

Game stuff

I don't think characters running around with gold is in the spirit of the game world. So, I'd like to switch from the "gold standard" to the "penny standard". This would mean that whenever you see gp in the rules, substitute a copper penny. If something costs less than a gold piece, it'll cost a half-penny in our game. 10 copper pennies will still be 1 silver piece, 10 silver pieces will still be 1 gold piece.

Wrapping up last time

Last time we met Gregor the naturalist; his friend Brunn, who's interested in electricity and magnetism; Chambers the Apothecary, who supplied the healing tinctures and treacle; and Stiles the healer. The characters went with Gregor to find a giant squid.

booty from last time

In Lofton Keep, they found:

+1 broadsword: 70 pennies; can sell for full
100 pennies worth of jewels and gems
+1 chainmail: 120 pennies; can sell for full
+1 AC ring; 360 pennies; can sell for 1/5th
Wand of Herblore: Gregor's cut
+1 rigid leather armor: 75 pennies; can sell for full
five +1 arrows: 10 pennies each, can sell for full

Page 223 says "the sale price of a magic item...is one-fifth of the purchase price." Page 220 says mundane gear brings one-fifth of an item's market price. But, "find goods" that have a specific value bring their full price. So, with the fine non-magic items the characters found, I'm going to say their value is

At the end of the adventure the characters also found a captain's desk. It contained 50 pennies, stamped with a coat of arms and portrait they don't recognize; and a reflecting circle, which Jennish might be interested in. It's for measuring angles between planets, between the moon and the horizon, stuff like that, for navigation.

Do the characters try to sell the stuff from last time? Do they sell them to a fence that Kasskar knows or do they try to sell the stuff to some legitimate weapons dealer? I guess a fence will reliably pay quarter-value for stuff with no questions asked, but the routine dealer will want to know where you got it.

questions for the PCs

The PC's are Hollin natives. Where do they live in the city? There are different inns, boarding homes around the city. Mooncalf? Except for Beowolf, are their parents alive? Do their parents live there in Hollin? Do the players want to think about this for next time?

Can the characters give me their alignments again? Just write it on the card along with the other stuff.

Highpyre

Beowolf is told by a friend who knows his background that in a few weeks a navy expedition is going to Hilde...They've recently had two separate expeditions to Hilde go missing, both ships commanded by excellent officers. The last sighting of one of them was in Beowolf's former village -- Highpyre. Would Beowolf go with them to find the fate of the expeditions? They leave date of the search leaving isn't fixed yet, possibly within a few weeks.

This time: Herndon and Turnfield

Last time we decided the characters would rather fight a press gang than work for one. Now, do we think the characters would condone or maybe be fans of illicit bare knuckle boxing? If so, there's an illicit boxing ring in the basement of a bar called The Whipsaw, near the shipyards. One of the characters was recently at a fight where the crowd was pressed in around him, and he can find a message in his pocket after a recent visit to a fight. It says "Would you be interested in some confidential work? Contact me tonight through your recent friend."

Assuming they do go to Gregor, he introduces the characters to Turnfield and Herndon. Turnfield is a doctor who studies deficiencies. Many of the ships leaving port now carry limes to prevent scurvy, and that's because Turnfield advocates strongly for it. Right now testing Gregor's crazy-sounding theory that sunlight can prevent rickets.

The second doctor is Herndon, an anatomist. As an anatomist, Herndon studies the human body by dissection. Herndon has a contact at Meade Hospital who says that right now, there's a body in the Meade Hospital Morgue with goiter. Since goiter isn't fatal, it's actually pretty rare to hear of a body with goiter. So, Herndon and Turnfield feel very strongly that they would like to study that body.

Unfortunately, in Hollin, dissecting bodies is a crime. So, this is where the confidential work comes in. Herndon and Turnfield propose to steal this body from the morgue and Kasskar's lockpicking ability would come in very handy for this. They can offer the party (only) 50 pennies to help with this.

If the characters agree, they'll break into the morgue through the sewers. Gregor, Herndon, and

Turnfield know a private entrance to the sewers that they can use, but they should wait until night to maximize the chance that the morgue will be empty of workers.

setting out

supplies

Ask the characters if they're stocked on tincture, treacle, etc.

walking order

Last time we had the walking order:

kasskar
beowolf
jennish
gregor
stiles

Do we want to keep that?

The Sanctuary; Werner, Clara, Idri

The private entrance is at a sanctuary run by one of their fellow doctors, Werner, for untouchables and girls "in trouble". Herndon warns them that, for the benefit of the patients, the sanctuary is secret, so please don't discuss the sanctuary with anyone.

When they get there, they see that it's a former merchants hostel. You've seen others in the city like it -- the Mooncalf is one very well-known one -- and has the common design of a large courtyard surrounded on all sides by the building. Herndon has brought a horse-drawn carriage, a sheet, and a stretcher, and when the party arrives Werner opens an overhead door in one side of the building that they can drive their carriage through. When they get into the courtyard, it seems that it has just been cleared of patients for their benefit, and the last few are still scurrying out: a pregnant girl and a couple other women. One of the women is a young girl herself and catches the characters' eye -- she's a Lauren Hill type. Herndon tells them that's the midwife Idri, and that the other older woman is also a midwife, Clara.

