

HOLD THE WALL

The Red Wall • Aiden • Wistful Dark



Difficult



Defense



Wall

ADVENTURE DESCRIPTION

Aiden's Wall has stood for centuries against the Hollow Queen's hordes, unwavering. When a routine inspection of its Spell Engines showed it beginning to fail, however, an emergency task force is gathered. The party must take a stand with The Red Blades against the "children" of the Queen, while quick efforts are made to secure the wall.

STARTING THE ADVENTURE

"The severity of the situation is etched in the hardened faces of the upper-ranking Red Blades you pass in the wall's top corridors. Rugged and frosted windows give you the faintest view over the desolate tundra beyond the wall where twisted cities and demonic forces lie in the mist. The weight of Aiden's task falls on you as you stand atop this miles-long, cold-iron wall - ever buzzing with the churn of the Mana Barrier engines below. As the briefing room doors open, you see Commander Vashaan, as cold as the stone beneath her, leaning over an arcane device."

The party might question why they are there. As it is a high-ranking adventure, maybe they were noted in the area and asked to aid directly. Or were even the ones that discovered the failing engines, on behalf of the Helical Archive. Make the Red Blades formidable and scary but equally match respect for the party.

Try to make Juk's Sunblade something for the party to protect alongside the Wall, as it directly holds back the lesser demons.

IMPORTANT CHARACTERS

Commander Vashaan — Elf, Female, 45 (Oppressor)

Commander of the Red Blades, this fearsome and ruthless sentinel has stood against the horde since the Calamity itself.

"Donning the most wicked crimson Superheavy Armor in the Outer World, it'd be easy to mistake Vashaan as the conqueror were tables turned."

Captain Juk — Tenebrate, Male, 32 (Proudhound)

Captain Juk has been assigned as the Star Gem Bearer for the party's mission.

"Not a hair is out of place on the Captain's crimson uniform. Resolute determination is all on his face, staring over the wall."



SUGGESTED STORY

Set the scene, have the party shown into the strategy chamber to speak with the Commander, then continue:

Sputtering Engines

- Vashaan instructs the party to assist the special forces while the six Massive Spell Engines within the wall undergo repairs.
- The deactivation of the Mana Barrier will certainly attract a powerful horde, and the wall must be defended while it is vulnerable.
- She introduces Captain Juk as their envoy and to protect the Sunblade dearly.

Descent

- Commander Vashaan escorts the party to a massive grated elevator, noting that its function will cut out while the Engines are being repaired. Below stands 5 Squads of Red Blades.
- The elevator lands, the buzz of the Engines cease, and thundering footsteps approach. From the mist, the party faces a **Shadow Sorceress** with 6 **Malignant Echoes**.
- At all times, dozens of **Blighted Demons** are 1 Area outside combat - kept back by Juk's Sunblade.

Standing Ground

- As the hordes advance, they are clustered around siege-breaking colossi called **Marbled Gohma**. The Squads split to tackle one each, including one left for the party. It will take 10 Turns before the Engines are repaired.
- Every 2 Turns, roll a D20 for each Squad:
 - A Squad's outcome depends on it hitting 3 Successes or Failures first, where a Success is a 10+.
 - PCs can aid other Squads with Abilities/Actions to give the roll an Edge.
 - Failed Squads reduce the Wall's Hearts by 2.
- After 10 Turns, the buzz of the Engines resume and the Wall lights once more. The lifts will raise in 2 more Turns so the party must go!

KEY LOCATIONS

BRIEFING ROOM

"A wall of ruined blades adorns the wall of this place, likely belonging to lost Blades. A simple Star Gem embedded in the ceiling provides warmth against the frost."

Brutalist and practical, this briefing room holds an arcane device in the center, showcasing concentrations of Dark Mana within a wide range of the wall.

While the wall itself is clear as yet, signs of forces building in the nearby City of Corpses has Vashaan on edge.

THE RED WALL

"One could only assume it is made entirely of Shade Iron by how ominous this massive plated wall looks set against frozen mountains."

The wall has a Defense Rating of 20 and 20 Hearts. Its Massive Spell Engines emit enough Shard light to ward off the demons, however they must be deactivated to carry out repairs.

Unfortunately, it also powers the lifts which means that there is no escape until the repairs are complete...or the wall falls.

SECRETS & CLUES

1. Vashaan has made contingency plans for evacuation with nearby settlements prepared to leave on notice. However, she believes many would not outpace the horde, even if they started now.
2. A recent inner-rank betrayal by one of *'Her Beloved'* has left the Red Blades sorely lacking in numbers.
3. Each squad has a dedicated Star Gem Bearer within the Red Blades, spaced out due to scarcity of the gems.
4. The Massive Spell Engines were repurposed from Akenia, and only the greatest engineers can repair it.
5. The City of Corpses, Cauldron, was once the forward operating ground of the Red Blades before being wiped out early in the 4th Aeon.
6. Star Gem Bearers are a necessary role, as without them, the hordes of lesser demons would overrun even the greatest warrior.



