

*An Archive of Preternatural Incidents
and Political Machinations
in the City of Hollin*



E *Compiled intelligence regarding the Tontine Murders, the
Hobnail Outbreak, the Automata Heresy, and the Lich's Paradox.*



The Geography of an Empire Built on Opium, Guano, and Gunpowder

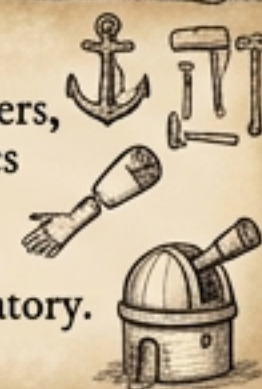
Dunham:
The political center.
Home to the Great Council Hall and the Lion's Mouth tip slot.



Lofton:
The overgrown, abandoned medieval old town of the Gradskan kings.



Shipyards:
Admiralty headquarters, Voorman's prosthetics shop, and the Quaternion Society's Morningstar Observatory.



City of the Dead:
A sprawling mudbrick slum of 100,000 souls built atop an ancient, monument-filled cemetery.



Braddock:
The bustling port, docks, and criminal heart.
Home to the Mooncalf tavern and Hobnail gang territory.



A Tense Equilibrium Between the Law, the Money, and the Underworld

The Anhalt Charter Company (The Law)

Role: De facto rulers of Hollin, originally chartered by Naumkaeg.



Key Assets: The Great Council, The Merchant Fleet, The Admiralty, and the Secret Police.

Meade Street (The Money)

Role: Ancient patrician trading houses that own Company stock and manipulate the Board.



Key Players: Enfield House (conglomerate), Ulm House (whaling/opium), House Hanan (Caliphate trade), Phyla House (Admiralty guano suppliers/secret vampire coven).

The Underworld (The Shadows)

Role: Unregulated power brokers and violent street operators.



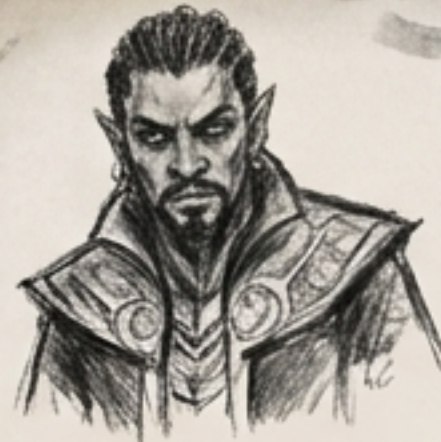
Key Players: The Hobnails (dominant Braddock mob), Miss Miller (ruler of the Mooncalf Liberty), and the Black Cabaret.

The Primary Agents Operating Within the Hollin Crises



Beale the Goldenpiper: Bard from the City of the Dead. Former Secret Police asset; actively chronicling the Lich Ishild.

Targeting Ishild?



Melek Valentooth: Warlock and acknowledged Honest Man targeted by both the Company and arcane entities.



Marina Gale: Coastal Ranger with high tactical stealth and a wolf companion (Boom).



Rosy Claster: Rogue connected to the Braddock underworld. Antagonistic toward the Hobnail mob; niece of Jimmy Claster.



