



"Belwei" the challenger Beo defeated
"Reverend Kajal"

"Other Elders" indecisive

"Young Inkeri" as like Beo (may represent challengers)

The issue is the young Inkeri
represent the challengers...

1,000sp found Belwei (250sp each)

The Half-Penny Tavern

Kasskar goes to meet
with Beo waiting in the back and Ord
hanging about...

Bailey - Tavern Server. ~~Flirt~~ Flirts(?)
with Ord.

Libbey > Business Woman

Tilley > Volumptous/Ridny Crop

The longcoat slips out a garrote
and attempts to garrote Ord
Kasskar yells a warning
and then...

Hubbard Hobnail assassin
revenge against Kasskar

from Bering
Orders came ~~Bering~~
He just gets orders
from a random safe deposit
box.

Kasskar takes the hat and coat
from Hubbard

Maycott talks to us...
He has info about
Chill Touch (Justice/Balance)
Beo's Family
But requires a Blood Oath
to grant a major service
of some sort
Kasskar + Ord Sign

Info

- #1 Winter Wolf burned by Bering
- Was a criminal returned
from "transport" to Hilde
(he was exiled and has returned
"Intractable" Boaf Hulk)
- #2 Beo's Parents are in the demi-
plane hell under the Heath Prison



Narshasa "The Divine Prison"
we enter and proceed past
the room where we killed
Auld.

We enter a switchback cliff
in a vast expanse
and there are cells

We encounter an old warrior
guarding Mom's cell

"Katamyah" is the guard
There are two cells
both appear to be "Mom"
but one is actually a spirit
of death "Lehar"

Left and Right Prison Cells

★ We find "Dad" a little ways
away -crying-

The Quandy? Leave Mom in Prison
Release Both
or Pick at Random?



Pale Moon or Ade Moon

Left or Right. >

We leave the prison and
consult the "Oracles"
at Gramercy Books



We decide to
summon Lehar at the oracles
summoning pit We'd flank
the Lehar and use
Word Without Warning
on it immediately

We summon the spirit Lehar
its true form is a skeletal humanoid
with breath of smoke
Initiative - Kasstar gets Nat 20

Kasstar steps up and
Instantly, slays Death...

Game 21

Recap →

Where are we starting
this session?



Revenge on Hobnails?

Pulte on the Icesheet

Camp with Belwei
Party + Kajal + others returning.

Were seeking Belwei's father Faering
to return his son's body and
demand his fealty.

Faering has the Timeslip Talisman

- ① Force
- ② Reestablish High Pyre (
- ③ Religion seek out a powerful
animal spirit
- ④ Recover the resources
- ⑤ Dawnonits lock clan is Faerings
- ⑥ Peace making

The Talisman is symbol of leadership
of the ~~Clan~~ ^{Clan} Knarr



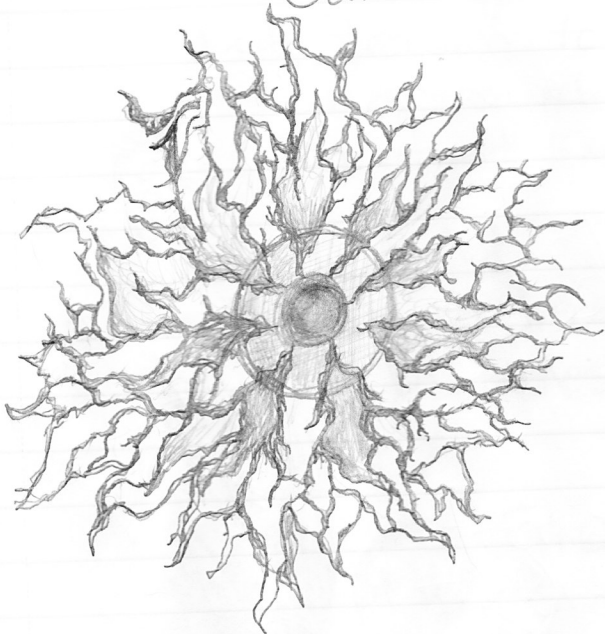
After some discussion
~~then~~ the party considers
attempting to
steal the talisman
but decide its best
for Beowulf to
challenge Faering

After a fight Beo scrapes
by some slight-of-soothing
word.

He wins the fight and takes the Talisman

We discuss & Beo makes
Faering his steward
and gives him his symbol
and his harpoon as
symbols of power.

Game 21



Spirit Quest

Gnarr Clan
Defeated
Belwei/Faering
"Virga" - Lewin's Father

Abandoned Inkeri City
Hodge

"Byrthing" Tribe

We sail around the
horn and upriver to Hodge
which was abandoned when
Highpyre was destroyed.

Hodge - Guano, Fishing, Coal, Quinine
stuff.

