

He encounter the old crane  
from the witches chorus.

Explains hes at a place between  
existances. "Bardo"

The crone explains that within  
this shed/outpost lies  
something horrible from his  
psyche.



~~\* Emotional Shield Minor~~

~~\* Mysterious Shadow Stander.~~

~~\* Shade Dance Minor~~



stand.

FF

Touch



Percep.

Game ?

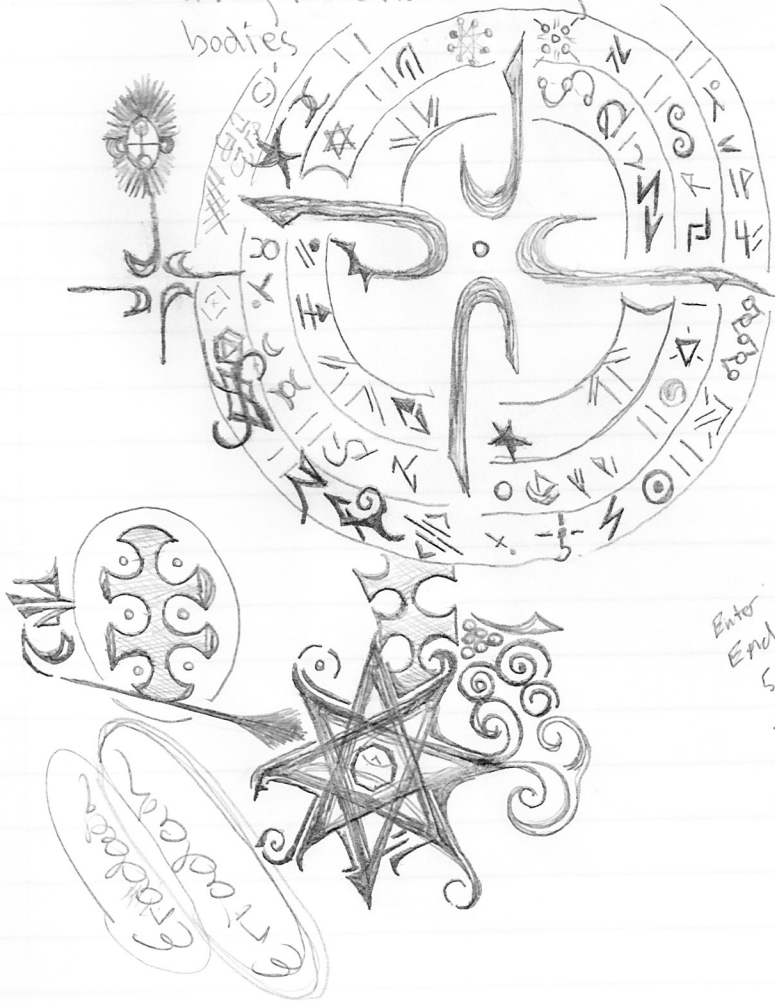
Dennis

Aeris found his phylactory

now after the Oracle and some powerful magic and spells.

Aeris is working on raising an undead army for the assault on the oracle?

Raising the ancient kings into 'fresh' undead bodies



Enter  
Eradan Zone  
5 necrotic  
+CA

# Cume 28?



Lightning Glass  
Thunder Ward

Apogee where Aeris

Wants to unleash

Fire storm<sup>(?)</sup> and Yawning Grave  
on Hollin

Hollin Streets <sup>surreal</sup> Akira events from God in the Jar

Kasskar awakened by harpooner  
Eldrid/Jaris who was candidate for boxer  
Jarvis

Horst +3 Cloak Resistance (Kasskar)  
+3 Healer's Broach (Keller's wizard)  
Emblam daily minor action  
- Burst 5 Free Healing Surge

Jaris wearing ancient armor.


Greg (Standin Fighter)

Burnes. + some Marines.

- Aeris God in the Jar Events happening  
in the city

Starts casting Firestorm using Greencake  
The Air stills. people start to run  
in panic Fire storm starts.

Braddock Engulfed in Firestorm  
after devastation  
He reads Yawning Grave  
animating hordes of undead  
recently burned corpses rise  
and begin attacking those  
still living.