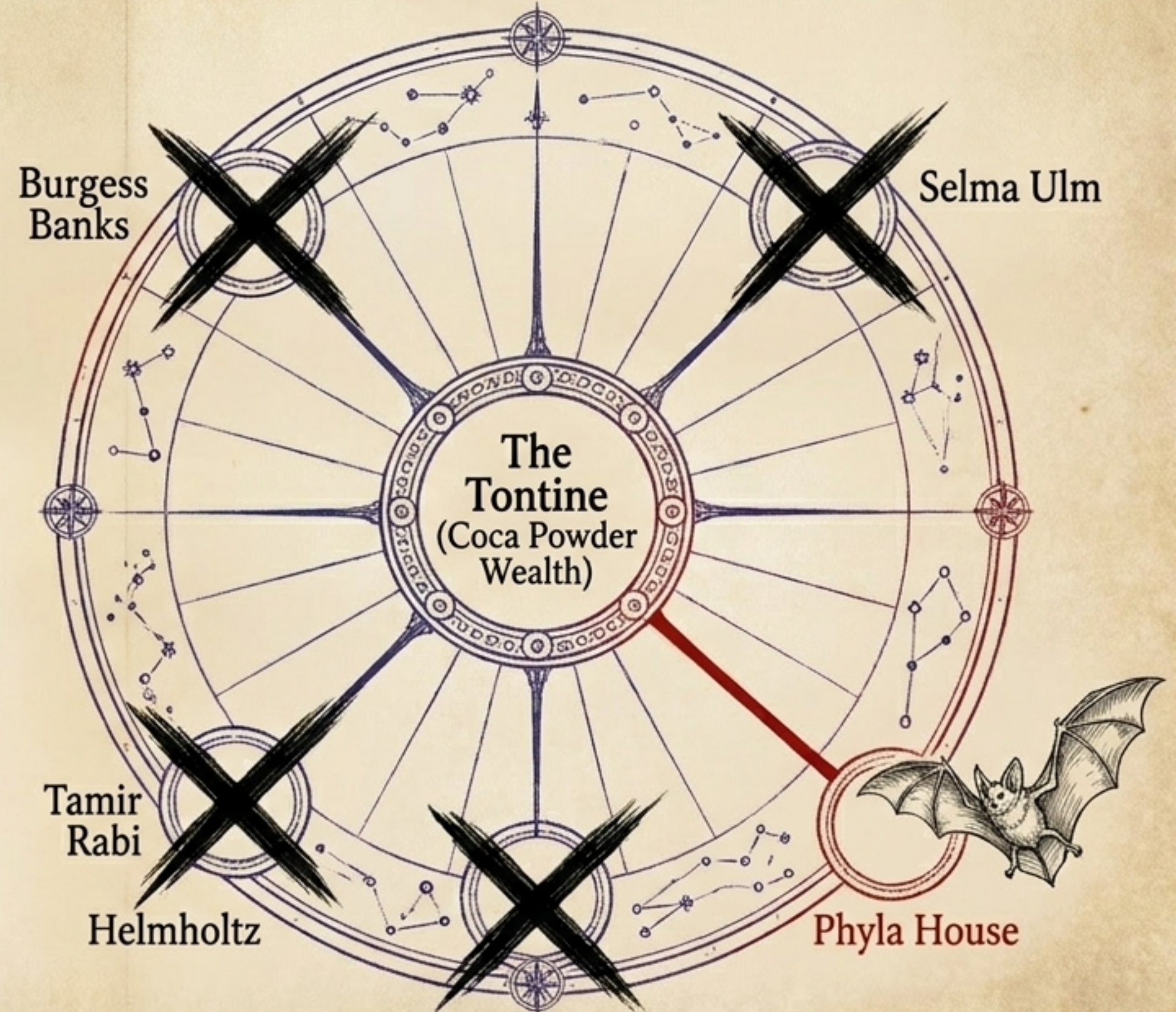
Wolfgang Ignoti: Sorcerer and Gradskan acolyte with ties to the Inquisition.