Their mountain refuge is a camp at
reservoir, and have cliff cities there
We meet the chieftain

We travel to the glacier
and travel 7 days
(at about 5 miles a day)

22

Paralyzed
labored Breathing.
Dizziness

~~Attack~~ -2Dex



10

Then a dragon
swoops down upon us

Kajal moves first and dailies
Beo goes next and Crits! 50hp.
Dragon misses Beo 3/4 claws
and does minor damage

Kass stands and goes into
a stance and throws
a dagger

Ord: dailies & action points
and dailies uses encounter

Kajal uses slide ably gets
Beo into flanking position
Dragon reacts with a tail slap
pushing Beo Back

Beo launches another attack
Dragon stands from prone
and does flying hop
and breath weapon



Kass advances + misses dagger
Orda, ward of Ginda, misses
Kajal soothing ward



Invis next att targets Reflex

Dragon drops before Kass
can unleash



The Witches (Fates)
Visit and speak to Beo

The thing that destroyed
Highpyre is the thing to
stop

Game 22 (missed)

Game 23

Duel Combat with a godling
and his summoned devils.



Stun

save ends

slow/cannot shift

Misses cause damage

2-16+4

6-20

Albrecht inland to guano
Cave

Inkeri ✕

4 dial

1-5 @ and

- 1 find out if number is < or > correct
- 2 find out how many digits are correct.
fail d10 save DC 81
Thievery check

5 drals 1-6

3	3	3	3	3	1 >
4	3	3	3	3	
5	4	3	3	3	0 >
6	(3)	4	3	3	2 <
(6)	(3)	1	1	1	3 >
6	3	1	1	1	2 <

(6)	(3)	(1)	2	1	
(6)	(3)	(1)	3	1	3 >
(6)	(3)	(1)	(4)	(5)	prison

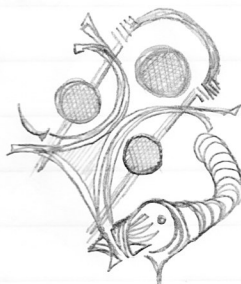
Arrested Development

3 3 3 3

greater
No digits.

4 4 4 4

greater
1 digit



④ 5 5 5

less
2 digit

④ ⑤ 2 2

less



Greencake Mine captured
along with a stash of greencake

leave

280

at mines
to Run Mines

10 Kajal + Kertwin + Olin + 7 mooks

3h Best Inkeri
Amaraal (Explorer)

Albrect Guano Caves

Follow the bat cloud inland
Low hole (to small really)
further inland another entrance
an old door banging loose
in the wind...

Narrow tunnel stairs
was a working mine

Bodies of workers on the stairs
suffered battle wounds + bites.

We suspect Vampires
Cavernous



← Amonina

Meaning →

we go this way
↓

Weseebats

Workroom into now
a sickroom

and Tinkiri

with one one guy moaning
and screaming.

with Black Pants / White ~~Shirts~~
Gold Robes

Rabies

infected Tinkiri

"Desmod" the Bats
told me you were
coming.

Hause Phyla in Hollin

Game 24

Cure for vamps.



Desmod the vampire leads us to secret exit we go through the "Harem" (the heart of the house)

Away from the bat caves the place is more luxurious woodwork, wardrobes, safes

On the way out we encounter some infected vampires.

Dramus + Bloodvic? Using silver weapons and combat enses
Rabid vampires and bat swarm

Ord, Kasskar + Aeris are hit by fear
K + A are affected, dazed and fleeing
While others swoop in to attack
Kass + Aeris flee leaving Ord alone against the horde.

					5	6	8	9	12	
					30	19	27	27	17	5
					x5	x5	x5	(5)		
					35	24	32	32		
					x	x	x	11	x	
								13		
								13		
								56x		
15	7	15	15	17 voln.						
<input checked="" type="checkbox"/>	*	x	x	0						
1562	12	12	12	12						Songory

5	6	8	9	R
35	24	32	56	17
35	24	32	56	17
SR	SR	SR	SR	SR
40		37	56	17
8				
48				
59				
59				
5				
64				
11 Rpostc				
75				
	29			
	21			
	40			
	13			
	53			
	68			
		53		
		10		
		63		
		5		
		68		
			56	
			Fled	
				17
				11
				28
				28
				21
				49
				4
				53 Imobilized

29 AC
Need

29
-12
12

6
8
4
4

3500

8

5-20

7

Rabies cure
 Bought 8 Aeros used 1
 we gave 7 to Vamps
 and gave them directions
 to the shop.

~~28~~

53 Imobilized



We make a deal with the Vamps.
for Inkiri in general

We find that the Inkiri
are in disarray
and Beo's allies have fled

We return to find Hollin
in chaos.

