

to do (pre game)

- Markers for different characters who might appear in the final fight? Good.
 - Waifa?
 - The Annur?
 - Gafur
 - The Malik?
 - Rana
 - Burns?
 - Djinn allies from the Sun's Anvil
- Evil
 - Krohn
 - The djinn high court

questions for players

recap from last time

Escaping the coliseum, the party met a third Prosper, who appeared in the Coliseum screaming and didn't know how he appeared there or who the party members are. They were attacked by Gafur's owner Alim and the Directorate, the inquisitors who exiled Ord. Ord met his animal spirit, the djinn temptress Waifa, and she offered to make Ord the Caliphate's king if he would betray the party to her. At the Sun's Anvil, djinn told the party that Krohn and the djinn high court have imprisoned Krohn's father and god, the Ninety-Nine's Malik.

Sun's Anvil Djinn

Is there anything further the party wants to discuss with the djinn at the Sun's Anvil?

Travel to Well of Life

So, we have quite a bit of stuff there:

- The waterfall, or actual well.
- The portal to the plane of the 99.
- The Void Prison portal.
- Annur.
- The Rancor monster...if necessary Waifa or Steve's thing can appear here.

- Possibly some djinn...they could possibly be put in line by Waifa.
- Djinn court is there.

They can evade the djinn or failing that have a combat with them.

Meet the Annur there. So far I just imagine it like a big Indiana Jones cave with a waterfall in it, and some kind of stone portal to the Plane of the 99 (name?).

Kelly and Steve will remember that at the tent city of the djinn of the Sun's Anvil was build around a natural rock formation, a towering, charred-looking rock pyramid. Once Ord is done talking with the djinn at the Sun's Anvil, the head djinn there takes the party out of his tent and leads them around the charred pyramid. From behind the charred pyramid, you can see high mountains in the distance, with snow-capped peaks.

The leader says that the Well of Life is a waterfall that comes down into the desert from the meltoff of the snow-capped mountains. You should be able to find it by shooting for the highest peak. The djinn high court is near the well of life. You can go around it to get to the well of life, but you wouldn't be able to avoid any djinn who are at the actual Well.

Well of Life

The tent city is under a cliff face, and is empty today. Like the tent city at the Sun's Anvil, It has a conspicuous main avenue. In the case, the avenue leads to a stream coming out of a gash in the cliff side.

The tent city shouldn't be in the well of life but the djinn royal court should be be.

The Djinn court is gone to al-Watan to help Kronn conquer the city.

The Plane of the 99, Tawaqim

This is basically the UW campus, but abandoned by the 99 and their people a long time ago.

When the first come out of the portal, there's in the capital building. The entire building structure seems to be continually buffeted by some storm-like force.

Once they leave the capital, they're looking down State Street, and now they can see what the force is. The sun has become a quasar, spinning rapidly in the sky and blasting out energy in jets coming out of the axes. X rays (or whatever) coming from the star are irradiating everything

here -- if there was ever any plant or animal life here, it's dead now -- and buffeting everything.

However, the players are free to explore if they choose. Buildings and their purposes can take inspiration from what those buildings are on the campus.

Sentinel

Guards the Void Prison portal and keeps the Annur there from escaping. It's actually a Gibbering Abomination from the monster manual but we'll call it the Sentinel.

Void Prison Portal room

When the characters enter this room, it's cylindrical with a high ceiling and carefully crafted stone walls. In the center of the room, covering most of the floor area, is a series of 6 or 7 concentric circular landings going down, like an amphitheatre, except it's a full circle. There is a staircase cutting through each landing so you can walk down to the innermost circle if you want.

In the innermost circle, there's a circular shaft going into the ground, like a well. It's about 20 feet in diameter, and it's surrounded by a delicate iron guard rail. Looking down into the shaft, you can see the sides of the shaft are carefully crafted stone with elaborate calligraphy on them. There seem to somehow be multiple layers or levels of stone and calligraphy, which counter rotate rapidly.

A little further down, not far down, there seems to be a pool of not just darkness, but unlight.