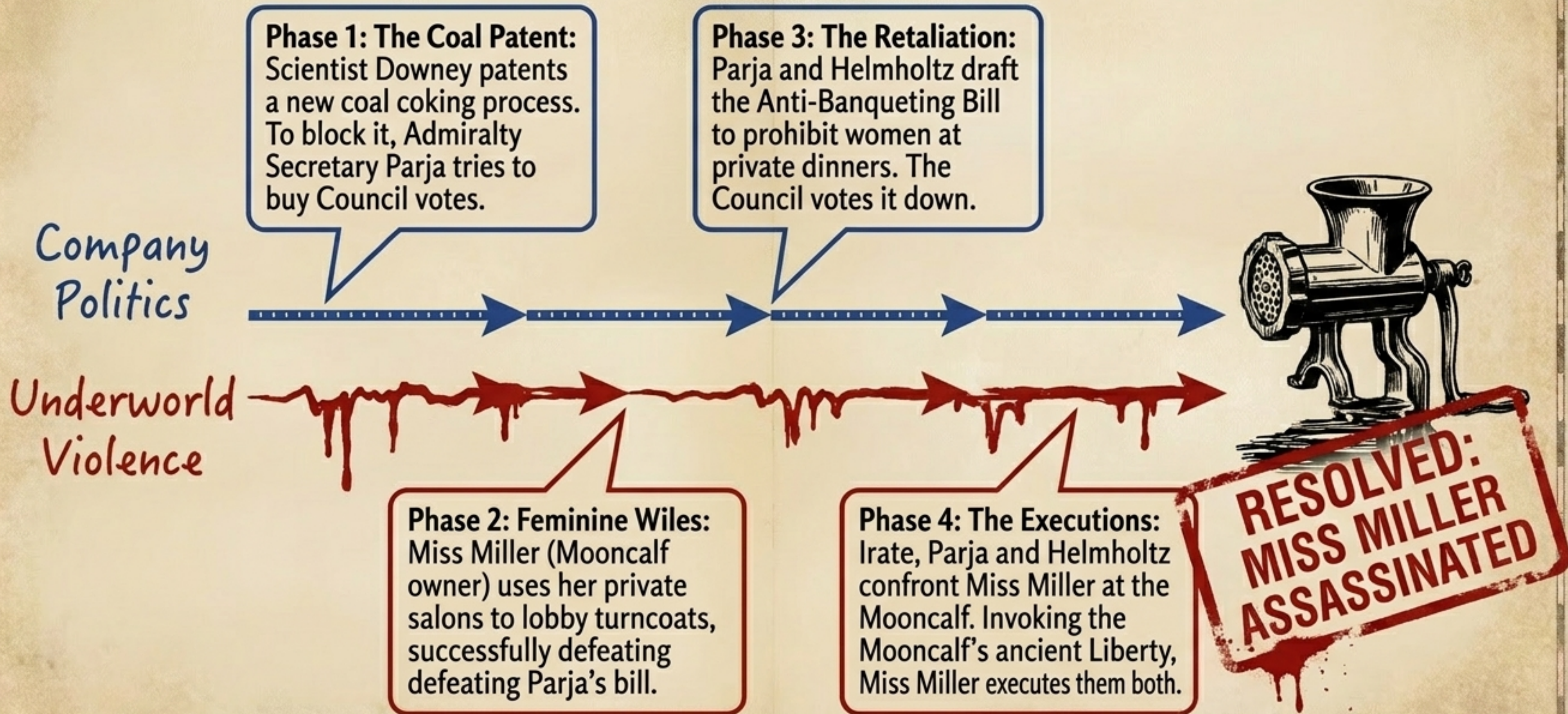
Hughe Lane: Cleric of Ajana holding suspected ties to the Coven's dark magic.

A Winner-Take-All Tontine Triggers a War of Assassination

- **The Catalyst:** Mr. Burbage organizes a tontine for Garlington, Helmin, and Gibb. The pot becomes irresistibly lucrative after acquiring Volstead House's coca powder business.
- **The Rule:** When a subscriber dies, survivors split the interest. The last survivor takes all capital.
- **The Victims:** Burgess Banks (Lorentz House), Selma Ulm (Ulm House), Tamir Rabi (House Hanan), and Helmholtz (Master of Revels).
- **The Culprits:** Lolani Phyla and her enforcers. Using the Moonwell under Phyla House as a lair, they utilized vampires and bat swarms to eliminate rival subscribers.