QUEST RESOLUTION

◆ Rewards

On success, **Sunblade** is offered to the party, a treasured blade reserved for the highest ranks of the Red Blades. Free quarters and meals are provided for as long as the party stays.

Sunblade [Master Weapon]

Made of Sun Gold. Absorbs sunlight, storing up to a week's worth while unsheathed; emits light like a *Star Gem*. Expel all stored sunlight (min. 1 day) for **+1 Damage**.

1 Slot · 4 Gems · Made by Yan Kodiak

✂ Outstanding Success

If all Squads are saved, Vashaan will offer the party a **Red Blades Insignia**, a powerful icon of status throughout the Wistful Dark.

RANK 8-9 ADVENTURE

Lower Rank: Reduce the Shadow Sorceress' stats and lessen the Mooks.

Higher Rank: Add debuff/support Mooks alongside the Marbled Gohma or reduce the Wall's Hearts.

Suggested Starting Coin: 1200C

SOURCES & ADVERSARIES

Storybeats & layout inspired from **Creatures of the Deep** by One-Shot Wonders. Some writing blocks used directly. Story, mechanics, setting, characters, and vibes reworked to fit BREAK!!'s universe.

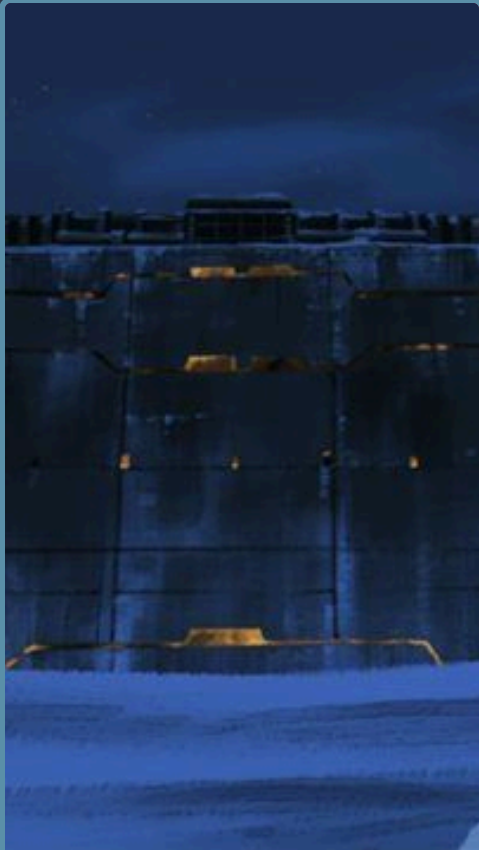
Blighted Demons: Source, pg. 372

Malignant Echo by Atyai ([Homebrew](#))

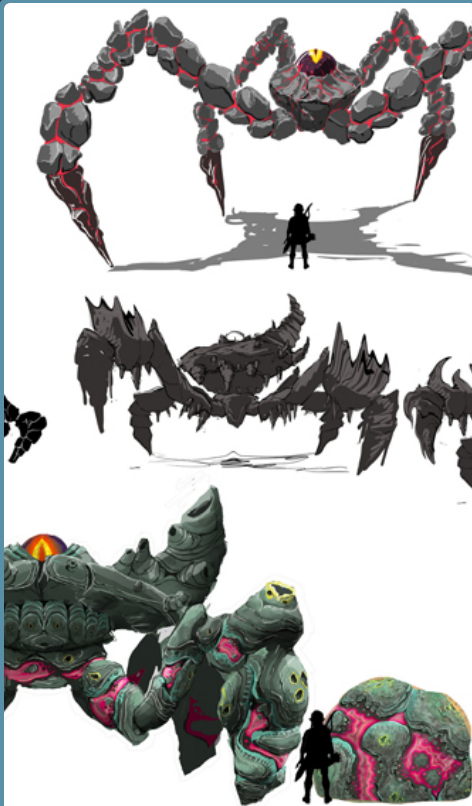
Marbled Gohma by VictorSeven ([Homebrew](#))

Shadow Sorceress by Yan Kodiak ([Homebrew](#))

ART VIBEBOARD



"The Red Wall"
Art by Full Metal Alchemist



"Marbled Gohma Inspiration"
Art by Nintendo



"Malignant Echo Inspiration"
Art by DaSaurian



"Aiden Inspiration"
Artist Unknown



"Hollow Queen's Children"
Art by Oliver Odmark



"Red Blade Inspiration"
Art by Nick Bray