 Climbing Cliffsides and we see  
the city getting devastated  
behind.

Kassker ~~Beowulf~~ Jaws  
Beowulf Ord

Aeris Kane  
Treasach Pendragon



## Combat Round 1

Jaris goes for Aeris...

Gains DR+AC from ability + delivers thunder damage.

Aeris' Necrotic Aura enters of starts turn in aura

Regen is opponets are within aura

Beowulf Crits against Pendragon + Bloodres him

Ord moves up and misses daily Aeris is

slowed + cannot shift

Pendragon shifts and delivers an area attack

10 points to Ord + Jaris Action Point to secondwind.

30 Points deep cut.

+2

Kasskar tumbles into the fray <sup>minor Duelist</sup> <sup>Practices</sup>

30pts Delives a deep cut daily (ongoing bleeding)

Action point Dazing strike misses

→ Nasty backswing + Heroic Effort = hit 29 points.

Kane does Healing word. moved

daily Stand the Fallen, axes the prone

Kasskar for 32 Damage

Treasach attacked grab. Season stab

Action pain slams Rush Knocked Kasskar prone

38 Damage

70 Damage total

Aeris teleports + Fireballs hitting

Ord, Beowulf and Pendragon and Kasskar

15 Fire damage + Action Point + spirit  
rend.

Jaris charges Aeris and hits him with basic attack

+Action Point and misses

Str Beo crits. Penaragon takes handaw

Ord shield of Sacrifice

Kasskargans 18hp and +5AC

Kasskar Second Winds

+5AC +2

+7AC +2 Defenses<sup>total</sup>

Low Slashes as minor

10 points, slides Treasach

breaks grab, slows Treasach

until end of next turn. <sup>stands up</sup> from prone.



Kane attacks and tries to use

calculated assault but

Kasskar uses timely dodge

Jaris does an ability that hits Treasach and Aeris.

Ord does cage of light + healing word.

Kasskar does duelist's Flurry

22 points Kane does reaction attack

and misses. Kasskar does duelist

proWess for 11 more damage.

Treasachs, turn Come and get it

he pulls. ~~and~~ and Kasskar out

of cover, they are vulnerable to thunders.

Kane moves and does openly shove pushing

ord out of cover and grants Treasach

a basic attack on ord (hits)

The thunder goes off ~~is~~ tumbling (Pushing)  
Ord & Kasskar to the edge of the  
cliff and taking damage.

## Round 4

Jaris attacks Aeris with an at will  
Class Warden (primal tanks)

Beowulf hits Pendragon Nat 20, 26 hps  
Ord Moved Rune of Mendy + 2nd Wind  
Kasskar imbibe potion, move

throw dagger 11 points vs. Kane  
Treasach attacks & uses Heroic Effort  
12 damage, Knocks Ord Prone

Kane advances and gives Treasach  
an attack that misses.

Aeris, 2nd Winds.

## Round 5

Jaris does damage and Knocks

Aeris prone but takes Fire shield Dmg.

Beowulf hits Pendragon again 19 Damage  
Action point miss.

Ord word of befuddlement melee

Pendragon (up with hps! and can take action)

Kasskar Duelist Flurry downs Treasach

Kane Aid the Injured on Treasach

Aeris, attacks Jaris (I didn't want to do this  
but you need to back off)

Round 6

Jaris

Mountain Hammer vs. Fort <sup>+2 Damage</sup>  
25 Damage.

Beowulf 27 points to Pendagon (down again)

Ord





## Game 32

- What about Kane?  
↳ Tesach?  
↳ Prisoners
- Search for the Phylactory  
Found! Now what?
- Many zombies survived  
Aeri's death
- Destroy the Phylactory  
take it to a place  
with no time  
There is a carriage  
that goes to Kairos
- Burns says he thinks  
the Hedgepeth is cursed  
and he's going to burn  
it and sink it  
-the funny thing is... it  
already appears burned.