Cptn Krill returned & accused Admiral Burns
and split the admiralty
essentially civil war in Hollin



Game 24

Kasskar establishes ² safe houses & stash drops.
some basic disguises ^{middle class} (sailor, bum)
and re-establishes contacts
gets to know new areas of the city

Hobnail Prison is now Duletree Prison

(last session was setting the stage for the alternate team)

Aeris kidnapped his parents and terrorized his parents with his brother's remains.
He plans to animate(?) his brother using a recently deceased body and then kill and animate his parents

See Kebreect possessed by demon.

Grab Boxer for Aeris

more and more

Kane and Treasach

fetch Aeris's parents from the high apartment

Kasskar gets pump machine from Jansh and special Nitron Salt from Gregor -

Aeris animates his brother then
tortures, kills, and animates his
parents.

Then Kasskar, Treasach, Aeris, Kane
enter duletree prison

Enter the old Tunnel

open the cypher lock to
release Pendragon

Then the door behind us
slams and the taunting
voice of the Hobnail leader
comes.

Bering - ^{leader} Harst - ^{Garrow} unnamed - Krispin

Then Aeris says its been
nice worky with you Kasskar but
its this is where we part ways....

Kasskar is vapor locked for a moment
as Aeris and crew walk away...

~~Harst~~ Bering chooses that moment to go
for the top spot and attacks Harst
He is cut down quickly by Garrow & Harst

28, 114
+5
33

33

32

71
280
-16
264
-12
252
-6
246

Kasskar is ~~at~~ dazed by
a magical attack
and ducks around into the
cell for cover...

Garrow

Songoing Acid

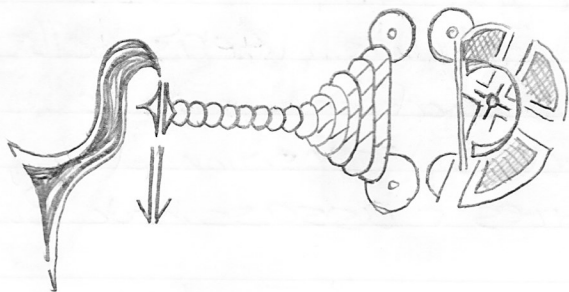
~~Garrow~~ ~~Harst~~

Garrow
Harst

Game 25

Alternate Characters

Horst ... is dead
mw (swap to Wednesday...)

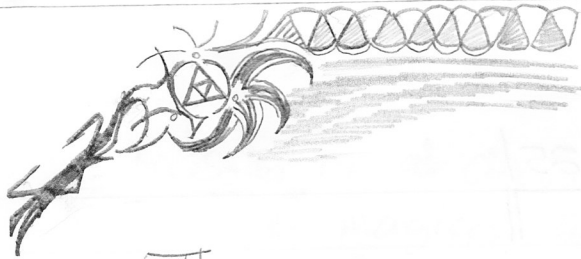


Aeris' kick gives him info "offstage"
about a phalactory that would
be indestructable ...

The Volker Bros. have it/info about it.
Aeris animates the Volker Brother
from the cistern

And then we all go to the Hospital
and meet up with the last Volker
and he + Aeris begin geeking out
about animating dead and restoring
or creating souls.

The Volkens want revenge on Kassar,
Ord, Beo



The indurictible substance
of ~~the~~ from a meteor we
Recovered from Hilde and taken
by explorer Amaril.

We go the Krill to ask his
wherabouts. Aeris tells
him what he wants to here
and is propositioned to join
forces of assassinate Burne,

We are directed to the observatory
and head inside o o o

Ac6
Ac
+6
+1
+3
10

Midnight Syndicate (Gaming Music)

Jim's Game

Viva Tor Games



Kasskar the Basher

+ Temple Guard

+ Abadar / Serenrae

At Greenacres.



At Hallow Church

King

The Testament

(Destructo Fanatics of Death)

Blackplume Island (Removed to be haunted)

6 Kids off on a dare or a romp, there
its

Ponzi the sailor

1 min

+

+ 13



Game 26

Lich Ritual

Crypts beneath
the Opium dens
of the Mooncalf.

Ritual Attendants ?

Vamps ^{Jehilde?} part of a royal house. now a trading company

Faeries changlings a sacrifice

Some of the 99 The Afflictor The Destructor

Riteship of the City

Versus sung to start ceremony
Aeris's blood is poured over
phy/leathery and then he is
stabbed through the heart

Cave/Ghost Vision

mountain top cavern
an army in a distance
heading to a tower
he returns to explore the cave

He flees wolves in the forest
and heads to the outpost
where the army was going.

He encounter the old crane
from the witches chorus.

Explains hes at a place between
existances. "Bardo"

The crone explains that within
this shed/outpost lies
something horrible from his
psyche.



~~* Emotional Shield Mincir~~

~~* Mysterious Shadow Stander.~~

~~* Shade Dance Mincir~~



stand.

FF

Touch



Percep.