

So, among “choices” we now have (1) confusion of identity (used many times) and (2) nFaustian bargain.

Aeris should be approached by a demon with a Faust-like bargain to increase his powers...maybe at the animal spirit thing. Maybe it’s best for the Faust bargain to come from Ishild...maybe the “devil” can offer Aeris one of his goals (immortality or revenge) if he gives up on the other. Maybe the witches can offer that...then they become more movers than just commenters. Or, maybe the “devil” can offer to do this stuff for Aeris if he sells out the party.

Maybe the “faust” approach would be good for Ord as well (as a heretic) or Kasskar (as someone who’s morally on the fence). The problem with each of these is actually that it’s not a party choice. Maybe a party choice should be to save a character (PC?) or get quest (become king of Inkeri)?

### questions for players

- Get level 6 character sheets.

### recap from last time

Over the last few games, Beowolf has been seeking leadership of the Inkeri on Hilde.

Two games ago, in game 21, the party traveled to Hilde and found the Knarr Clan camped on the Aden ice sheet on the Aden Sea. Beowolf challenged the Knarr Clan leader Faering and defeating him, took the amulet that was Faering’s symbol of leadership over the clan. Fearing’s amulet will also allow the party to travel the interior of Hilde without loosing time. The ice sheet where this happened was on the same Aden sea as Highpyre, across from Hilde.

Last game, game 22, the party sought out animal spirits as Beowolf’s initiation into the Inkeri religion. They traveled west around Hilde to the Demspster Sea, and find the Byrthing Clan and their leader Ferja. Ferja told Beowolf that the best way to get an animal spirit would be to travel up the Kerava Glacier and undertake the animal spirit quest there that no one had survived before. There, the party fought the dragon Vecassitrix and gained animal spirits. The Witches’ Chorus also appeared to them on the glacier.

Now, we have a few things on the agenda:

- I’ll describe the animal spirits that came to the party members.
- The Witches’ Chorus has some questions for Aeris.

- And then continuing the main thread, the shaman Kajal suggests that the party turn to reclaiming Hilde's resources for the Inkeri.

## **Power Animals**

These are the power animals that the characters got from the animal spirit quest. If the characters go to 0 hp, the power animals will appear in spirit form to stand over the character and fight off the enemies; although just once, then the animal spirit is spent. Also, in the future Beowulf will be able to shape change into Celendril.

### *Celendril, the White Drake of the Waste*

After the fight with Vecassitrix, Beowulf's ears are still ringing from the quinine, and he's kneeling on the snow, still vomiting from the quinine. But in his exhaustion, he looks up, past the cliffside toward the horizon, and sees the spirit of a regal white dragon come to him, then disappear as he joins with Beowulf. This is Celendril, the White Drake of the Waste. With Celendril as his animal spirit, Beowulf gains Heroic Effort as an encounter power.

Kajal or an Inkeri chief can tell Beowulf that Celendril is traditionally believed to be the guardian of the Inkeri nation, who protected the Inkeri from the horrors of Hilde's waste. But now with Highpyre destroyed and the Inkeri in hiding, the Inkeri believe that Celendril was killed.

### *Hedran, the Feathered Serpent*

After the fight Ord is lying on his back with his eyes closed, struggling with the headache and photosensitivity from the quinine, when the spirit of Hedran the Feathered Serpent comes to him. Hedran is green with feathered wings, a feather crest, staring lidless eyes, and cruel fangs. With Hedran as his animal spirit, Ord can fly as a daily power, with the same speed as his normal land speed. (Myabe also something here about lidless eyes , e.g., caught be caught suprired)

### *Isaf, the Black Worm; also called Llyngyr, the Brimstone Dragon, and the Nether Dragon*

The spirit of a wingless dragon, black as the void and breathing burning liquid sulfur, comes to Aeris and joins with him. This is Isaf, the Black Worm; also called Llyngyr, the Brimstone Dragon, and the Nether Dragon. With Isaf as his animal spirit, Ord gains the daily power Hellfire, which is a burst 5, range 10 fire attack that leaves enemies and the affected area burning with glowing blue sulfur and choking gas.

