

"Braddock"

"Gregor" Naturalist (Pinky the Elder)

Abandoned Castle/Ruin Lofton Keep  
Heard that there's a giant squid  
under the ruin

Apothecary "Chambers"

50gp • tincture standard 10hp heal - mind action  
non-magical spends healing  
50gp

10gp • treacle anti-poison  
stops ongoing damage?

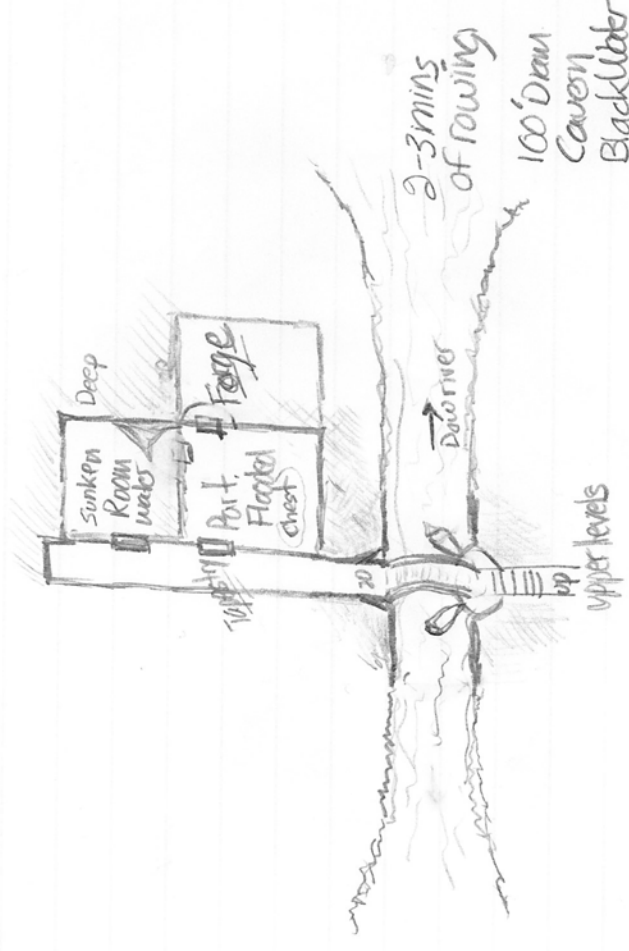
Party Nets

Styles - ?

Herndon - The Anatomist

- 100gp of Jewels
- +1 Boarward (Fenish)
- +1 Chainmail Beo
- Ring +1 HoAC Beo
- Wand of Hobbles Dem
- +1 Leather Kobss
- 5 +1 Arrows Dem
- 11 Fine Weapons
- +1 Wandane +1 Spear Dem
- +1 Long Spear Beo
- +1 Great Spear

+50gp (old coins)  
\* Scientific device  
Reflecting Circle  
FENISH



The Mooncalf  
"The Cheers of Opium Dens"  
4-5-6 Levels of apartments  
maybe 3 or so basement levels  
Rented Room

Parents Deceased when  
I was 14

"Gregor" Known through  
Brunn  
Jennish  
Naturalists

Songping

2 items of Salvage

Looked Desk and a Tusk

Climb up to Apagee and get a view  
of the City

We see a shining Light on  
a rooftop - from



## "The Morgue Job"

Through "The Sanctuary" into a main sewelive to a locked grave then up.

Dr. Warner runs The Sanctuary



Lockers (grave)

Lockers

Long Hall

Lockers (cloth)

2nd

Embalming Machine looks broken

Balcony slabs

50'

picked up a vibe of something.

(a few weeks before

## 2nd Session

Expeditions to Hilde (North wasteland/cave)

2 Exped have been lost? 1 Explorer (Consider Hilde) 1 Mystery (military)

"High Pyre" last place explorer was seen was. Name of settlement

Search ship going to High Pyre info came from "Beacher"

## The Whipsaw (Bareknuckle Brawling)

Found note in pocket me

"Would you like some confidential work contact me tonight through your recent friend"

Odds 1:1

Gregor

Turnfield deficiencies Herndon dissectionist Warner "The Sanctuary" (secret safe house)

50p the 3 ap

About 3 weeks the white Cliffs  
& Hilde appear "The Land of the Dead"

Land of the Midnight Sun

Krill talks to Beo

Pitcarn (old Fortress)

High Pyre

Encounter Blackwells Ship.  
Falsely contact and ships  
pull alongside each other - point blank  
cannonfire while captain was stepping off.  
Boarding Action and we win  
the fight.

