

HAGWELLION POINT

Setting description

Islands dot the waters of Taythion Bay to the north of the lands of the Old Kingdom and the island of Trenow was once the site of a naval fort and harbour from which Royal forces patrolled the bay. When the Kingdom fell, this fort at rocky Hagwellion Point was abandoned and the harbour filled with silt. Several centuries passed before pirates eyed the ruins from the sea. Impressed by the Point's position in the Bay, they occupied the old fort, erecting new structures among the ruins and over the old harbour. While the pirates terrorised the bay, a terror lay in wait for them at the fort. After ignoring the crumbling structure for nearly a decade, revelments held one night in the isolated tower disturbed the sea chamber beneath it – the home of a sea hag. Horrified and desperate to rid her home of the pirates, the hag cursed the intruders, ensuring the pirates all died slowly and painfully. Their ghosts still wander the fort today. And the hag still roams her hall.

Three 'Hagwellion Point' tasks that could be listed on the Adventurers' Guild Job Board

- 1 Recovery mission – the Archbishop of Kingsalter requires suitable person or persons to travel to the ruined fort on Trenow and seek the holy relics of St Tiwith, her holy rib (in its golden reliquary case) having been plundered from the Meverrin Monastery in Wyklyn by loathed pirates from Trenow some centuries ago. Blessings and also gold wait for the successful party.
- 2 The Fishers' Guild of Port Periwinkle asks that Kingsalter sends a crew to the Bay islands to find the source of the phantom pirates that have been tormenting our fishing vessels. The freedom of the village of Port Peri to those who rid us of this bane.
- 3 My father, on his business, journeyed to the Isle of Trenow in the last summer travelling season. He has not returned – I sent enquiry of him to Periwinkle where a ferrywoman reports that she dropped him and a rowboat some 200 yards off the coast of Hagwellion Point some months ago. I require a search party to travel to the island and look for trace of him. My father's business is successful and I can advance some monies from his coffers and also pay fitting reward. KDP.

Some of the Ghost Pirates

- 1 Humfy Speerpointe, as scurvy as they come, he crawls over the walls and spits at things he sees move.
- 2 Shelardine 'The Duke' Boothe, whose fancy velvet clothes are ragged. Swings his ancestral claymore.
- 3 Wild Rigbie, who has no head. He holds the dripping hand-axe with which he cut it off.
- 4 Ropes Valentina, wields the whipping ropes from which she got her name and has tattoos that glow on her skin.
- 5 Harrie the Onions, the pirate cook, who has a wooden spoon through his eye and holds a meat cleaver.
- 6 Cussing Cuthbartus, who swears and curses and has a fizzing lit grenade in his guts.
- 7 Jean-Francois Two Blades, erudite and loquacious, if he has no one to talk to, he talks to himself.
- 8 Benita 'The Bear' Perdigeur, a huge, tough fighter, she often loses interest in a fight and walk away bored.

Who could be the father who is lost (and held in the sea hag's prison!)

- 1 Professor Agul de Pavoi, an archaeologist, keen to document the fort ruins for his commercially successful popular book series 'Remnants of a Ruined Kingdom'.
- 2 Paul Pendingh, chief engineer of PendinghCeffer, Engineers of Kingsalter, who wants to understand certain construction methods of the Old Kingdom.
- 3 Audrian Sawmin Pyke, prints of whose engravings hang in most Kingsalter homes. He plans to add Hagwellion to his 'Wild Ruins' series and came here to make sketches.
- 4 Glorian Parker, a wealthy Kingsalter merchant who is investigating whether he can set up a trading base here.

Other treasures hidden here by the pirates

- 1 A book of maps of the Old Kingdom, from the Monastery
- 2 A small chest filled with iron coins painted a gold colour
- 3 A rose-glass goblet with a ruby in a bubble on the stem
- 4 The Day Diadem, a silver crown engraved with eagles, believed to have been worn by the monarch.
- 5 A box full of iridescent navigating stones of varying sizes
- 6 A magical pearl found at the source of the River Tayth