Kajal or an Inkeri chief can tell Aeris that Isaf's black color and winglessness were considered signs of evil by the ancient Inkeri, and that he was killed by an ancient Inkeri hero.

*Marwolaeth, the Hooded Dragon; (or Poeri, the Spitting Dragon; or the Dancing Dragon)*

A Cobra-like dragon that comes to Kasskar. Kasskar gains the daily power that he can immediately interrupt any melee attack and instead respond with a free spitting attack against the target that blinds the target on success. Need statistics for the power.

### **Witches grill Aeris**

- They want to know the scope of his revenge ambitions: parents, others (e.g., the party), Hollin, destroy Balaal? Do they offer to help him destroy Balaal? And then, would Aeris be willing to take the role of the party's nemesis at the end of the campaign?
- The Witches can tell Aeris where there's an artifact that will increase his effective necromancy power...or is this his animal power? Presumably in Hollin.

### **Continuing: either revisit Knarr Clan or visit the Karvi Clan**

Now, Kajal suggests starting to work on reclaiming Inkeri resources. To get information on this, the party can either return to the Byrthing Clan camp east of the glacier, or they could continue west to the Karvi Clan camp, also on the Dempster Sea.

Information on those two clans:

Byrthing clan: City of Hodge at the source of river on map. Now hiding out in caverns w reservoir under mountains nearby. This is Leutwin's clan; his father in charge is Ferja. Quest here is the animal spirit trial, which Ferja sends him on thinking he won't be able to do it.

Karvi Clan: City of Busse in foothills on map. Now hiding out in a throat of the world thing. This is Asger's clan; his father in charge is Skeid. Quest here is a resource thing, and the party will find when they go to reclaim the resource that it's a guano cave infested by vampires or something.

It's a bit of a false choice, either leader will give them the same advice on reclaiming resources. Either one should give Beowulf information on the animal spirit he has and also suggest that while amazing, it is just the first step in leading the Inkeri's religion.

Either one will tell them that their own parties already went to both these places trying to reclaim them, but neither came back.

## **Voss Mine, Krohn**

### *main tunnel*

The Greencake mine is north of an abandon Inkeri settlement, Voss, which is on the Dempster Sea coast west of the Karvi Clan camp. A guide from the clan, Olin, can go with them to show them the way through the woods.

They find a freight elevator right inside the mine entrance. They take it down, and at the bottom they find a main tunnel about two stories high. The entire tunnel seems to be carved from the salt with the light green color that greencake is centrifuged out of. At the height of a second level metal catwalks run along the sides of the tunnel. There are many smallish side tunnels running off of the main tunnel, both on the first story and the second story from the catwalks; some are side but only about half height, and the folks working in them are crouched. On both levels there are tracks for the mining carts, those in the unactive side tunnels are out of repair. In some places there are steel or timber arches supporting the salt ceiling.

Occasionally in here you see miners working. They have the look of forced labor, and they don't seem to care that you're here. The main tunnel is about a half mile long, and you think you hear the sound of centrifuges coming from the end. Actually the sound of centrifuges is from a main cross-tunnel, take a left. That's the centrifuge room. If you take that cross tunnel right, it's the salt palace.

### *Centrifuge Room*

There'd be dead Inkeri bodies still here? Maybe stacked up in a corner.

The guards in here are generic Blackwells fighters with wolves like before, or they're more elite Caliphate guys working for Krohn? For now let's make these guys straight blackwells, and then make the Caliphate guys in the room with Krohn.

### *Salt Palace*

At one place in the mine, they find a lake, with an elaborate bridge around the side of it and then there are three elaborate openings on the other side, all leading to the same foyer.

There can be a foyer, then bathhouse -- of course fountains and pools are made of salt.

I'd like to base the chapel part on e.g. Eglise, that would make sense to me. This would be at the end where Krohn is...what would be the front of the palace? There would be bedrooms, also a tall column room where each four columns have a vault above them.

Touches, all made of salt: torches, arches, "wood grain", chandeiers, furniture, highly polished tessellated floors, brickwork.

Aspect of Krohn, explanation to Ord. Tunnels of Doom vault.

