

Finsterland

THE SEA KEY

A Finsterland adventure
by Georg Pils

This is part two of a campaign for Finsterland which will be published over the next weeks.

SUMMARY

The characters reach Heisengard after a long and tiring journey. A little investigation reveals that the island mentioned in the diary can be found a few miles off the coast. A fortress was erected on it, but it has long since fallen into ruin. The locals are clearly superstitious and insist that it is haunted, probably by demons. Finding someone courageous enough to get the characters there is impossible. Only by asking around in the smaller coastal villages will the group find a crazy-looking man who is willing to take them there. It will cost them dearly.

Once they reach the island, the characters will quickly notice that the place is indeed dangerous. There appears to be a giant, monstrous creature prowling the ruins. Only when they dare to examine the place more closely will they find out that the monster is actually a tame Tarasian Horned Lion. It's being used by smugglers to keep inquisitive people at bay. The crazy sailor is one of the members of the gang and wants to make an example of the group. What follows is a fight in the ruins of the fortress. Of course, the characters should look for the key too.

The smugglers are at an advantage: They are well-armed, numerous and they know the fortress quite well. They can also sick the Tarasian Horned Lion on the characters. The characters will find out that the key was hidden here by one of Albine Rienz' former associates should they eventually discover its hiding place. Apparently, the person was concerned with her misusing Škoda's invention. However, the wording is unclear. It could also mean that they wanted to keep her away from reaping the advantages it brought. What these might be is unclear.

Whatever the reason, Albine Rienz wanted the keys back, but died before she could recover them.

Once the characters have found the key, but before the smugglers are defeated (if at all), one of the hunters turns up and makes short work of the gang. It's time for the characters to flee.

STORY STRUCTURE

First scene: A day by the seaside

Second scene: The crazy sailor

Third scene: The beast of the ruins

Fourth scene: The battle

Fifth scene: The key

CHARACTERS

Ulfgar Janson: The crazy sailor – Blonde, weathered face, brown eyes. He has a maniacal laughter and behaves, let's say, unpredictably.

The Tarasian Horned Lion: The beast – A large creature, appearing to be a combination of a bull, a lion and a gorilla.

Hartmut Olofsen: The builder of the fortress – His painting hangs in the main hall. Grey hair, bushy eyebrows, serious and worried expression.

The Hunter: The whaler – A tall gentleman with a harpoon and a revolver. His black hair is kept long, he is well-dressed and acts calmly. He has a rough and threatening voice.

Various smugglers and minions.

THE CITY

Heisengard is Finsterland's main military port. It protects the country from the Tarasian threat. The city is crowded by sailors, smugglers and marines. There is a growing Tarasian minority that lives in its own quarter. Although the city is usually calm and peaceful, people are outspoken and tend to settle their disputes violently in rare cases. When the Tarasian festivals come about, tensions mount and there are occasional riots.