They disembark, get out the carrier and the sheets, and go into the sewer.

The Sewers

The sewer is uneventful. It's a large arched passageway with walkways down each side and the water down the middle. Steel ladders go up and down from the passageway.

Meade Hospital Morgue (“Rose Cottage”)

They enter on room “kk” if they can unlock the manhole from below. Once they get through the manhole, they seem to be in the right place -- it smells like embalming fluid. It’s also naturally cool, almost to the level of refrigeration.

They pass through three rooms with bodies and two locked doors on the way to the Great Hall, “N”. If they fail to open some locks, there can go up into the hospital to try their luck there and then come back down. These locks are DC 20.

Great Hall

The Great Hall is like the Registry Room at Ellis Island. It’s 200 feet by 100 feet. It has high vaulted ceilings about 50 feet high at the apex. It’s masonry everywhere. There are many marble slabs -- spaced on a regular grid throughout the hall -- with additional rolling beds with many more along the walls or between the slabs.

The characters have to split up and search the bodies to find the one they’re looking for. As they begin to search, they inadvertently ring some bells on the wrists and ankles of the bodies. Herndon says that this is “waiting morgue,” which means that bodies brought here are kept for several days to watch for signs of life, to prevent burying someone alive. The bells are so that if there is any stirring, an attendant can hear it. So, try not to get the attendants’ attention by ringing the bells.

In the course of the search, Jennish notices a curious machine that he deduces (1) pumps out blood and pumps in embalming fluid; and (2) is broken. It’s about the size of a cooler and on wheels so that if he has the urge they can steal that thing too.

Have a minigame here where they avoid bringing attendants by not ringing the bells? But even after they learn not to ring the bells, they’ll hear some bells ringing -- bells ringing on the wrists and ankles of the undead.

Let’s say each character has to pass a stealth check DC 20 to not ring a bell? Let them pick between stealth and theivery. My characters range between -3 to 10 on these. So, DC 15 sounds like a good level? If the character rings a bell, let’s say there’s a 50/50 chance an attendant will come. But, the first one will be Herndon’s inside man, so no problem there. It’s only on the second one.

But, when the most stealthy character passes his/her check, the bell rings anyway. And the undead rise! One second level zombie for each character!

Zombie		Level 2 Brute
Medium natural animate (undead)		XP 125
Initiative -1	Senses Perception +0; darkvision	
HP 40; Bloodied 20; see also <i>zombie weakness</i>		
AC 13; Fortitude 13, Reflex 9, Will 10		
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant		
Speed 4		
⊕ Slam (standard; at-will)		
+6 vs. AC; 2d6 + 2 damage.		
‡ Zombie Grab (standard; at-will)		
+4 vs. Reflex; the target is grabbed (until escape). Checks made to escape the zombie's grab take a -5 penalty.		
Zombie Weakness		
Any critical hit to the zombie reduces it to 0 hit points instantly.		
Alignment Unaligned	Languages -	
Str 14 (+3)	Dex 6 (-1)	Wis 8 (+0)
Con 10 (+1)	Int 1 (-4)	Cha 3 (-3)

ZOMBIE TACTICS

When two or more zombies attack a single foe, one of them uses *zombie grab* to prevent the foe's escape.

Ghost:

Phantom Warrior		Level 4 Soldier
Medium shadow humanoid (undead)		XP 175
Initiative +8	Senses Perception +13; darkvision	
HP 40; Bloodied 20		
AC 18; Fortitude 16, Reflex 15, Will 16		
Immune disease, poison; Resist insubstantial		
Speed 6, fly 6 (hover); phasing		
⊕ Phantom Sword (standard; at-will) ◆ Necrotic		
+9 vs. Reflex; 1d8 + 2 necrotic damage, and the target is marked until the end of the phantom warrior's next turn.		
Phantom Tactics		
A phantom warrior has combat advantage against any target that has another phantom warrior adjacent to it.		
Alignment Any	Languages Common	
Str 14 (+4)	Dex 12 (+3)	Wis 11 (+2)
Con 12 (+3)	Int 10 (+2)	Cha 14 (+4)

PHANTOM WARRIOR TACTICS

A phantom warrior patrols the location where it died, attacking anything it perceives as an enemy.

The ghosts are the Phantom Warriors p 116 MM, perhaps with their stats halved like I did with the spiders. Note that these guys are insubstantial, so take half damage. But, they fight with fists or stuff they find in the morgue -- coroner cutting tools or similar. Should the damage be necrotic if they use a normal material world weapon?

After they defeat the ghosts, they have some time to look at all the other ghosts there. They can

see they're of all types of people, and these ghosts are now in an Ellis-Island-like situation where they're not sure where they're going to go. The ghosts will converse with the characters or ask them questions about where such and such a place is in the city.