

The Malus Line

A Terra Machina Adventure

Overview

The Malus Line is an adventure for use with the Terra Machina tabletop RPG system. It is intended as a guide for a Game Master (GM) to run a campaign. This document provides the bare bones where the GM will fill out the meat.

Inciting Incident

A massive flying airship known as the Sky Citadel will make its way across the skies about the kingdom of Celoral on its way to Celoral Castle. It can shoot missiles and will contain Brown Dragons that will launch out to attack any perceived enemies. When the Sky Citadel arrives at Celoral Castle it will destroy the defenses and kill many of the castle guards. The players will arrive the castle (or already be there).

A man in armor and wielding an axe will ride a golden dragon into the castle and the throne room. The man is Orax Malus, whose father was Zarkus Malus, a powerful Sorcerex who overthrew the existing Celoral dynasty and gained control of the kingdom until he was overthrown and killed by soldiers loyal to the Celoral dynasty. Orax kills the royal family and Calyktus Jykul, a wizard that lives in the castle and one of the people who overthrew Zarkus, uses the last of his power before he's killed to teleport the people around him away from the castle.

Goal of the Story

The player characters are on a mission to return to Celoral and retake the kingdom of Celoral from Orax. If any player character dies, another person that was in the castle can meet up with the group to keep the story alive.

The World

The part of the world the story takes place consists of four major island nations:

- Celoral, a monarchy ruled by a king and queen (until taken over by Orax) in the east
- Westnation, a republic ruled by a president in the west
- The Ki Shogunate, an empire ruled by a Shogun in the south
- Daggidda, a theocracy ruled by the Oracle in the north

Dreams

Throughout the game, when the player characters sleep, they will have shared dreams that will depict moments in the life of Zarkus Malus. The following are the sequence of events of each dream (though they don't need to occur chronologically for the players):

- 1) A ceremony depicting Zarkus's achievement of the title of Spellcaster Extraordinaire at the Elemental Temple. He seems concerned at having achieved such a thing at such a young age and doesn't know where to go with his life.

- 2) Zarkus visits the Oracle at Daggidda who congratulates him on passing the trials. He asks what he should do next with his life. The Oracle initially tells him that she can answer questions of what will happen should he make a choice but can't make any decisions for him. However, she hears a voice that says otherwise. She tells Zarkus to go to Celoral and go to the different taverns until he hears talks of revolution. He will lead the revolution and the Malus Line will rule Celoral for a thousand years.
- 3) Zarkus and others stand in the royal palace and exile the current monarchs. Zarkus sits on the throne.
- 4) Zarkus, now a king, visits the Drake Islands and meets with the Draconian Queen Coralyn. She shows off their symbiotic life with the dragons of the island. Their eyes meet in an affectionate way.
- 5) Zarkus fights off sixteen warriors at once until he is killed by Calyktus Jykul. Behind him a translucent figure of an angel shouts in anger.
- 6) The secret assembly of the Sky Citadel on the Drake Islands and a conversation between an elderly Queen Coralyn and her son Orax asking if he's sure he wants to do this. A herald exclaims that a rare gold dragon has been born.

The Final Battle

The players will decide whether to target the castle or the Sky Citadel. How the encounter occurs is entirely up to the GM but the final three battles will be the following.

Aurus, the Gold Dragon

- Description: A powerful dragon made of gold that belongs to Orax Malus
- HP: 24
- Armor: 4
- Immunity: Holy
- Weakness: Dark
- Moves:
 - o Scratch: 2d6+4 Piercing damage
 - o Holy Blast: 1d10+3 Holy damage

Orax Malus

- Description: The son of Zarkus Malus and the Draconian Queen Coralyn. Seeks what he sees as his rightful place as the ruler of the kingdom of Celoral.
- HP: 32
- Armor: 3
- Immunity: None
- Weakness: None
- Moves:
 - o Axe Attack: 1d10+5 damage. Piercing
 - o Elemental Attack: 1d8+6 elemental damage. Element based on 1d8:
 - 1) Earth
 - 2) Air
 - 3) Fire
 - 4) Ice

- 5) Water
- 6) Lightning
- 7) Holy
- 8) Dark

Upon defeating Orax, the world around you will shake an apocalyptic event will occur that will destroy the palace and, unbeknownst to the player, the world.

The party awakens in Heaven. Where there will find Methanriel, the Angel of Destiny. She will monologue, exclaiming that she had ordained that the Malus Line would rule for a thousand years. By killing Orax, the last in the Malus line, her decree had become void. She had no choice but to destroy the world. She questions why the party is in Heaven and attempts to use the powers of Heaven to vanquish them, unsuccessfully. She instead must fight them:

Methanriel

- Description: The Angel of Destiny and current ruler of Heaven. Wields a blade of holy fire.
- HP: 37
- Armor:
- Immunity: Holy, Fire
- Weakness: Dark
- Moves:
 - o Rain of Holy Fire: 2d8-1 Fire and Holy damage to all enemies.
 - o Slash: 1d10+6 damage Fire and Holy damage. Piercing.
 - o Blinding Light: Blind all enemies.
 - o Angel Kick: 1d10+1 damage.

Conclusion

If the party is defeated by Orax or Aurus, it's game over. The campaign ends with a thousand years of rule by the Line of Malus. If they are defeated by Methanriel, she remakes the world as if the party never existed.

If the party defeats Methanriel, the other angels appear and reveal that they fed the dreams to the party and used their angelic abilities to allow them to survive the world's destruction. Methanriel had gotten out of control and needed to be stopped but none of the angels had the power to take her on directly. The angels remake the world at the point where Orax is killed.