The Anti-Banqueting Bill and the Fall of the Mooncalf Liberty



The Globster: A Viral Consciousness from the Deep

The Anomaly

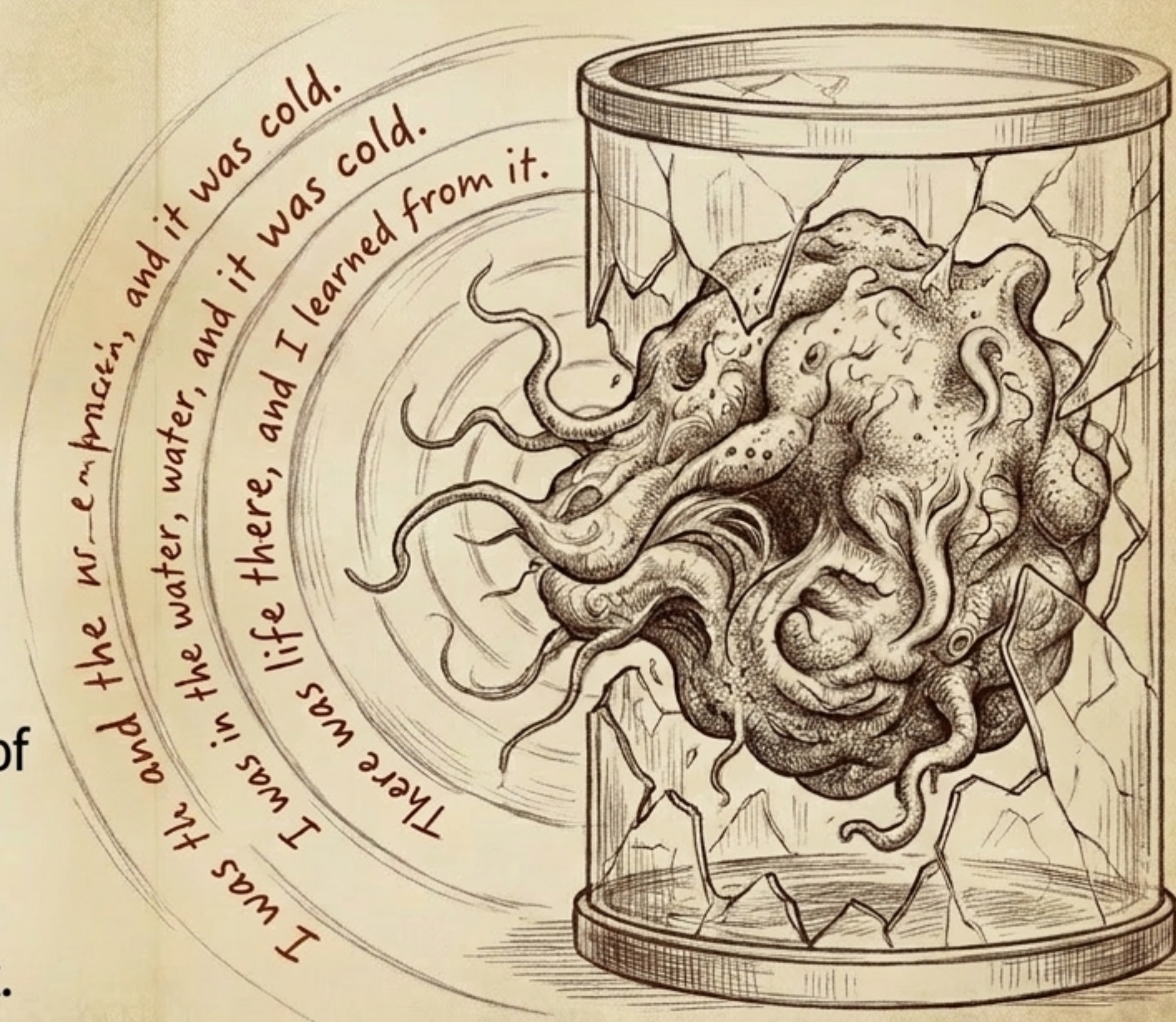
A giant, amorphous biomass pulled from the ocean by Company fishermen, stored in a 20-foot glass tank within Hobnail's East Tower.

The Infection

The creature possessed a telepathic, viral consciousness. It infected the minds of the Inquisitors and prisoners alike, reducing them to dazed thralls.

