

to do (pre game)

questions for players

- Characters level up to 8 after this game. Let's level up normal characters but not the evil party characters.

recap from last time

Generally, Aeris has been working on becoming a lich and taking his revenge on the city of Hollin.

At the end of the game two games ago, Aeris had been prevented from coming back to life as a lich because his phylactery had been stolen by the fairy Lacewing. Last game, the Gradskan kings' jester Arlin led Aeris's spirit to the Raven House forge. There, Aeris found the fairy Polaris has crafted decoy phylacteries identical to his own, but found his own with Arlin's help. Reawakening in his now skeletal body, Aeris led the evil party to retake the phylactery at the forge, where they killed Polaris and the fairy thief Lacewing.

Now, Aeris plans to attack the Oracle. For himself, he would like to get the Oracle's greencake, and the spells Firestorm and Yawning Grave, which the witch Kanna claimed are there. Aeris has promised the lich Ishild that Ishild could have the Oracle's library. And, Aeris has told Gerholt Volker that he can bring his god in a jar there to feed on the power source at the Oracle / High Hill.

Aeris' allies

Presumably Aeris will take the evil party with him to the Oracle -- Kane, Treasach, and Pendragon? Would Aeris like to raise undead allies to help in the attack?

- Shakkan asked that Aeris raise the Gradskan kings from the dead, so that's a possibility.
- Aeris controls his parents as undead. Would he like to make them fight?
- Are there any other generic undead that Aeris would like to raise?

Send a distraction to the Sanctuary?

The Ninety-Nine (The Patient, The Destroyer, The Afflictor) at the royal mummy cache suggested that if Wren got wind that Aeris was attacking the Oracle, she might go there to defend it. To prevent this, Derek suggested he might want to send a second party to attack the

Sanctuary as a distraction. Does he still want to do that?

Aeris attacks the Oracle

On a DC 20 perception check: As Aeris's party approaches the Oracle, they notice on a perception roll that inside the bag that Gerholt is carrying, there's an increasingly loud sound of a jar rattling, agitatedly.

When the party goes to Gramercy Book Store, they find the store "closed" and locked. If they knock, no answer. If they persist in knocking, someone will come to the window and make motions like the store is closed -- and they'll see a couple of other guys in the back going to the niche door.

After they go through the niche door and are heading down the floors to the pit level, they hear some incantations shouting, and they huge white spinning cloud goes up through all the levels.

Oracle adepts: Aliester, Mari, Ludlum, Avens, Celia

Human Mage		Level 4 Artillery (Leader)	
Medium natural humanoid		XP 175	
HP 42; Bloodied 21		Initiative +4	
AC 17; Fortitude 13; Reflex 14; Will 15		Perception +5	
Speed 6			
Standard Actions			
☹ Quarterstaff (weapon) • At-Will			
Attack: +4 vs. AC			
Hit: 1d8 damage			
☹ Magic Missile (force) • At-Will			
Attack: Ranged 20; +7 vs. Reflex			
Hit: 2d4 + 4 force damage			
⚡ Dancing Lightning (lightning) • encounter			
Attack: The mage makes a separate attack against 3 different targets: ranged 10; +7 vs. Reflex			
Hit: 1d6 + 4 lightning damage			
⚡ Thunder Burst (thunder) • encounter			
Attack: Area burst 1 within 10; +7 vs. Fortitude			
Hit: 1d8 + 4 thunder damage, and the target is dazed (save ends)			
Skills Arcana +11			
Str 10 (+2)	Dex 14 (+4)	Wis 17 (+5)	
Con 12 (+3)	Int 18 (+6)	Cha 12 (+3)	
Alignment any		Languages Common	
Equipment robes, quarterstaff, wand implement			

Each adept has a spirit that he or she summons to help protect the Oracle.

- Aliester summons Utu. Sumerian demon, with lines of beads, rectangular beard, wings with “features” that look like they’re textile rectangles, cylindrical hat with multiple levels, sandals, skirt.
- Mari summons the white tornado with face melting.
- Ludlum summons an electrical elemental, Nammu.
- Avens summons flying demons, Shulgi, Ekur.
- Celia summons a portal that sucks the characters towards it if they can’t resist...you hear howling on the other side.

The Gradskan kings

In Game 28, Shakkan’s ally kings were level 6 Malicious Ghosts:

Malicious Ghost		Level 6 Lurker
Small shadow humanoid (undead)		XP 250
HP 41; Bloodied 20		Initiative +9
AC 20; Fortitude 16; Reflex 18; Will 20		Perception +8
Speed 0, fly 6 (hover); phasing		Darkvision
Immune disease, poison		
Traits		
Inexorable Creep		
When the ghost uses phasing to move through blocking terrain, it gains a +2 bonus to attack rolls and all defenses and deals 1d6 extra damage on melee attacks and ranged attacks until the start of its next turn.		
Insubstantial		
The ghost takes half damage from any damage source.		
Standard Actions		
Ⓣ Spirit Touch (necrotic) • At-Will		
Attack: Melee 1 (one creature); +9 vs. Reflex		
Hit: 1d8 + 10 necrotic damage.		
⚔ Piercing Malice (psychic) • At-Will		
Attack: Ranged 5 (one creature); +9 vs. Will		
Hit: 1d8 + 10 psychic damage, and the target is slowed (save ends).		
⬅ Inky Breath (necrotic) • Recharge ☒ ☒		
Attack: Close blast 5 (enemies in the blast); +9 vs. Fortitude		
Hit: 1d8 + 10 necrotic damage, and the target takes ongoing 10 necrotic damage and is immobilized (save ends both).		
Skills Stealth +13		
Str 11 (+3)	Dex 21 (+8)	Wis 11 (+3)
Con 16 (+6)	Int 7 (+1)	Cha 22 (+9)
Alignment unaligned		Languages Common
Open Grave		See Compendium
The Shadowfell		

Firestorm, Yawning Graves, Thunderstatement, Greencake

Aeris can find these based on the witch Kanna’s description.

I guess the greencake there is another 150,000.

Talk with God in a Jar, Anu

With the Akira-like god-mass writhing in the summoning pit, many illusions of objects from other times and planes start to rapidly appear and disappear in the Oracle. Buildings rise and decay in a matter of a few seconds. Species evolve and decay in front of the party in a few seconds.

Scores of demons appear from other planes to see it and speak for it. They suggest that this plane, including the party and their entire story, has just been created by the god-mass (named Anu). If the party says they existed before, the demons say that that is an illusion, that Anu created them with apparent memories.

They also say that this area -- High Hill and the Oracle -- have historically been a power source because Anu is here now -- his power emanated back in time.

Using Firestorm, Yawning Grave

He can go to a high point in the city to cast firestorm -- it causes the Admiralty ammo dump to explode, then the fire turns into a firestorm.

post game summary

Aeris and his allies attack the Oracle, defeating the adepts there, including his old allies Aliester and Mari. Gerholt Volker's god in a jar feeds on the energy there, and it grows into a writhing, faceless mass of flesh that fills the Oracle's summoning pit. Spirits appear to attend on the god, and the spirit Anu claims the new god created the world in the last few seconds, and that the party's memories of life before the god are an illusion.

treasure given out

to do (post game)

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