### *Aspect of Krohn*

When the party comes into the chapel, they see a lean man sitting in flowing white flowing robes and a tall, white, fan-like headdress. The white fabric contrasts with the skin on his face and hands is very dark. He turns toward the party and looks at them for a moment.

He looks at Beowulf, saying that he would have been disappointed if the Inkeri hadn't sent a Hero to avenge their previous failed raiding party. But although you're led by an Inkeri, you're not an Inkeri party. No, you're hugely more interesting than that. You're the party that killed Lahar in the divine prison. And so we enter each others' story in a most captivating way -- let me tell you how.

He stands and you can see that his white robes go all the way to the floor and his white sleeves cover his hands completely. He says, I am Krohn, or more accurately, a manifestation or shadow of Krohn, the immortal emperor of Blackwells.

Thousands of years ago, the god Gradska and I had each become powerful because of the power source we'd captured -- Gradska in Hollin and myself in Blackwells, so the Caliphate's 99 wanted us both eliminated. Thinking to play me, they approached me and suggested that I attack Gradska, a suggestion that I embraced. I went to Hilde and to find "Mirtis" -- a devil and great evil. Together, we traveled under Mirtis's black cloud to High Hill in Hollin.

There at Gradska's temple, Mirtis and I wiped out Gradska's adepts. We continued to Gradska's sanctuary, where we found him, and I sent Mirtis against him. Gradska called on his angel of death, Kidu, who arrived in his usual beautiful nimbus. But when Kidu arrived, Mirtis had already taken Gradska's form, and Kidu couldn't distinguish between the two. He questioned both but was still unable to distinguish between them, so was forced to stand aside while the two Gradskas fought. When one Gradska had killed the other, Kidu couldn't bet that the survivor was the real Gradska. So, he chained the survivor and built the divine prison Narsasha, imprisoning him there, and calling him Lahar, meaning "unknown". Thus the Lahar you killed was Mirtis -- or

Gradska. And it was a killing that will go down in legend.

But returning to my own ancient tale, With the head of the snake dead or in prison, it was easy to kill the body -- Gradska's church. The Kirsi had been greatly wronged by Gradska, and over the centuries they replaced the newborns of the Gradska clerics with their own changeling children, eventually taking control of the Gradska religion this way and strangling it. Today no member of the Gradska religion survives -- and you eliminated the possibility that even Gradska himself survives.

As for myself and the ninety-nine, there were never my rivals the way that Gradska was. Now with no possibility that Gradska could aid the ninety-nine, I returned to the Caliphate, killing those few of the ninety-nine I found there. The rest of the ninety-nine went into hiding, and I set myself up as the 1, the Malak.

And so Ord, you would know me as a manifestation of Malak Ghaniy Ibn al-Malik, the Malak of the Caliphate, who you testified against in al-Watan. Of course the Malak Ghaniy Ibn al-Malik who was executed was just one of my manifestations; another manifestation, my "cousin," now wages war against the Caliph nobility to take back my rightful place.

I'm sorry that in return for your candor you were exiled from your home. Also, I'm sorry that I've been slow in hunting you, but of course hundreds of scholars testified against me, and besides hunting them I already have my hands full hunting the Ninety-Nine."

So as I said at the beginning, our stories have crossed in a way that I find totally fascinating. Really, I've had so much joy contemplating the turn of events and your brilliance in killing Lahar. So, before I destroy the four of you, I would be thrilled to answer any questions the four of you might have.

He raises a hand and a find salt door slams shut behind you.