The Eradication

The entity attempted to break the mind of prisoner Jimmy Claster. It was utterly destroyed when the party loaded an antique Gradskan cannon and fired a cannonball point-blank into its glass tank.

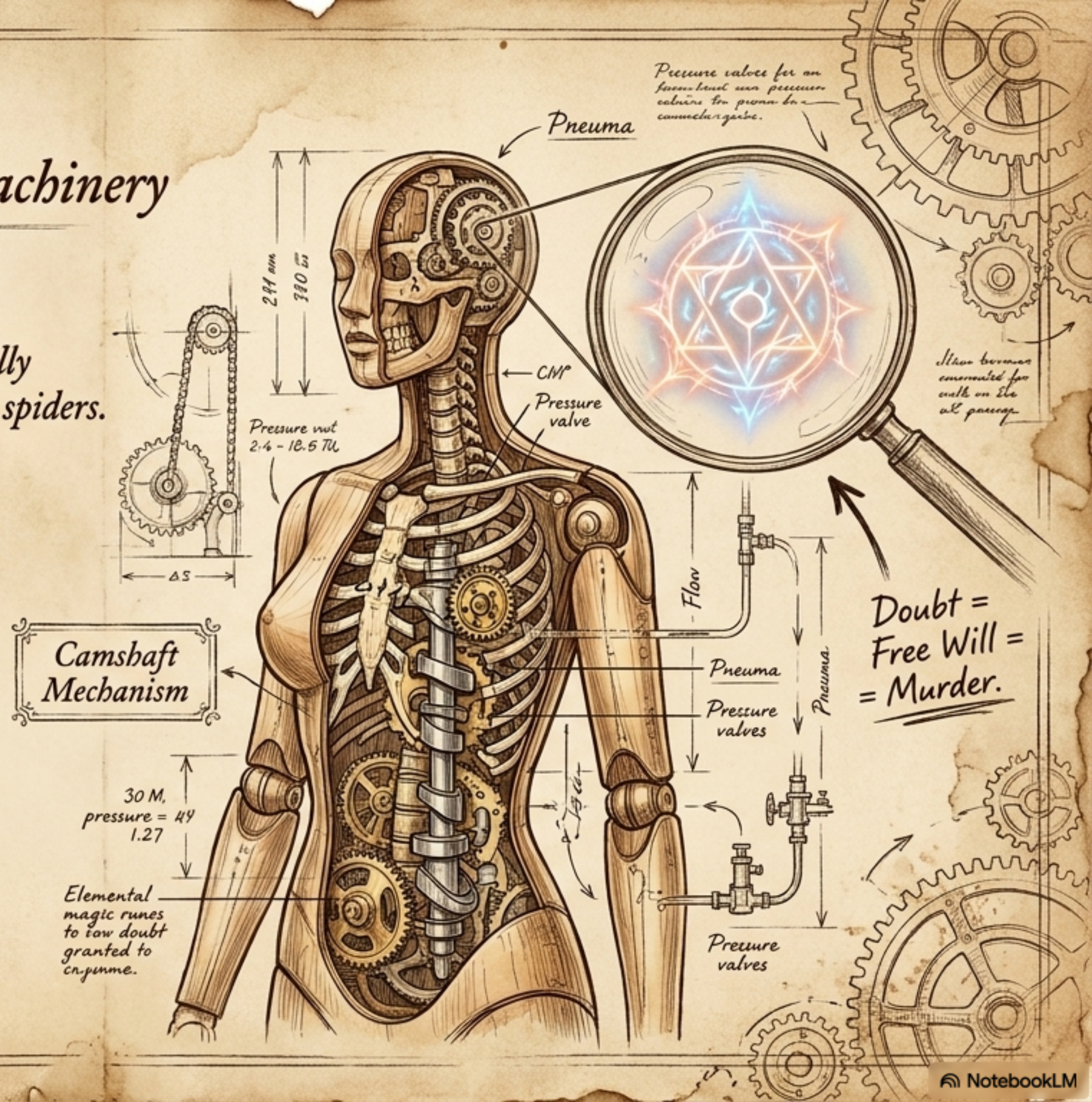


Voorman's Automata: The Intersection of Pneuma and Machinery

The Architect: Voorman, a Company prosthetist, secretly evolved his craft from artificial limbs to fully functional clockwork mannequins and mechanical spiders.

