

Heart of a Baron

A NON LINEAR DESCENT INTO DARKNESS

You're suspended by nano wires slowly repelling downwards a large deep shaft with a dark abyss above and below. A flickering floating blue torch gives form to the darkness, but something is wrong. You look at each other as noises emerge above and the situation escalate. A large mass enters the light from above. 66 eyes, long sharp black legs and hungry beaks screams as the huge creature attacks as if you where small marionettes hanging in their strings.

CONFLICT : 3 VERSES

IF THE CREATURE LIVES AFTER 3RD VERSE
END TROUBLE

- Everyone falls down*

SHAFT WHORE : Creature

Maim VI / 3 Attacks

Conflict 10

Bones 2 / Size +THREE

IF THE CHARACTERS FAIL ANY ROLL
TRIGGERED TROUBLE

- Takes out the Light source**
- Cuts the wire of one character*

*CREAKING & CHATTERING
SNAPPING OF POWERFUL BEAKS
LIFTING AND DROPPING VICTIMS
BLACK FLUIDS RAIN DOWN*

*Falling down the shaft: make a hard movement check.

Failure: take Shattering VIII damage. **Success:** take Bruising I damage.

** If the light source is taken out the Genesis Torch can not be utilized in the Throne room in ARC SIX.

Office of Inquisitor Raznak

NO MUD BUT GRISLY - BUREAUCRATIC

The characters have to wait for the Inquisitor in his office at the Church of Rituals of the Satanic court. When Raznak arrives he is not impressed by the PCs, he hastily go through their papers and let them sign a satanic contract that they now work for the Church of Rituals. He snarks that there is no pay unless they bring back the heart and then gives them two items that they have to sign for.

Excellent III: **Preserve container** (Self cleaning)

Masterful IV: **Genesis Torch** (Quiet) (Boiling with Embers)

Raznak reluctantly gives them the torch and tells them they have to pay for it, if it is misplaced and that it's a very expensive piece of equipment, that the church holds in very high regard. But it is a very useful tool when confronting Ancients.

Eyes of the church know of the Elysean in question and that she frequented a nearby tavern. They get a general description of a human looking female soul with a white Brimholtz armor.

The Broken Nose

LOUD - BRUTAL - GREAT BEER

At the tavern the characters can observe a number of details.

1. Souls are not following the Masquerade here, no masks.
2. At the bar there is a statue of a Gorgon head with snake hair
3. The barkeep observes the characters suspiciously

If they play their cards right and aren't thrown out they can later in the evening see the described girl walk past the common room, dressed in a elysean shiny armor made of Brimholtz, exiting the back door. When they follow her three of the settlements finest greets them. If they use social skills, bribe or defeat the souls the drunks can tell where the elysean girl went and that she is called Nott.

CONFLICT : 3 VERSES

IF THE DRINKS LIVES AFTER 3RD VERSE
END TROUBLE

- Door opens to the tavern and 3 drunk friends join.

3 DRUNKARDS: Souls

Goring IV / 3 Attacks

Conflict 3

Bones 0 / Size +ZERO



IF THE CHARACTERS FAIL ANY ROLL
TRIGGERED TROUBLE

- Steals the Preserve container
- Lucky cut Goring IV

*SMELLS OF BOOZE
UNORGANIZED & STUMBLING
"What do you want with my lady-friend punk?"
"I'd sure like them pants!"
"Come ere fella, I'm just gonna stab ya a little!"*

Temple of the Serpent tongue

SERENE - SILENT - MARBLE - EMPTY - NIGHT

The temple is closed and the characters has to lock pick a door or climb through a lofty window to get inside.

Room

1. Main Sanctuary
2. Library
3. Terrace
4. Baths
5. Penance room
6. Sleeping quarters

Loot

1. **Legendary V: Dagger** (Neat) (Bleeds light)
2. 1 **Genesis Flare**
3. 2 **Ancient blood** (Vials)
4. **Masterful IV: Tome**
5. **Blood Relic: Brain**
6. **Masterful IV: Nano wire** (Fast)

In the main sanctuary lit by coal braziers the mother superior awaits them. She has seen in a vision that the characters are to meet her this night. She will wait until they announce themselves.

The girl is nowhere to be found and the only living being here is the mother waiting for them in silent prayer. The mother is worried about Nott's plan with the heart and her new found master below and may be convinced to tell the PCs about it to help her and the Temple.

SOCIAL CONFLICT

To convince her is a complex task demanding 10 + and when successful the mother tells them where Nott went with the heart.