**Krohn**

<b>Cambion Hellfire Magus</b>		<b>Level 8 Artillery</b>
Medium immortal humanoid (devil)		XP 350
<b>HP</b> 65; <b>Bloodied</b> 32	<b>Initiative</b> +6	
<b>AC</b> 20; <b>Fortitude</b> 17; <b>Reflex</b> 20; <b>Will</b> 22	<b>Perception</b> +6	
<b>Speed</b> 6, fly 8 (clumsy)		
<b>Resist</b> 10 fire		
<b>Traits</b>		
<b>Soul Mantle</b>		
A mantle of soul energy protects the hellfire magus, giving it a +4 bonus to AC and Reflex defense against ranged attacks (already included in its statistics).		
<b>Standard Actions</b>		
⊕ <b>Quarterstaff</b> (weapon) • <b>At-Will</b>		
<i>Attack:</i> +10 vs. AC		
<i>Hit:</i> 2d8 + 7 damage		
☞ <b>Hellfire Ray</b> (fire) • <b>At-Will</b>		
<i>Attack:</i> Range 20; +12 vs. Reflex		
<i>Hit:</i> 1d8 + 12 fire damage, and the target is knocked prone		
☞ <b>Soulscorch</b> (fire) • <b>Recharge</b> ☞ II		
<i>Attack:</i> Area burst 1 within 10; +12 vs. Reflex		
<i>Hit:</i> 1d10 + 11 fire damage, and ongoing 5 fire damage (save ends)		
<b>Skills</b> Arcana +12, Bluff +15, Diplomacy +15		
<b>Str</b> 9 (+3)	<b>Dex</b> 15 (+6)	<b>Wis</b> 14 (+6)
<b>Con</b> 11 (+4)	<b>Int</b> 17 (+7)	<b>Cha</b> 22 (+10)
<b>Alignment</b> evil	<b>Languages</b> Common, Supernal	
<b>Equipment</b> robes, quarterstaff		

Can fly 8 hover

*Lightning Burst*

Close burst 1 lightning. 1d12 + 5 lightning, +11 vs. reflex.

*Choke*

On a success chokes the victim for 2d6 damage, +11 vs fortitude, save ends, minor action maintains.

*Summon devils*

Summons a devil with a bulls head, horns, beard, hooves; ring in nose and gold necklace and bracelets.

*Krohn's Devils*

<b>Bearded Devil (Barbazu)</b>		<b>Level 3 Soldier</b>
Medium immortal humanoid (devil)		XP 150
<b>HP</b> 44; <b>Bloodied</b> 22		<b>Initiative</b> +3
<b>AC</b> 19; <b>Fortitude</b> 15; <b>Reflex</b> 13; <b>Will</b> 13		<b>Perception</b> +6
<b>Speed</b> 6		Darkvision
<b>Resist</b> 15 fire		
<b>Traits</b>		
⚙ <b>Beard Tendrils</b> • <b>Aura</b> 1		
Enemies that begin their turns adjacent to the bearded devil take 5 damage.		
<b>Battle Frenzy</b>		
While the bearded devil is bloodied, it gains a +2 bonus to attack rolls and deals an extra 5 damage with its melee attacks.		
<b>Devilish Teamwork</b>		
Allies adjacent to the bearded devil gain a +2 bonus to AC.		
<b>Standard Actions</b>		
⚔ <b>Glaive</b> (weapon) • <b>At-Will</b>		
<i>Attack:</i> Reach 2; +8 vs. AC		
<i>Hit:</i> 1d4 + 8 damage, and the target is marked until the end of the bearded devil's next turn and takes ongoing 10 damage (save ends)		
⚔ <b>Claw</b> • <b>At-Will</b>		
<i>Attack:</i> +8 vs. AC		
<i>Hit:</i> 1d6 + 8 damage		
<b>Skills</b> Intimidate +4		
<b>Str</b> 15 (+3)	<b>Dex</b> 10 (+1)	<b>Wis</b> 11 (+1)
<b>Con</b> 12 (+2)	<b>Int</b> 5 (-2)	<b>Cha</b> 6 (-1)
<b>Alignment</b> evil		<b>Languages</b> Supernal
<b>Equipment</b> glaive		

### main game: guano

The party is told there's a rich guano cave near the Welkin settlement of Gravning on the sea coast west of where the glacier meets the sea. Recent scouting parties reported that the settlement seems to be abandoned, so it might be worthwhile to check out the guano cave and see if it can be reclaimed for the Inkeri.

As they approach on the coast, they can see a cloud of bats flying inland, presumably to the guano cave. If they follow the bat cloud inland, they see that the bat entrance to the cave is a low hole in the grassy ground, which doesn't seem to have been the mine entrance. But, as you travel further inland, you come around a low hill about 500 feet away and there's a conventional mine entrance there with a heavy wooden door, barred and locked with a rusty pad lock. A track for a coal-cart-like cart runs under the locked door.