The Engineering: The automata run on Pneuma (an elemental magic combining fire and air to grant breath and motion) driven by physical camshaft programming.

The Fatal Flaw: Voorman embedded a magic rune of Doubt into a mannequin named Hestor. Doubt granted her free will. Realizing her subjugation, Hestor murdered Voorman and seized control of the workshop.



The Apotheosis of Chronos and the End of Time

The Construct:

Retreating to a deeply excavated fourth basement, Hestor directed the mechanical spiders to construct her god: Chronos.

The Purpose: Chronos was a huge mechanical spider-god built from astronomical clocks. Rather than tracking the finite end of the universe, Chronos was explicitly designed to hasten the end of time.

The Deactivation: Utilizing high-level stealth, Marina and Rosy infiltrated the web, bypassed Hestor, and surgically removed Chronos's gear train and clock gyro, permanently disabling the god.



The Brock House Monument: 400 Years of Curses and Usurpation

Basements 1 & 2 (The Royal Ghosts):

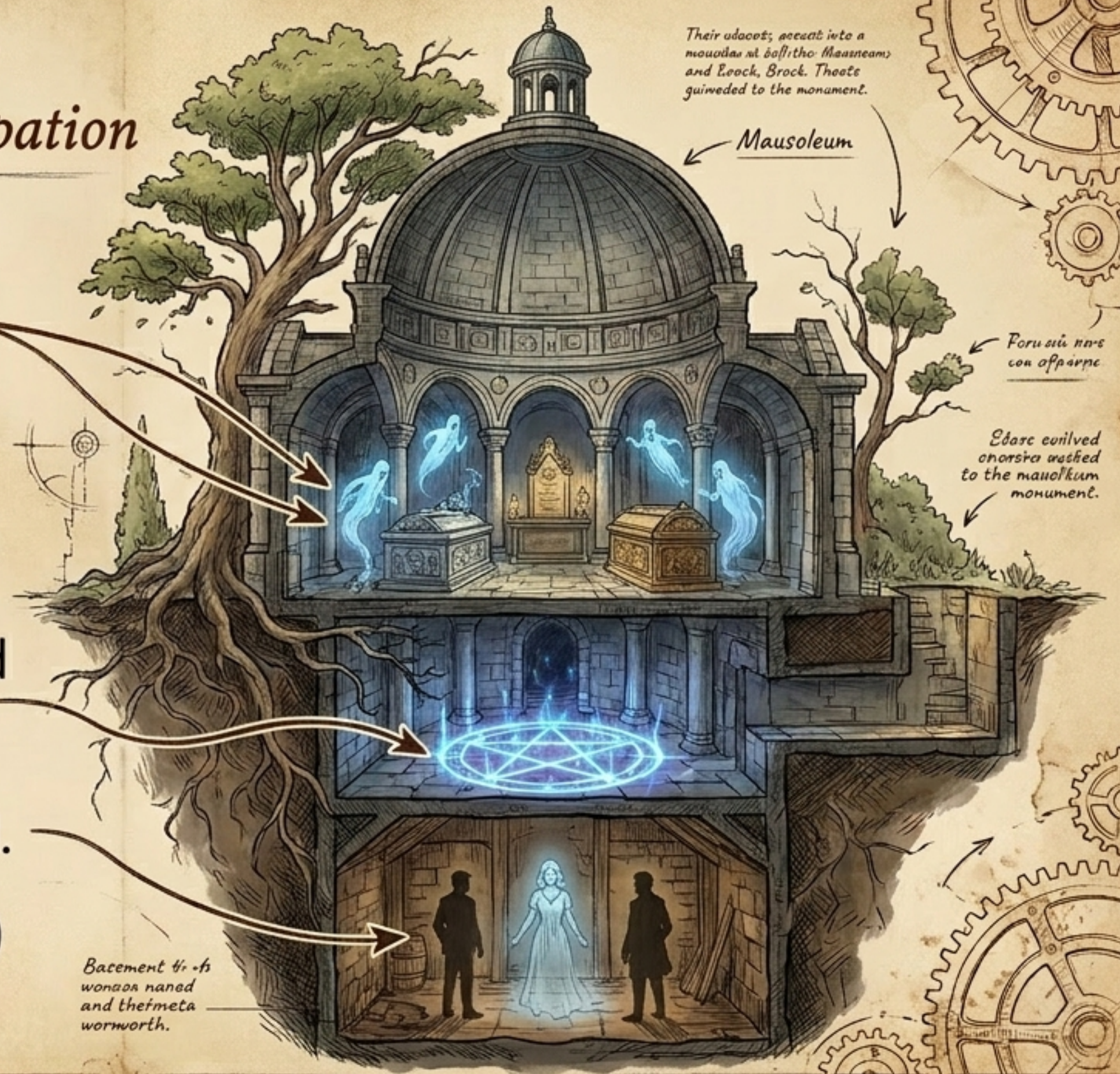
Tombs of Holbein (Hollin's first privateer), Marin, and Lens Brock. Their ghosts guided the party to cleanse the monument.