COMPLICATIONS WHEN THE TASK IS DONE - ONE COMPLICATION / FAIL

1. Trading the Genesis Torch for an Excellent: Demon Torch.
2. Nott's master is an ancient. Aesir origin. (Half false)
3. Nott is a powerful ancient god. Aesir origin. (False)
4. Convincing takes so long, the Bone queen consumes the heart.

The mother activates a secret door into a drafty room with a large shaft opening up into a dark abyss. "She is down there."

The Mother can equip them with Mundane I: **Nano Wire** (Fragile).

The Theatre

FANCY PEOPLE - FESTIVITIES - WINE & FOOD

The characters have sneaked into a fancy party to get some nice food. Suddenly the Baron of the settlement arrive and starts a speech. He rips out his own heart to everyones amusement and starts to admire it, telling everyone that it's the most beautiful heart when the lights suddenly go out. A gasp go through the crowd and the characters can hear someone moving through the room, when the lights come back on full blast a few seconds later, the heart is gone and the Baron collapses to the floor. Everyone notices the characters who don't fit in at all and the blame falls on them. They will be executed if they can't convince the aristocrats and guards otherwise. The Baron awakes and save the situation by heartlessly declaring that these charlatans are to find his heart and no one else.

Throne of the Bone Queen

HI TECH ORGANIC TEMPLE - BLOOD & BONE

The throne is a nasty place and two eel like creatures emerging from the Bone queen roam the hall. The heart is slowly consumed through an hi tech device. Nott believes the god will be ascended if it eats the heart. She is split in her faith in the queen and may be convinced to back down, otherwise she will protect the queen. The Bone queen will attack intruders on sight but she cant leave her throne.

CONFLICT : 3 VERSES

IF THE QUEEN LIVES AFTER X VERSES
END TROUBLE

- Nott is devoured (3).
- The heart is devoured (6).

BLOOD GOD: Titan Blood

Sever VII / 4 Attacks

Conflict 10

Bones 5 / Size +THREE

IF THE CHARACTERS FAIL ANY ROLL
TRIGGERED TROUBLE

- Catches a PC + Goring IV
- Throws a PC + Critical V

*Bones -3 (if illuminated by Genesis Torch)
Attacks & Bones +1 if protected by Nott.
REGAL CONVINCED OF IMMORTALITY
VIOLENT EELS SNAPPING AND HISSING
"You will pay - you fools - you know nothing!"*





ADDENDUM

FINALE

Do the PCs steal the heart and escape or do they fight the Bone queen to the death. What kind of entity is the Bone queen, is she a god or something else and does she return from death? Could there be information in the Library of the Satanic Church about it?

NOTT

Do the characters save Nott, is she a new ally or a sworn enemy or is she devoured by the Bone queen? Is she really an Elysean and who is her master if not the Bone Queen?

THE BARON

Do the Baron forgive the PCs if they return with his heart or is the contract they signed tainted and false, locking them into eternal slavery? What is up with that reward Inquisitor Raznak alluded?

CHURCH OF RITUALS

Do the PCs contact the Broken nose and warn them about the Satanic church having their eyes upon the tavern, or do they instead report to Inquisitor Reznak about the tavern and the Bone queen?

TEMPLE OF THE SERPENT TONGUE

Why did the mother have a vision of the PCs? What god do the temple worship?

INTERNAL

What do the PCs own Masters and Inner Demons say about the events? Are some of them involved or want to influence the PCs to act in a certain way?

SHAFT WHORE

Harvesting (Choose one)

- Crimson Weave
- Masterful IV: Poison

2D10/+
1D3/+

Looting

- Masterful IV: (+4)
- Soiled Blood

DRINKS

Harvesting (Choose one)

- Copper trinkets
- Ordinary II: Weapon

1D6/+
1/+

Looting

- Mundane (-2)
- Soiled Blood

MOTHER

Harvesting (Choose one)

- Excellent III: Potion
- Excellent III: Tome

1D6/+
1/+

Looting

- Excellent III (+2)
- Rare Blood (10)

BONE QUEEN

Harvesting (Choose one)

- Brimholtz Ingots
- Blood Relics

2D10/+
1/+

Looting

- Masterful IV (+4)
- Titan Blood (500)

Genesis Torch

GENESIS

A small genesis device reflecting light as a cat's eye. Not illuminating anything really but brightening the natural aether of a location enough to navigate. Also makes blood shine through the skin of entities inside the area, the rarer the blood the brighter the shine. Can also weaken certain types of creatures.

Tier

Masterful

Effect

Range: Palace

Free floating, controlled by whom sacrifices it's blood over it

Preserve Unit

GENESIS HARROWED ANCIENT ALCHEMY

Carriable tech that preserves organic or living things. Need a still beating heart of a god, a preserve unit is the way to go.

Tier

Excellent

Stasis

Months



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