Sail past Portsmouth Blackwells settle  
Bromwich and raid for  
"Sarcerers Stone" → Greencake (Powder)  
which converts "lead to gold"

30 miles upriver past Portsmouth  
into a lake where the Greencake is  
being manufactured greensalt waste  
dumped into lake

### 3rd Session

Note An Imp (Harvest Festival)  
I'd like to meet you up close.  
Maybe the Harvest Festival  
(Fool's Parade)

High Pyre Expedition Captain  
Burnes  
Krill  
(amended to 2/333)  
1gp month 2/333 share.  
Food/supplies

Captn.  
Lost Ship Amara Dowager  
missing 2 years

(other lost ship - kind of need to know)  
military

Our Expedition "Sloop of War"  
1 deck gunship  
The Hedgepath Captain Burnes  
3 First Mates.  
3 Lookouts  
mysterious and "Krill" - hidden arm  
checks position of

Stowaway Mikael 14yr old was wearing niner  
clothes, but clothes were worn and dirty



## Session 4

### "The Greencake Raid Aftermath"

#### Splitting Booty

<sup>Ray</sup> Mikal, <sup>Keith</sup> Kasskar, <sup>Steve</sup> Beo, <sup>Jeff</sup> Jennish, <sup>Derrick</sup> Aeris, <sup>Kelly</sup> Prosper  
+ Mates + Captains.

1/333 split for the new joiner  
and impressive impressed sailor

.....  
We grab the greencake, dagger, apparatus,  
and wolf hide of munin.

We sail out for about a week  
seeing ruined settlements  
and sea-ice and midnight sun  
settlement sighted with signal  
tower...

"The  
Dagger"  
Huge ice flow with wrecked  
ship in center with some  
people.

Dingy trip to ice, shipwrecked  
survivors are disoriented and  
are in poor shape...

"Rescue Mission" Amari (Capt. A.)  
Tiller, Bosche, and others (original crew of 10)

No starting

## Greencake Raid at Hilde

Leave ships in cover, overland to  
observation bluff.

Random workers that dump salt off  
dock (No boats)

We reach the overlooking bluff and  
spot "dog houses" and then hear  
a "woff" behind us.

Battle with 9 wolves + one wolf

Greencake - "Philosophers Stone"

4 Directions - About 10 humans/wolves  
west toward Bluff

Kasskar  
Beo, Jennish, Aeris, Prosper

Raiding party alerts compound  
and they send out patrols  
We ambush one of these  
patrols. We question one  
of the survivors and  
proceed to raid the compound  
after taking a few patrols  
we ambush...

are breaking in to the captain's desk to look at logs and stealing valuables.

Aeris is doing ghost hand and then prestidigitation.

Prosper speaks up about how do we verify the accusation?  
Burnes replies, "Get another rope."

Things deteriorate and comes to blows.....

Kasskar goes to support Burnes as the crew starts to mix it up. Burnes tells Kasskar and a mate to support some other beleaguered allies while he charges Krill.

At the end Burnes prevails

The Tour of the Wreck  
Awestruck boats HHH  
Boats suddenly fly open and crazed sailors charge us.

We wipe out the crazy cannibals round up the rest of the crew and set sail for High Pyre

A Couple days later

One of the rescued sailors talks about how far out High Pyre is as in the edge of the map  
"Here be Dragons" edge of the map.

We are awakened by frightened shrieks of Burnes and he comes into our arc and they are freaked out...

Now Burnes is accusing Krill of being a witch and the crew is taking sides.

Kasskar takes sides, Aeris is foremently

Sail North about a day  
and we see a man & dog sled  
being attacked by snow trolls.

After a brief battle we beat the  
trolls (we drag their carcasses  
to the ship to carve up)...

To Capt'n Amaral it's only been a  
week. He's looking for a  
navigation device star "Naresti"  
He's headed to pick up a meteorite  
that crashed in city further north "Brugal"



We sail another 3 days north to  
**Brugal**

We land early and  
scout town built on  
lakeshore

Large House with smashed <sup>slate</sup> roof.  
While retrieving a large glowing  
meteor stone the party is attacked.  
Shadow Warriors  
Medium shadow undead necrotic

## Session 5

"After the 'mutiny'"

Aftermath players are now 2nd level

Kasskar becomes a mate aboard ship & starts to learn sailing  
Highpyre 50K the down is burned down

We disembark and head to  
a **Broken Tower**... cluster of Victorian houses <sup>to crane</sup>

1 Beowulf starts to speak and is  
interrupted by a soothsayer

2 What happened to Highpyre. sentinel city  
Inkeri - Spartan - Craftman

Inkeri

Burned 17 years ago  
in need of a **HERO**

Tower held Lethestar light  
town through the long dark.

