

to do (pre game)

- treasures and optional things

questions for players

- Where are the characters sleeping these days?

recap from last time

Our last game was 6 weeks ago, and the game before that was 10 weeks ago.

So to recap, two games ago, Aeris and his evil party largely destroyed Braddock using Firestorm and Yawning Graves. The main party, now including Beowolf, Kasskar, Ord, and Aeris' brother Jaris, arrived shortly afterwards and defeated Aeris' party.

Then last game, the party destroyed Aeris's "indestructible" space-time phylactery in Kairos, the plane without time. Back in Hollin, the young Hobnail Karn asked Kasskar to get his brother back from an admiralty press gang, who had kidnapped him despite the desperate ruin caused by Firestorm. Searching at the admiralty forge, the party was attacked by a disturbed, apparently psychic press gang.

The party defeated the press gang, and freed three impressed men, Mayfield, Avens, and Gower. Now Mayfield, Avens, and Gower tell the party that some other impressed men, possibly including Karn's brother, are being held at Enfield Yard.

Enfield Yard

Ask the party (presumably Kasskar) to roll Streetwise. If they beat a very easy DC 10, they know that Enfield Yard is the Enfield Trading House's secluded enclave next to Gibb Park. Although Enfield is one of Hollin's venerable trading houses, it's an open secret among Hollin's streetwise that Enfield House is also an engine of smuggling in the city.

Going to Gibb Park and trying to find the entrance to Enfield Yard, the party finds that the yard is blocked off from Hollin by a ring of tall, narrow buildings packed right next to each other. Working around the circumference these buildings make, the party does find the way in -- a long, dark lane with low warehouses on each side.

Going to the end of the lane, the party can see the yard. It's a large open space, surrounded by the tightly packed buildings you circled around when you were looking for the way in. The

buildings are severely damaged from Firestorm, but you can see they were a mix of things -- upscale residential townhomes, offices, workshops, and warehouses. The yard itself would have been mostly green grass before firestorm, but is now scorched black. The yard is laced with paved carriageways that go to many of the buildings. Near the yard entrance where the party is, there's a collection of carriages, covered wagons, and crates. One of the carriages and a few of the crates are floating lazily in the air. Rising behind the wagons, you can see a belltower in the middle of the yard, with a thuggish-looking man surveying the yard from the belltower's top level. Obviously, if this person saw the party, it would be convenient to sound an alarm using the bells and by shouting.

It seems there are other people around -- you can see people silhouetted in the windows of 1 or 2 other buildings, although they do not seem to be studying the yard.

Front of wagons

Have the party roll perception, DC 20, as they reach the penumbra of the wagons. If they succeed, they can see a curious building on the far side of the yard -- a three-story square-facade building with a large arched entrance. Unlike the other buildings, it is not charred by Firestorm, and in fact there seems to be patch of green, unburned grass that reaches out from the front of the building, in a perfect circle.

Tower

At this point, Kasskar can see that it's a high DC stealth check (DC 22) -- to make it across the yard without being seen by the tower guard.

Kasskar has the opportunity here to Stealth across the yard, possibly going from crate to crate or shadow to shadow, to reach the tower entrance. It's like the carillon in Madison. Inside, the stairs wind up in a rectangle. Going stealthily up the stairs, he encounters an admiralty soldier walking upside down on the bottom of the stair above him. If he beats the soldier on Initiative, he can try to grab him before he runs the up the stairs to sound the alarm.

Human Thug		Level 2 Skirmisher
Medium natural humanoid		XP 125
HP 35; Bloodied 17		Initiative +2
AC 16; Fortitude 15; Reflex 12; Will 13		Perception +1
Speed 6		
Traits		
Rush into Battle		
Whenever the thug hits a creature with a charge attack, the target grants combat advantage until the end of the thug's next turn.		
Standard Actions		
① Club (weapon) • At-Will		
Attack: Melee 1 (one creature); +7 vs. AC		
Hit: 1d10 + 4 damage.		
Str 12 (+2)	Dex 9 (+0)	Wis 10 (+1)
Con 11 (+1)	Int 8 (+0)	Cha 11 (+1)
Alignment unaligned		Languages Common
Equipment club		
Monster Vault		See Compendium
Dungeon Magazine 183		
Dungeon Magazine 187		
Madness at Gardmore Abbey		
Dungeon Magazine 200		
Dungeon Magazine 206		

Enfield House

There's a chance (**50%**) that if the characters aren't careful coming into the foyer of Enfield House, they'll be spotted by a patrolman looking down from the window above and have to run up and fight.