## Cliff Cave



### Dangers

Trapped Chest

### Collectibles

Skill Book [Conjuration]: The Doors of Oblivion [D1/10]

Unique Item: Ring of Namira [57/112]

Area Is Locked

Chest(s)

Potions

Loose gear

In this sizable cave, where restless spirits haunt this site until you visit it as part of the quest, you can obtain a unique item which you can obtain a unique item which will offer to join you as a Follower.

You navigate these winding passages.

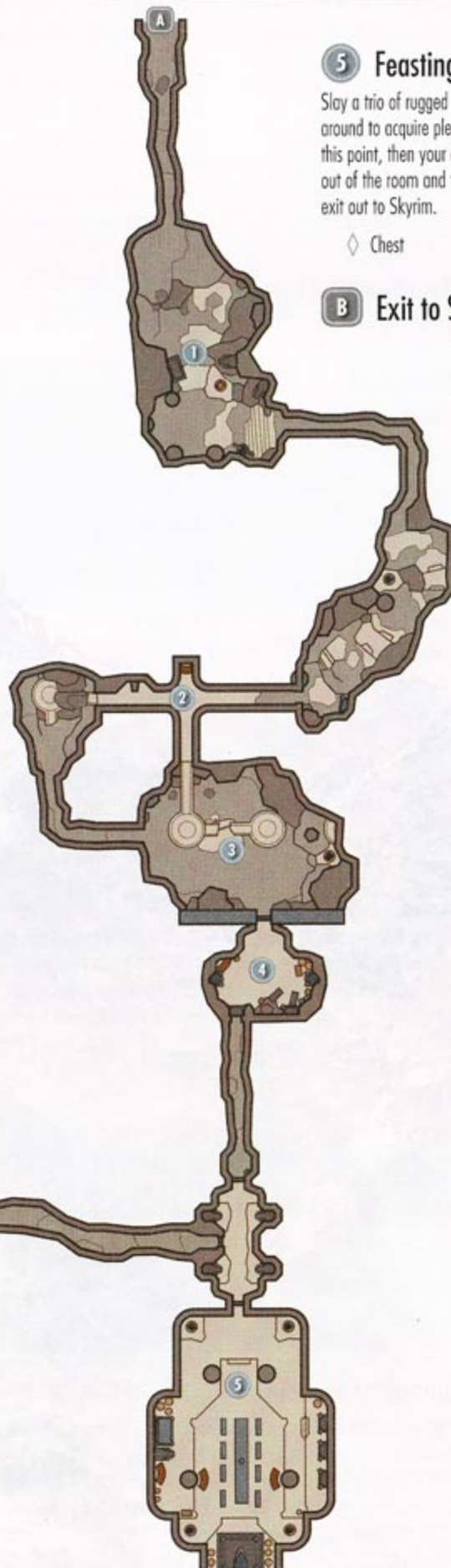
Some gear in these burial passages.

Some gear

Explore Amber's upper walkways and discover the side or from behind to avoid

### Amber

A standing sarcophagus in this small room and a Skill Book on a shelf. If you're looking for the Ring of Death, then this is as far as you



### 5 Feasting Hall

Slay a trio of rugged Draugr to get around to acquire plenty of loot. At this point, then your quest advances out of the room and take the west exit out to Skyrim.

◇ Chest ◇ Potions

### B Exit to Skyrim



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Next to last encounter: vampire with rabies.

Final encounter: Three males, dozens of females, harem. Females are regurgitating blood for the weak. They are not hell-bent on fighting the party, they have news from bats and their leader is open to joining Beowulf as a house on Hilde.

### **post game summary**

The party turns to reclaiming Hilde's resources for the Inkeri. They go to the Voss greencake mine, where they find a manifestation of the Blackwells emperor Krohn in the mine's salt palace. He tells them the story of Lahar, that he is also the Caliphate Malak, and that he's hunting the Caliphate's Ninety-Nine gods. Seeking revenge on Ord for testifying against him in al-Watan, he fights the party to a draw inside the salt palace.

**treasure given out**

**to do (post game)**

- player questions to answer
- requests to send players after the game