3 Aeris

4

5 Captain  
Amaral Headed north if you follow  
the river North you should find him.

6

# Session 6

## Expedition Proceeds

"5" 140gp for Durst prize ship  
 150gp for Greencake  
 + 290gp from Amasil for meteor

580gp  
~~360~~  
 220gp.  
 - 200 safe deposit box  
~~20~~  
 - 20 Into my pockets

~~45~~  
~~100~~

• Mulebeck (A) Whipsaw Fighter

• Braynard (S) Whipsaw fighter whaler/harpooner ethnic

• Godwin (A) Former Guard. (Vin Diesel type) 20  
 + 15gp + d20 25gp

• Kajak (A) Former Marine.  
 + 15gp + d20 25gp

Fight Venues.

Whipsaw Kill = Courtesy  
 The Stuck Pig across street from whipsaw has cage fights

## Return Voyage

Krill suddenly appear dazed and confused with no signs of his death.



◦ Gangs offer protection against pressgangs.

◦ Hobnails wanted to take us down because we were making (planning on making) gold.

◦ Cooper's Union  
◦ Kaszkas World

◦ Richard III

◦ Fiery Dragon counter collection

◦ Gangs of New York  
◦ Far and Away

Fiery Dragon  
www.FieryDragon.com

Counter Collection  
4th Edition  
Heroic 2

Fightnight

Gamecastle

Godwin

Kajal

"Hobnails"

Claim territory

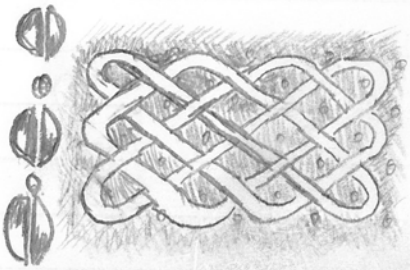
Suddenly garrotes are slipped around our necks by the Hobnail gang members.  
And Mayhem Ensues

Godwin (Cooper's Union gang)

The Hobnails gain the advantage  
early bloodying Kaszkas  
taking down Mulebeck  
the bloody Brainard  
and Godwin, as well.

Team Whipsaw rallies somewhat...  
But Mulebeck dies...

Navy Pressgangs have their own corrupt organization -  
Hobnails // Navy Pressgangs are disputing the



BRUNN provides info  
about lightning rod  
and storage capacitor

- Hoss the Revived

- Want vengeance on his killer(s)  
in particular Alyssa's father
- Wants to have vengeance on  
those responsible for his

## Session 7

Meeting at Winterwolf  
Beowulf's Weaponshop

Suddenly Brunn (Naturalist)  
shows up and tells of  
a mob at The Sanctuary

We find out the mob is chasing a  
mishappen figure that disappeared  
into The Sanctuary (Elephant Man?)

We use the Sewers to enter  
The Sanctuary unseen.

We get the lay of the land...  
trying to figure out what's going on  
when some of the mob comes  
up through the sewers...

Hoss the Abomination  
came from the hospital/morgue  
woke up in a salt bath w/ electrodes.  
Equipment sounds like Gregor's equipment



# Session 8 of 9?

Haas's Apartment in the financial district.

We escort him to his apartment tailgating  
in the auto door picking the lock to the apt.

150gp each  
+1 Cha Ring  
clothing/furniture

Haas' "father-in-law" (target of Haas's vengeance).

The Jade (Brothel across from Mooncalf)

Haas immediately heads over and stabs

his victim.



We kill 3 of what turns out to be homeless people including the father-in-law.

We load up the bodies, and head to the hospital. Kasskar slips into the sewers and grabs some hospital uniforms. ~~The~~ after returning the he returns, the party waltz's into the hosp. gets gurney's loads up bodies and heads up looking for the "necromancers".

1) Case Hoss's house >

2) Murder or not to murder > No

3) Investigate Hospital

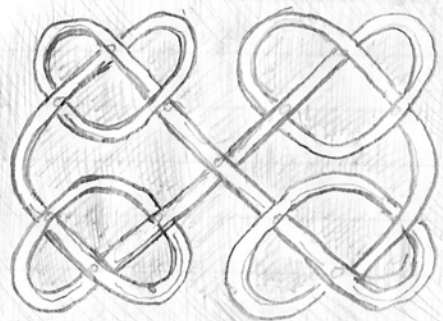
a) on our own

b) on Hoss's payroll



Session 9 or 10?

