

THE CHAINED COLOSSUS



CAMPAIGN OVERVIEW

- **Theme/Genre:** Fantasy Adventure with Light Mystery
- **Tone:** Heroic with hints of foreboding
- **Target Level:** Level 5
- **Expected Duration:** 2 hours
- **Focus Preferences:**
 - Combat: Medium
 - Roleplay: Medium
 - Exploration: High

BACKSTORY AND SETTING

WORLD OVERVIEW

Set in the fragmented archipelago of **Thyrixa**, the campaign unfolds amidst the vestiges of a bygone era. Here, titans and gods clashed, leaving remnants that now inspire both awe and fear. Titans' remains and ruins dot the islands, hinting at slumbering powers yet to be unearthed.

LOCAL AREA

On **Caelith's Chain**, a colossal stone figure partially buried along the rocky coast looms over the village of **Drifthaven**. This colossus—believed to be **Lorakar Caelith**, a titan subdued long ago—remains bound by divine chains thrumming with ancient magic.

HISTORICAL CONTEXT

Centuries past, a war was waged between gods and the elemental titans. Among them, Lorakar Caelith wreaked havoc until divine chains secured his formidable power. These chains are revered as sacred relics, holding the titan in thrall and ensuring the island's safety. Yet recent disturbances suggest that this balance may be threatened.

IMPORTANT NPCs

1. Captain Erynn Vale

- **Role:** Leader of Drifthaven's militia and de facto mayor.
- **Motivation:** Protect her people from strange disappearances and ensure the village's security.

2. Archivist Teylon Marthis

- **Role:** A scholar fascinated by the colossus's mysteries.
- **Motivation:** Seek knowledge of the divine chains and the potential secrets they conceal.

3. Myra Lhore

- **Role:** A worried mother whose child vanished mysteriously.
- **Motivation:** Desperate to retrieve her son and haunted by visions of eerie lights near the colossus.

4. The Chained Colossus (Lorakar Caelith)

- **Role:** A titan imbued with suppressed wrath.
- **Motivation:** Perhaps to regain freedom, depending on the party's actions.

PLOT HOOK

OPENING SCENE

The adventure begins with the party disembarking into a mist-shrouded Drifthaven. Villagers murmur in concern, their hushed voices carrying tales of baffling disappearances. **Captain Erynn Vale** approaches the adventurers, anxiety evident as she explains:

“Thank the gods, you’ve arrived! Another disappearance: young Venril lost while fishing near the colossus, just like the others. We’re at our limits.”

Suddenly, **Teylon Marthis** interjects enthusiastically:

“Wait, brute force won’t solve this. The vanishing coincides with mysterious magical disruptions around the chains. If the titan wakes... This island might not survive. Investigate first.”

OBJECTIVE

The party’s task is to unravel the mystery behind the colossus’s magical disturbances and connect it to the recent disappearances. As they delve deeper, decisions will loom large: whether to prevent the titan’s rise or awaken him with unforeseen consequences.

KEY LOCATIONS

LOCATION 1: DRIFTHAVEN VILLAGE (STARTING AREA)

- **Atmosphere:** The village rests under a somber shroud of mist, the scent of brine pervasive. Lanterns flicker eerily, as villagers linger near the shadows, whispering of misfortunes.
- **NPCs Present:**
 - **Captain Erynn Vale** offers leads to investigate the colossus and the coastline.
 - **Myra Lhore** pleads for help, recounting ominous lights and sounds from the shoreline.
- **Encounters:**
 - *Roleplay* Success requires convincing locals to divulge information.
 - *Clue Discovery* involves an old fisherman who recounts an odd resonance coming from the colossus.

