

ROT TOWER – BY ROB S

A misshapen rock, rotting from within, lies off the coast. It houses a forgotten Saint's tomb, a leper colony and an awakened eldritch terror that ravages the coast.

1. Collapsed colossus. The colossus is of a forgotten Saint who in ages past defeated The Maw. Concealed amongst the rubble is a tunnel leading down.

2. Shantytown. Twelve **wary lepers** live amongst the foundation stones of a temple. **Gothard** is their gruff spokesperson. He's immune to leprosy and is sympathetic to the wreckers. He conceals their presence and naively believes they simply salvage wrecks. Gothard followed his brother here and is too honest for his own good.

3. Leper's Shrine. Relics scavenged from the ruined temple rest on an altar. They are three small scrimshaw statues, a lit *Saint's torch* and a decayed peasant robe. The statues are of a knight (Saint), a lamprey harnessed to a bell (The Maw) and a robed figure. **Albrecht** the jealous 'priest' bluffs his way around religious questions. Mistrusted by the colony he feels justified in betraying the presence of the wreckers.

4. Leper catacombs. Rows of misshapen and abnormal bones, many fragile with age, placed in alcoves carved from the rock. Disturbing them risks infection.

5. Saint's tomb. Desecrated by wreckers. The Saint's remains have been crushed and scattered about the tomb. Spent torch on floor. Inscribed on the lid of the empty crypt is "Vigilance and the light hold back the devils insanity". On the wall is a faded fresco of the Saint holding aloft a torch.

6. Wreckers watch. Two **wreckers** with spears stand watch. Wreckers conceal their leprous features behind wooden masks of their former faces and carry wax plugs to stopper their ears from the worst effects of The Maw's maddening bell toll. The guards are bored and drink heavily. There are two watch posts.

7. Wreckers living quarters. Coffers of coins, barrels of looted wine, preserved food, and trinkets as well as bedding, wood carving tools and personal effects. Eight **wreckers** armed with spears and daggers huddle around a small cooking fire.

8. Grotto. Dimly lit by bioluminescence spawn. **The Maw** is harnessed to a bell whose toll causes kin slaying madness. The lit torch from the leper shrine will protect those in it's light from insanity. The Maw's clumsy lamprey like jaw can punch through a ships hull. Victim's tormented features writhe beneath its skin. A **wrecker**, with wax plugs in his ears, keeps watch for The Maw. When it's on the move the cult follows in its wake.

9. Lift. Used to ferry supplies delivered by the local church. Attached to the base of the lift are hundreds of leper's bells that are discarded as lepers start their new life. Attached to the bottom of the lift is a chain. Pulling the chain sets the lift in motion and alerts the locals.

10. Hidden sea cave entrance. The entrance is accessible at low tide.

11. Maw shrine. Grotto illuminated by light passing through cracked walls. Narrow planks allow passage over deep pools populated by three **sharks**. The wreckers chum the pools at night to attract predators. **Conrad** leads the wreckers and uses an arbalest to knock foes crossing the planks into the shark pool. His mask bears a striking resemblance to Gothard as they are brothers. He has hung a giant shark jaw above his driftwood throne. Two **leprous sisters**, who are not without charm, pander to his delusions and desires.