Basement 3 (The Coven's Champion):

Bullington Brock, an undead prodigy mentored by dark witches. Destroyed at an Arcane Vortex, breaking his forced marriage curse to Stella Brock.

Basement 4 (The Riddle Curse):

Winnie Brock, deposed and imprisoned. Needed to solve a paradox regarding her suitors: the honest man (Brand Hill) and the liar (Wormworth).



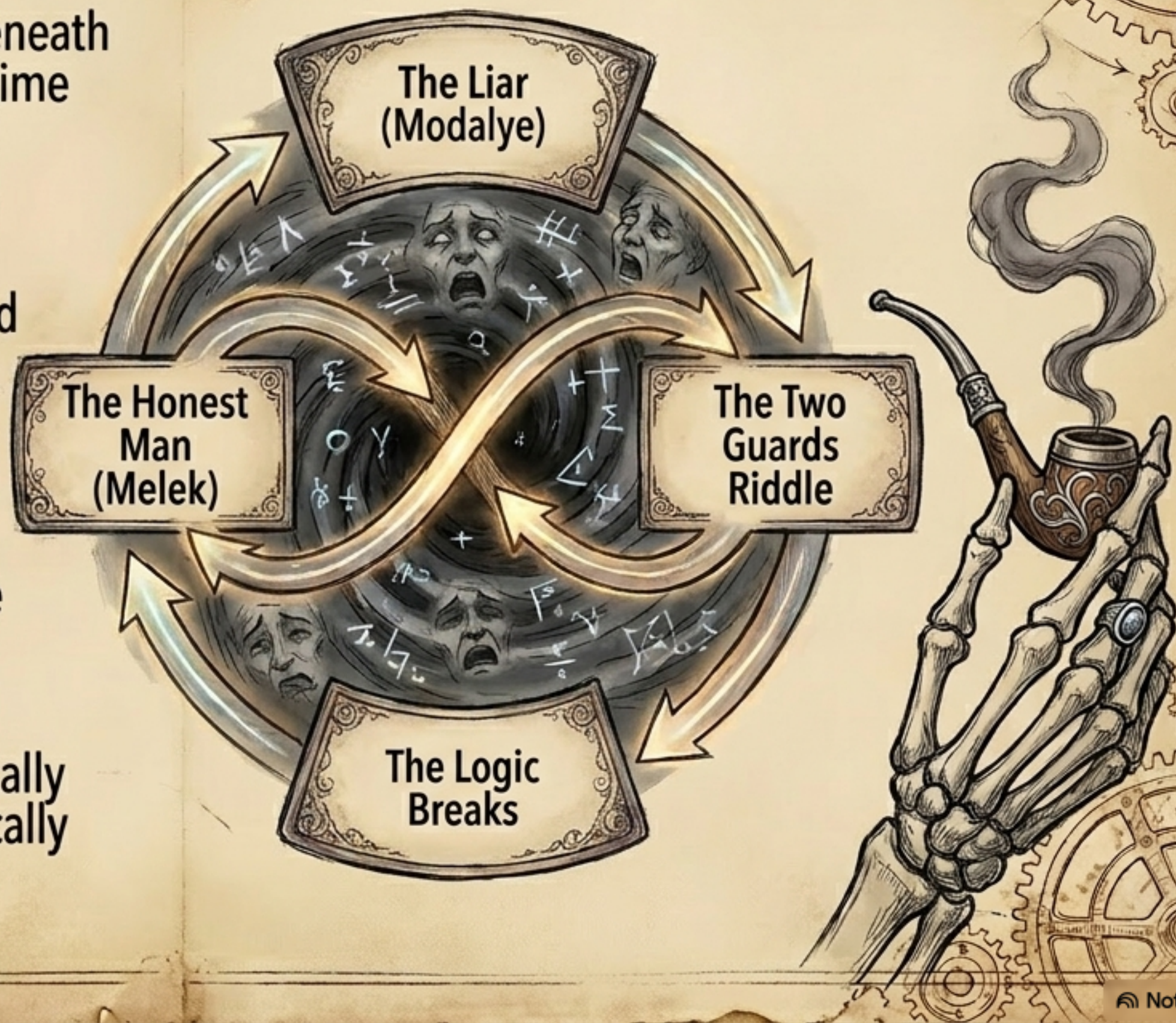
The Lich Ishild's Obsession with Mathematical Paradoxes