LOCATION 2: TITAN’S CHAIN RAVINE

- **Atmosphere:** A harrowing descent along rugged paths leads to a ravine where the titan’s chains jut from the rock. Greenish-blue pulses ripple from the chain, and the occasional grinding stone echoes ominously.
- **Challenges:**
 1. **Puzzle:** A damaged **arcane seal** sends magical ripples through the chains.
 - *Mechanics:* Fix the glowing runes by resolving a **Skill Challenge** (Arcana, Investigation, or Religion, DC 13) requiring three successes. Failures trigger radiant blasts or combat.
 - *Hint:* Repair runes based on intact samples of other chains.
 2. **Combat Encounter:** Vigilant **Animated Chain Golems** (CR 2; 2-3 total) engage anyone meddling with the chain’s seals.

LOCATION 3: LORAKAR’S HEART (FINAL AREA)

- **Atmosphere:** Beneath the looming stone titan, a hidden fissure reveals a cavern. Chains pulse with intense magic around this oppressive space, where a crystalline containment sphere rests embedded in the earth.
- **Final Challenge:**
 - **Puzzle/Roleplay:** The sphere’s purpose hinges on:
 1. Re-sealing the titan, requiring an ancient ritual (Arcana/Religion DC 14).
 2. Freeing him by disrupting containment wards (Investigation/Arcana).
 - **Combat:** Releasing him calls the **Aspect of Lorakar Caelith** (CR 5)—a guardian testing the party. Opting to seal provokes 5 **Elemental Wisps** (CR 1 each) from disgruntled magical forces.
- **Moral Decision:** Securing Lorakar maintains peace yet relinquishes arcane forbidden lore. Liberation brings either an ally or cataclysm, decided by party ethics.

ENCOUNTERS AND CHALLENGES

COMBAT ENCOUNTERS

- **Chain Golems (Intermediate):**
 - **AC:** 15
 - **HP:** 32
 - **Actions:** Multiattack (Whip + Grapple). Utilize terrain for mobility.
- **Lorakar's Aspect/Boss Fight:**
 - **AC:** 17
 - **HP:** 110
 - **Immunities:** Non-Magical Attacks
 - **Actions:** Slam + Earthquake Stomp. Deliberate yet dangerously powerful.

PUZZLE

- **Arcane Seal Mechanism:** Players resolve symbol alignment through a pattern puzzle. Wrong moves activate defensive chain guardians.

CLIMAX AND RESOLUTION

FINAL CHALLENGE

Decisions here affect the colossus's fate permanently:

- **Seal the titan:** The island steadies, yet vigilant serenity grips the villagers, aware of their narrow evasion of catastrophe.
- **Free the titan:** Released, a weakened titan either departs or destabilizes surroundings, influenced by party deeds.

NARRATIVE CONCLUSION

- **Success:** Villagers acclaim heroes or scatter in fear, contingent upon the party's tact.
- **Failure:** A liberated titan thrusts chaos, driving adventurers to retreat against ensuing devastation.

REWARDS

- **Magic Items:**
 - **Amulet of Titan's Chains:** (Wondrous, Uncommon) – Grants advantage on Strength tasks.
 - **Glowing Rune Blade:** (Weapon, Rare) – +1 to attacks, emits radiant energy bursts.
- **Story Rewards:** Gained influence with nearby factions, potential alliances with scholars or titan remnants.
- **Experience Points:** Edge level up to 6 through calculated distribution.
- **Optional Handouts:** Teylon Marthis's artwork sketches and titan lore snippets.

FLEXIBLE OUTCOMES

- If Lorakar becomes an ally, weave his presence into future exploits.
- Transparent consequences allow Erynn or Teylon's aid dependent upon the party's alignment choices.

POST-GAME WRAP-UP

DEBRIEF QUESTIONS

- Which choice was most challenging, and why?
- How did the setting and challenges enhance the storyline?

EPILOGUE OPTIONS

- Explore the titan's continuation or unravel rising tensions following chain disturbance.

Atmospheric Music Suggestion: Undulating bass tones for suspense, enhancing ambiance with shoreside sounds progressing to resonant earth-moving themes during climactic events.