As the party enters the room, passive-looking men in white robes, and women in white lace dresses, approach the party or float down from the air. These are the Annur.

When the party looks down to the unlight well in the center of the room, you see the Witches's Chorus standing by the railing there.

The Annur

The party has been told that the Annur are potential allies, and that the Annur have refused to help Krohn. They will also refuse any entreaties from the party to help, since they don't have free will and can only be commanded by one of the 99. (Which the Malik would be if he were rescued from the Void prison.)

Ord's fellow rune priest Rana was researching a rune that he called "Doubt" or "Second Guess," which is actually Free Will, and could be cast on the Annur to give them the ability to choose a side for themselves.

If the players don't figure out that Doubt is Free Will, Ord, Kasskar, and Beowolf can roll a DC 23 Insight check to figure it out. With these insight scores, I think that gives them about a 50/50 chance.

- Kasskar: 5
- Ord: 8
- Beowolf: 3

Prosper can't roll because he doesn't know that Rana was researching this spell.

Notes on Rana from before:

Rana is a fellow Rune Priest from Ord's order. Ord knows that Rana has struggled for many years with two runes. The first is an ancient rune of power that Rana translates as "Doubt" or "Second guess." However, he doesn't know much of Doubt's purpose or history. The second is Destiny, which is a spell highlighting a route in front of you -- not the route that's the shortest, the best, or the most profitable to take in the future, but the route that, in the end, you actually are going to take. Despite struggling with these runes, Ord knows Rana to be a highly capable rune priest, and Rana would like to come along with the party.

The Witches' Chorus

If the party approaches the Witches' Chorus, the old witch, Kanna, says: "Hello Ord." If not interrupted, she'll say, "This is the portal to the Void Prison, where Krohn has imprisoned his own father and god, the Ninety-Nine's Malik."

In time, she'll also say, "The Void Prison is a unique challenge and a place of true, PC-killing evil, Ord. If you and the party go into the Prison to free the Malik, there's a very real chance at least one of you will be trapped there forever."

The red-haired witch, Kaisa, tosses her hair and says, "As I calculate it, a 27.75% chance!"

The old witch Kanna continues, "There is a **27.75%** chance that at least one of you will be trapped there forever. No visions, no animal spirits, no get out of death free cards. So, you'll really have to decide if you want to rescue the Malik or not."

If the party doesn't want to do, Anneli, the Pale-skinned curly dark hair witch, speaks up. She says: "Ord, you beat the West Wind, defeated the necaratu Damadara in single combat, and put down the fairy usurper Inking. You put down Krohn once and helped defeat Aeris. Now in your finest hour, you're going to walk away from freeing one of your gods?"

Kanna: The crone

Alissa: intense-eyed girl from the famous national geographic cover

Anneli: Pale-skinned curly dark hair, like Helena Bonham Carter.

Hilja: Like Kate Winslet.

Irja: Lisa Bonet type.

Kaisa: Pale-skinned red head, like Julianne Moore

Lahja: Another pale brown haired girl.

The Void Prison

Soon after jumping in, they “wake” to find themselves together. They’re in a nearly empty, featureless white space, with no apparent north, south, east, or west. There’s nothing to indicate whether you’re inside or outside, or if that concept is even meaningful here. The plane you’re standing on is the same white as the rest of the scene, so you can’t tell how far it runs, and you can’t see any horizon. Occasionally, you do see a brief reflection or shining against the featureless white scene, possibly just created by your brain as a reaction to the featurelessness. You do feel relaxed and at peace.

Turning around a little to survey the entire scene, you do think you see a little scene about 300 feet away.

When they go there:

You see a little piece of carpet with a fastidiously groomed man asleep on it. Nearby there are two other carpets spaced a little apart from each other. One has a table on it with some elaborate markings and mechanisms, and the other has a door with a conspicuous keyhole in it.

