-like, and spends long days at the top leering through the drizzle.

She throws stones accurately twice the length of the island, and from the tower can spy all but the lower stair and east overhang. She will welcome noisy boaters with determination.

She craves tribute from terrified subjects, and the taste of brain lapped from a freshly cracked skull.

STANUS ASH-EATER

Once the favored apprentice of the late wizard, Halad al Bim, Stanus is furious with his master's choice to be interred here with his diadem rather than pass it on. He has come to reclaim it, selling an eye and his soul for giant size and monstrous allies. So far he has not found it, and he grows more frustrated and anxious by the day.

Stanus spends his days breaking into the niches, raging, and indulging his pica - a habit he began while tending al Bim's hearth. He has so far eaten the ashes of fourteen kings, nine queens, and sixteen sorcerers.

LOWER LEVEL

Once housing the kitchen and cellar, the ogres have left it unrecognizable but for a great, black iron stove. The ogres shelter and rut here in the worst weather. Curving stairs lead down to the Mausoleum.

MAUSOLEUM & SACRISTY

Hundreds of granite-faced niches line the walls. Stanus has smashed or dug into thirty so far.

Each contains a funeral urn engraved with runes of permanency. 10% contain a bit of jewellery, none magical.

10% will release wraiths, panicked that judgement for their deeds is here at last.

WATER-FILLED CAVERN

A 6' crack leads to a water-filled cave. Too deep to stand. 20' up into the blackness of the upper cave, a fissure leads further into the mass of Tannoch.

Their vengeful spirits now infuse him, driving him further into obsession.

If he is injured and bleeds, or if any portion is severed, the spirits within him will animate whatever falls off as as (d6):

1. writhing worms, seek food and darkness
2. glistening abomination, 2' long, seeks warmth
3. terrified, hairless rats, seek safety
4. tiny nude despot, d3' tall
5. a ghoul, former tyrant, demands obedience
6. a wight, former sorcerer, seeks thralls

LONG-RUINED PARAPET

In ruin long before the ogres arrived, this is Abasha's haunt. A trio of wise, speaking finches sometimes alights when Abasha is elsewhere.

They are fiercely loyal to Marta, and will lie most cunningly to aid her in any way they can.

COLLAPSED UPPER LEVELS

The third and fourth floors of the tower have collapsed, and the walls are soot-stained from a great fire. Handholds abound.

RUBBLE-CHOKED SECOND FLOOR

The remains of the two upper floors sits here as a great pile stretching from wall to wall. The ogres have cleared a way to the outer door (barred when they are all inside), and stairs to the lower floor.

The crushed, rotted remains of a dozen of the order could be found under the stones, along with much burned furniture and a bit of silver plate.

GNARLED OAK OF CICOLLIUS

Planted here by the god Cicollius to uphold the accord, its wood groans with the task of keeping the devils at bay that would come to claim those interred here.

Once every seven years, it will answer one question asked of it, with the full knowledge of the gods.

PERIAPT OF THE EARTHEN KINGS

The wearer can move through stone as if it were water. Produces a potent feeling of suffocation.

HIGH PRIEST'S DAGGER

Silver-bladed dagger, inlaid garnets; bestows wielder with one trait of its victim: it rewards cruelty and mocks restraint.

UMBER TOME OF WITHERED ZUNLET

Consulting it reveals a traitor's name, but inflicts a deformity on the reader.

PEWTER RINGS OF ENOCH VI

At will, the wearer's fingers double in length and acquire giant strength.

DIADEM OF THE WEYLORDS

Once/day, target must obey wearer's simple spoken command.

Besides the Periapt, Marta carries all of the island's other magical artifacts (above), and knows to use all of them save for the diadem.

As the last of her order, if she dies, the accord is broken. d4+1 bone devils will gate in, coalescing from the mist on the landing.

They waste no time ascending Tannòch to burn the oak, and then inside to claim the souls of the interred. They ignore bystanders, but cruelly engage any opposition.

MARTA, SACRIST OF TANNÒCH

Sole survivor of her order, Marta is a tough old nun who oversaw the artifacts of Tannòch. She has escaped death by use of the Periapt, and for months has sought a way to drive off the ogres. She is emaciated, pale, and kept alive mostly by her iron will.

Zealous and domineering, she will expect PCs to defend Tannoch as a matter of duty. If they don't, they too are invaders that must be driven off.