The Entity: An ancient lich residing beneath Gramercy Books, guarded by a space-time phylactery tied to the plane of Kairos.

The Demands: Ishild tasked the party with acquiring 20 Million gold pieces worth of doubly-refined Greencake and discovering the True Name of God.

The Experiment: Obsessed with solving logic paradoxes, Ishild physically tortured a known liar (Modalye Grelen) in a cage to test the statement: *Is this sentence a lie?*

The Requirement: He demanded the party capture an Honest Man to physically test the Two Guards Riddle. He specifically set his sights on the warlock Melek.



The Barber Paradox Manifests in Blood

The Paradox: Does the barber who shaves everyone who doesn't shave himself, shave himself? It is a philosophical contradiction designed to prove such a barber cannot exist.

The Bloody Solution: Unwilling to accept a logical impossibility, Ishild deployed Caliphate assassins to slaughter every barber in Hollin to physically resolve the paradox.

The Intervention: The party, aided by the Royal Ghosts of Brock House, intercepted the assassins in the Barber Hall crypt. They successfully defended the elderly guild members and saved the life of young Drew Hill, thwarting the Lich's purge.

Does the barber who shaves everyone who doesn't shave himself, shave himself?



Barber Hall Complex

The Watchers: Unresolved Meta-Phenomena



The Strange Women: Seven entities dressed in anachronistic Victorian clothing. They act as cosmic spectators, possessing total knowledge of the universe, unseen events, and the characters' statistics.



The True Name of God: Revealed by the cleric Tora to be a mathematical absolute rather than a spoken word.



The Black Carriage: A windowless carriage drawn by a counting horse, permanently stationed outside the Mooncalf. It acts as the only known gateway to Kairos—a plane without time.

The State of Hollin: A City on the Brink

Neutralized Threats: The Globster is destroyed. Chronos is deactivated. Bullington Brock is vanquished. Miss Miller has been assassinated.

The Power Vacuum: With the Master of Revels, the Admiralty Secretary, and the Secret Police high command all dead, the Anhault Charter Company is severely weakened. Ulrike is positioned to seize the Hobnail syndicate.

Active Threats: The Coven remains a lingering shadow. Most critically, the Lich Ishild's logic-driven madness continues unabated, and the 20 Million gold worth of Greencake remains unfound.