## Hospital Necromancers



After dealing with the "door guard" (with wires running to ceiling), the party enters the next room where the Dr. Necromancers are sawing on the head of a screaming "patient".

The Dr. Necro's have 4 "ardeties" that act like linebackers. In the ensuing fight 2 are killed when a large lightning bolt hits the lightning rod and the body of a 17 yr. old girl rises. Aeris notices/realizes the the body is inhabited by some sort of malevolent spirit...

She does something and a huge blast rocks the room and the players fall unconscious...

Beo wakes first between a bonesaw and a Dr. Necro. They proceed to fight over the saw...

at the lab we find a body (inanimate in animate). Haas wants to desecrate the bodies of his slain foes. Aeris starts to work on one of the bodies repeating the experiment (Kasskar stands watch in the hall) finally hooking up the electrodes and having Haas activating the "electricity". Aeris it pretty much knows it won't work... They proceed to fry the body of the throat-slit crazy woman. Then Haas wants to seek out the 'necromancer

In a nearby room - a man with an open skull and electrodes stuck in the exposed brain and cables leading out - is pacing back and forth but stops when party enters.

Aeris speaks ~~like~~ <sup>to</sup> the creature which "perks up" on seeing Haas and goes into combat mode.

Beo defeats the Dr. Necro  
ties up the 2 unconscious Orderlies  
and wakes up Kass & Aetis.

Turns out that the screaming man  
is another revenant...

"Ord" a man in scale armor and  
a bastard sword asking where  
Prosper is... he needs him for  
something he is being vague...

We attempt to find Prosper but  
begin to attract attention...



Wren the Midwife

Acas wants to go another  
safehouse to speak to Wren  
who may have helpful info about  
an afterlife "Hereward" place  
the ghosts seek to reach...

We reach the safehouse  
Gramercy Books

3 men + Wren  
and Haas' story is told  
and the hospital story

Volker Brothers  
the 3 men are "Oracles"  
and the Volker Bros are  
renegades trying to raise  
someone which we  
think was the girl from earlier

Now they take us to a secret  
room of their cult showing  
a special locking door...  
"Oracle" guys are preparing  
to do some kind of seance

Down through the levels there  
are hundreds (thousands) of  
books. Spiral down 150'  
to a more natural cavern  
with a pit in the center..

These are the buyers of greencake  
they use the bowl of greencake water  
in ritual.... to summon a ghost...

The party stands by for the ritual...

includes animal sacrifice  
they cast a white powder  
which expands to fill the  
spaces as the ritual continues...  
and seems to catch  
on fire and burns away...

An apparition appears  
the 'oracles' begin speaking to  
it... and its open to question  
~~to~~ and it is asked where  
'Hereward' is... but it doesn't  
really have a context to understand  
how to answer...

Eventually many questions are  
asked and answered and  
the spirit/apparition

Among everything else we learn  
that Apogee is a gate between  
worlds...

We finally take an extended  
rest in the oracle's hideout

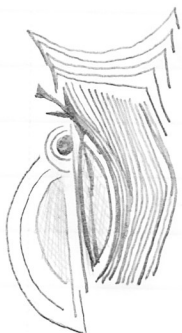


## Gramercy Books "The Oracles"

We take an extended rest  
Go shopping at Apothecary  
When nightfall comes we  
proceed to Apogee with  
undead and 'Oracle' guys.

The do a ritual to open a gate  
after it opens some  
guardians appear...

Flying statue appearing  
creature which immediately  
attack the oracles.



The party defeats the Guardians  
rather easily this time...

## Session 11

"Checklist" - Winterwolf Hobnails protection (Nah)

Swords (Bastard Swords)

Aria Silver White curved blade

+1 "and additional powers"

Essra long sword rusty iron

copper/ebony

+1 "and additional powers"

What did Aerts learn



Storm last night one prison hulk

broke loose of its moorings and "disappeared."

Repreect Garmington <sup>Helman</sup> ... & Gib?

Autopay Banking Firm

Neighbor Ishilde being paid  
for "a long time" (413 years)  
Custodians of the Estate.

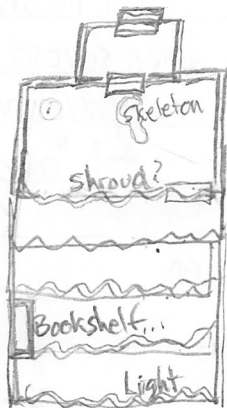
"By the way..." Fire claim The Shambles  
Arson....? Ruled an accident  
by he feels it wasn't...