If Kasskar and Ord study the table and keyhole, or if they ask the Malik, they discover that it’s what I’ll call the Divine Lock. To open the Divine Lock, they have to simultaneously succeed in opening the keyhole with Thievery and working the mechanism with Religion. Presumably this would be Kasskar and Ord, respectively. But, there’s a little more to it than that:

- The Thievery DC for the keyhole is 17 (85% chance for Kasskar), and the Religion DC for the mechanism is 14 (85% for Ord). So, Kasskar and Prosper would have a 72%

chance of jointly succeeding. If both succeed, both will be transported back.

However:

- Examining the lock, Kasskar realizes he can work the lock to “betray” Ord, making Kasskar’s chance not 85%, but 95%, and making Ord’s chance 25% (Thievery DC 29). In this case, Kasskar would escape and Ord would be trapped forever.
- Similarly, Ord realizes that he can work the mechanism to “betray” Kasskar, making Ord’s chance not 85% but 95%, and making Kasskar’s chance 25% (Religion DC 26). In this case, Ord would escape and Kasskar would be stranded.
- If both Kasskar and Ord “betray” each other, they each have a 25% chance of escaping.

Ask the players how they split the characters between the carpets, and to write their decision on a piece of paper.

Back to Sun’s Anvil

If the party gets the Malik, they can go back to the Sun’s Anvil to claim djinn allies.

Krohn

The can get into the palace through the coliseum underground.

The djinn court should be here fighting on Krohn’s side.

The tunnel from the coliseum opens via a secret door into Krohn’s dias room. They are immediately hit by the smell of greencake. Entering there, the characters find it to be a massive library-like room, lined with bookshelves. There are two bodies of Krohn’s manifestations lying in state there -- the body of the Malik that the Caliphate executed and the body of Krohn that the party killed on Hilde. (Another) Krohn is standing on a dias at the far end of the room.

Physical description (based on the one from the first meeting)

He is 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. You can see that the whites of his eyes have a deep green tint.

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.

Krohn says to the party:

“Ah, Ord, returned exile and potential hero of the Ninety-Nine; Beowolf, the Inkeri’s “sinister” Hero with a capital H; and Kasskar, brilliant executioner of Lahar, the Unknown. I relished our previous challenge in the salt palace, and looked forward to our...meeting today.

Last time we talked I told you that by killing Lahar in Narsasha, you freed me to hunt the Ninety-Nine with impunity. Now, Aeris has miraculously also killed the Gradskan angel of death, Kidu, who was my last potential rival. What a swath of destruction you people have left! Now I will certainly turn the streets red with the blood of the Ninety-Nine and their followers. But where is Aeris? After our last challenge he...borrowed...my Orb of Contravention and I looked forward to him returning it.

He turns toward the Malik and kneels, putting his face to the ground. His long white gown spreads out on the floor all around him. Still looking down, he says, “My father and god. Knowing that you were safe and at peace in the Void Prison has brought me peace. Today you will die.”

Krohn creates 5 manifestations of himself and summons 5 devils.

Krohn’s manifestations

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

What is the effect on Caliphate, al-Watan, Ord, after Krohn is defeated?

If we get this far, and presumably we will, it would be nice to understand what would happen.

- War would end.
- Religion would revert to polytheism...would the Ninety-Nine's Malik become an object of worship again? Other 99 in al-watan would be revealed or come back.
- The religious and the Ninety-Nine would publicly honor Ord...giving him a spectacular item, title, position, or land in al-Watan. Possibly some of this could be taken from the defeated Krohn.
- The Ninety-Nine or al-Watan's army could help Beowulf.

post game summary

Ignoring dire warnings from the Witches' Chorus, the party enters the Void Prison at the Well of Life. They find the Ninety-Nine's Malik there, and escape when Ord and Kasskar defeat the prison's Divine Lock. The Malik marshalls the angelic Annur and the Sun's Anvil djinn. The party and the Malik defeat Krohn and his djinn allies in al-Watan's citadel.

and the commanding the angelic Annur and claiming the fealty of the djinn of the Sun' Anvil.

At the Well of Life,

The party travels to the Well of LifHolding off the Sentinel there, they find the Void Prison where the Ninety-Nine's Malik is prisoner.

treasure given out

to do (post game)

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