As they come into the foyer, they see the stair on the right going up, a door on the left, the fountain in the middle, and a ceiling ring on the outside of the foyer. On the far side of the room, under the ring ceiling, there appears to be a man in some kind of seizure. (This character is a red herring so that maybe they miss Mikal later.)

They can explore Enfield House any way they want. Ultimately to find the interesting things, they'll end up in the upper right hand room on Floor 2, which is where Mikal is rolling around in a seizure. After that he'll point them to the prisoners and to the secret room/building with the Ludlum Enfield's chest.

Mikal

Entering one of the rooms, they see another man rolling on the ground in the corner, in an apparent seizure. On a **DC 18 perception roll** (for Kasskar, Beowolf) or DC 28 (for Ord, who didn't sail with Mikal but I think met him briefly later), they notice that he seems very familiar.

If they investigate, they discover that it's Mikal, Ray's character who stowed away on the Hedgepeth's journey to Hilde. He can't communicate or recognize the party, unless they are able to heal him -- **Heal DC 15**. (Given Healing cores, it seems like it's Ord who would succeed on this.)

If and when they heal Mikal, he tells them his story and what happened. He says:

"Until a few years ago, I lived with my father, who was an Enfield House smuggler. I wanted to become a smuggler like my father and strike it rich, so I studied his business faithfully. But when I was 13, Enfield House discovered that my father was skimming. They sent their enforcer, Orin, who killed my father and family as an example.

Orin was supposed to kill me too, and he found me at home. He cornered me there and as I realized in horror that there was no chance of escape, a frightened anger possessed me, and a shock wave burst out from me. It twisted Orin's body and face, and knocked him to the floor. His misshapen body flopped around on the floor like a bird flops on the ground after flying into a window. I ran past him, out the door.

I didn't know what I'd done, and I ran headlong through the streets, scared out of my wits. I found myself on the riverside next to the Hedgepeth, and its crew seemed busy preparing to launch. Without thinking, I crawled under the tarp of the Hedgepeth's rowboat and hid there until the ship left Hollin.

I stayed hidden there as long as I could. I had never sailed before, and I threw up a bunch of times in the rowboat, but I threw up as quietly as I could so I wouldn't be found. I endured cold and hunger too, but thirst got to me, and I passed out from the thirst repeatedly. Then once I woke up from passing out, and there was a bottle of water, some food, and a wool coat in the rowboat. Emil, the mate who did the night watch, had discovered me and taken pity on me.

Eventually Captain Krill found me, which is when I met all of you, and Krill wanted to hang me for stowing away. Burns, some of you, and I suspect Emil, convinced Krill not to hang me, and later even awarded me a three-hundred-and-thirty-third share of the voyage's proceeds. Pretty sweet!

But later, Burns accused Krill of witchcraft on the ship's cannondeck. Scared I might be a witch myself, I became desparate, and I tried to plant peaceful thoughts in Burns' mind. It didn't work. But soon you, Beowolf, and the others disappeared into Hilde's interior for 2 years, and I used those two years on the Hedgepeth to hone my powers to a fine point.

When the Hedgepeth finally got back to Hollin, I put the thought into Burns's mind to take me into his household, where I could safely work toward my revenge on Orin and Enfield House. In Burns' house, I slowly took psychic control of Burns and some other Admiralty big shots, then made my move on Enfield House. Over a few months I also took mental control of *their* leaders,

planning to profit and get revenge.

It quickly became clear that controlling both Enfield's smugglers and the Admiralty that was suppose to fight them was a powerful combination. With the Admiralty's active cooperation, Enfield smugglers soon became more successful than Enfield's larger, legitimate operations had ever been. I started to think about doing something larger than just getting rich. I turned Enfield's smuggling operation to funneling food to the poor in Hollin's City of the Dead, and made plans to dismantle Enfield House's legitimate operations and funnel their wealth into the City of the Dead as well.

Everything was going gangbusters until about a week ago, when something horrible happened -- I still don't know what. A wave of death and pain swept Braddock, and I exhausted all my power to protect this building. The blast bowled over the minds of the people I controlled like bowling pins, and I think they've been doing horrible things."