# The Mooncalf

Ruprect

4th Floor

5x5 Foyer Furniture + Dust



Mathematics Books + worktable

A Safe with special locks (takes 3 hands)

a few pieces of gold

a creature trapped under a glass  
desperately trying to get out attention  
"tinkerbell"



Starship Troopers  
"Old Boy"  
more!

one more ... Book  
Endosaurus?

Lich ↓ Skeleton



3-6

Whilly Primal  
Temp Steel  
+ Con.

2d8+7

9-23

+ 10.0mg



1200gr + silver  
IAC Ring + 2 Books

Arson Investigation

## Arson Investigation

<sup>Fat</sup>  
(a renderer wagon)

- Fire Originated from a covered wagon exploded...
- I Remember Explosion
- North End of Shambles.

## Side Question - Gunpowder

- List of Names who filed claims.
  - ▲ "Banes" ↘
  - ▲ "Guice" ↘
  - ▲ "Erlock"

Controlled by Admiralty  
But can be made by anyone w/ know

## Butcher Banes

"Guice"

Coopers Union Protection from Shambles  
Hobnails started moving in  
all these these threats directed by  
"Horst" from prison...

Businesses - Who do we pay?

Butchers were meeting  
Barlow, Banes, Guice

"Auld" Hobnail enforcer  
Beat him & threw him into street

Auld threw torch into wagon

"Auld" or whoever ordered him.  
↳ he hasn't been around for years.

- \* Hobnails are hardcore fuckers
- \* Coopers are an old school gang (gentlemanly)
- \* Admiralty is effectively another gang

### Cooper Contact "Zimgard"

Auld was notorious enforcer  
is now serving time in Heath  
prison.

Heath prison was "privately run"  
charged prisoners for "services". Prisoners  
could pay a 'lump sum' and control themselves...  
The law can be thrown into prison relatively  
arbitrarily.

Prison 1st floor above ground stone & brick  
roughly? sounds like a <sup>Police</sup> presnet.

↳ Visitors are common - ~~some~~ tower  
access to the lower  
prison levels is  
through an airlock

## Session 12



~~The Revenge~~

### Revenge at Heath Prison

Clem more or less runs the place  
a "straight shooter"  
does some work for admiralty  
like internal work/release.?

### Fourthing

Burns helps us based on past  
service ... we discuss the possible  
course on Hedgepath

Burns as a member of admiralty  
is able to get us in with armor  
but not weapons.



Courtyard of the prison

3 Arches leading inside.

We find Clem at the  
work area

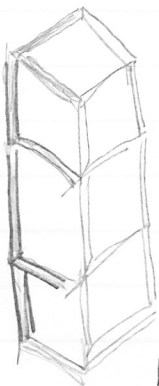
He tells us Auld is in "Deraia"  
a section in  
the prison.

He suggests we may want to arm  
ourselves and offers suggestions

Head on back toward Auld's section  
of the prison

3 levels with central tower where guards

Level 5 Door straight in front  
"Narshasa"



Hatch 7

There are large excavated holes  
with hatches, and a second  
layer of hatch(es) below  
that  
Rune "devinerune"



Hatch is made of some kind  
of metal (like a submarine)

2nd Hatch leads to door  
Curves left

1st Door 2nd Door  
Curves left

3rd Door

Large Room 25x30?

Sarcophagus filled with ice except  
their mouths... breathing...  
a lanky childlike person indicates  
not to mess with the Sarcophagus  
... trail leads on out of the  
room - childlike

Acis forces it to touch the ice  
(our impression is that those in the ice  
are prisoners...)

We move on the Door 4

We hear screaming the caretakers  
are whipping the 1000 year  
old prisoners... were hitting  
layers of Dantes Inferno

Door 5 on right





Inferno?

The only 1

20x40 ft room

There is a prisoner... (Auld)  
he's tattooing himself in the dark  
one other, ....

tatoos of

crime boss

Butchers beating him up

Shambles fire

Inferno location

1d6 per shroud

WIT 20 (seemed to be required)

saw ends imobilized

~~stowed~~ ~~stowed~~ ~~stowed~~ stowed and cannot shift

4 Damage on a miss, as long  
as Ord is adj. to target

Rune +1 to attack

on hit  
the next attack +3 damage 3 temp hp.

Grants CA (saw ends)

+3

Zone concealment

twilight assassin

shadowy duplicate

end of encounter

shadow can use attack

he goes down...

Auld Kass Kar  
cuts away tatoos