Mikal tells the party that this horrible event has ended his control over those people and ended his plan to funnel supplies to the city of the dead. But, if the party acts fast, they could take some of the cash that Enfield House has accumulated running this plan, and take it to a certain person in the city of the dead (**who?**) who can disperse it to help the people there. He tells Kasskar that the head of Enfield House, **Ludlum**, has an office behind a false panel door in the building, and he'll find Ludlum there, and **Ludlum's** safe will have quite a bit of gold in it.

Ludlum's office

Mikal takes them to a false door in the narrow stairwell. It leads to a building on the other side that has the floor plan of Marian Cook's house. They would come out on the second floor of Marian's (the big apartment where I used to live), and there they would meet Orin and his other twisted thugs loitering over Ludlum's body.

They can find the safe in the basement of Marian's, but they have to take Marian's iron circular stair there to find it.

Orin

Orin and his minions can be the same type of "Human mind adept" the players fought last time, but with the minions weaker, Orin stronger, and Orin giving his lackeys a boost of some kind when he activates the "warp" burst in the room to attack the party.

Enfield House safe

Now that Mikal has lost his control over Enfield House, he asks the party to steal Enfield's stash

from the safe and take it to someone who'll distribute it in the City of the Dead. Kasskar can tell that the safe is difficult to open. **Thievery DC 25 to open the safe. If he fails by less than 10, he discovers that the safe will now not open even by the normal means for a long time -- he thinks 10 years.**

Prisoners

They find Karn's brother and two other prisoners locked up here with manacles. **Thievery DC 22 to open each of them with a lockpick.** If he can't open them, they'll have to find the keys somewhere in the building.

Ishild

If Ord goes back to his room at the Mooncalf, he sleeps well after the stress of all the recent events -- the fight with Aeris, the travel to the plane without time, and the ordeal with Mikal at Enfield House. But, part way through the night, Ord is gently woken by -- he thinks -- the smell of opium. Opening his eyes and straining to see in the dark, Ord suddenly jerks out of bed with a start. The lich Ishild is sitting next to his bed, with an opium pipe set aside nearby. He's examining Ord's sword, Isra, turning it over in his hands.

Ishild says, "I like what you've done with my room, Ord. It's a lot cheerier in here than it was with my shrouds up. When you and your friends, umm, murdered me here the first time, I didn't realize it was going to be so good for this space." Ishild looks again at the sword Isra and says, "Isra has become a sword of Immortal Slaying. I believe it's gained that ability since I first felt its bite in this room. Obviously I have mixed feelings about that Ord. The two of us are going to have a complicated relationship."

Ishild hands Isra back to Ord, hilt first, and suddenly his sarcastic attitude disappears. Speaking earnestly and intensely, Ishild now says: "Over the last few days I've been very surprised to discover the real meaning of our previous meetings. Some people -- like my quaint accountants at Garlington, Helmin, and Gibb -- call me Ishild. But among the Ninety-Nine, I've always been called "Al-Batin," or rendered in Hollin's tongue, "The Hidden." So imagine my surprise in discovering that you are not just Ord, but also Talib Abd al-Batin -- "Talib, Slave of the Hidden."

Ishild says, "What with recent events -- largely precipitated by you and your friends -- Krohn now actively hunts the Ninety-Nine. Being an unsightly lich, my own options in traveling and fighting Krohn are very limited. But Talib, you can travel to the Caliphate and confront Krohn. You must see that this is your destiny."

He continues, "The Caliphate is now engulfed in a full civil war between Krohn and the faux noble houses of the Ninety-Nine that Krohn himself put in power. I would argue strongly that your

opportunity is to resurrect the real noble houses of the Ninety-Nine and rally them against Krohn. The real noble houses have powerful allies, now long forgotten, who can help. Further, as a Caliphate scholar and exile you have many potential connections of your own.” He says hesitantly, “And I suppose we shouldn’t forget your friends, Beowolf, Kasskar, and now Jaris.”

“Ord, one more thing. If you travel back to the Caliphate and do this thing in the name of The Hidden...you might keep it on the down low that The Hidden has become an undead lich.”

Getting a ship

How does the party get a ship?

post game summary

Continuing the search for Karn’s brother, the party goes to the Enfield Trading House’s enclave near Gibb Park. There, they discover that their old ally Mikal had taken psychic control of both the Admiralty and Enfield House, and that the mental trauma from Firestorm has broken his control and his victims’ minds. The party is attacked by Orin, a misshapen Enfield House enforcer, but Kasskar rallies the party using Horst’s healing Emblem. The lich Ishild urges Ord to return home to the Caliphate, find new allies there, and attack Krohn.

treasure given out

to do (post game)

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