- o No door handle
- No driver's seat and no ~~reins~~ <sup>reins.</sup>
- o The horse purportedly can count but nobody has been able to make it count
- o ~~It~~ seems. the number is

~~223~~

223

- o The time/space shell dissipates leaving just the meteor fragment
- o We get tossed around by rude
- o Endless Plane Desert and river  
We get out and see ourselves trying to push the Carriage out of the mud
- o They ask <sup>us</sup> to let them take this carriage

## - The Witches Chorus

◀ Jaris

- ◀ why not revenge also?
- ◀ helped fulfill brother's destiny

◀ he asks what can be done to reverse the damage?

◀ Orcl

- ◀ Are you sure your other friends are evil also
- ◀ Aeris' body is destroyed but his soul endures...

Kasskar

- ◀ would you seek aeris' true death

- ◀ Do <sup>or</sup> something truly good
- Duh truly good

There is a place without  
time in "The Middle of Hollin"



We return to Hollin and a  
week or two has passed -

~~The Prophecy~~  
~~Find Book in old Iron Ruins.~~

Carn a Hobnail comes  
seeking assistance and  
they used to protect  
against press gangs  
and took his brother Early  
and he was taken  
to the Admiralty Forge

Deskbound bureaucrats

make decisions

Press Gangs

Observatory

Several vicious/wierd press gangs.

Bureaucrats

The Forge

We peek inside

We find two guys tied  
up... press ganged  
by 5-6 guys.



↑ Pigs are flying (levitated  
or craned? No  
levitated

Then Pressgangs show up.

Carn + Victims move toward



Grates Marked  
The Enfield (Smuggler)



# Game 33

Kasskar

The guy we freed tell us that additional impressed men may be at Enfield Yard. (secluded enclave of Enfield Trading House "Venerable Trading House" (open secret they are smugglers.)

Buildings Surrounding a "Yard"  
Wagons, cranes floating, bell tower guard see other people around.

30 Buildings Surrounding "The Yard"

We are still Carn's Brother?  
Who was impressed  
Freed prisoner says he overheard some other impressed men at at Enfield Yard



ONE building is unburned  
Warded somehow

Inside the unburned Enfield House  
worker seizing/convulsions,

There is a place that is a secluded  
secure room... Go up to  
level 3 and back down to level 1.

'23  
15  
18

Custom  
Behind False Panel  
Door with  
Cash

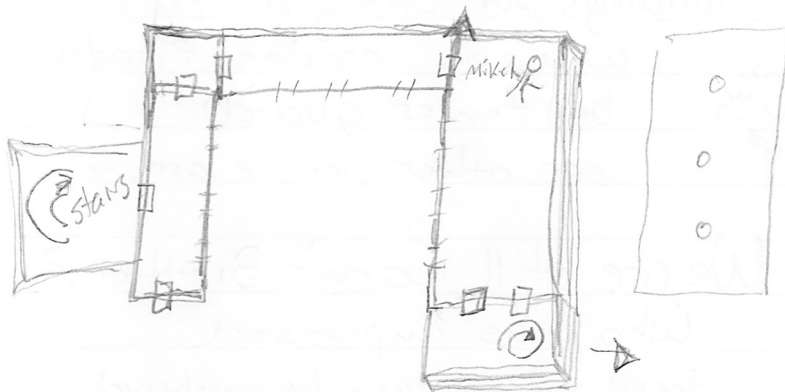
Door Left      Stairs Right



Stairs up to 3

Exit.

Level 3  
↓



## Game 34

Ord reveals his true background and wants to restore his society (mostly to get rid of Khron<sup>(?)</sup> as an evil deity type. restore the rightful rulers.....)

We see Burns about a ship and show him the smugglers extortion book and discuss methods of using it to procure a ship.

We then seek one of the 99 at the Sanctuary (Ren?) And Ord seeks additional information about the 99 and their relationships.

Some of the 99 may be dead

Steal the Durst (or buy)  
Blackmail for the Venal  
Ship back on the  
Whip it Good

After a 6 week journey  
we arrive ...

At the docks it seems  
Familiar like Hollin docks

We see  
a Coliseum  
an Crown's Palace  
Middle Eastern Architecture

Ord "Slave of the Hidden"

Slaves Gladiators

Local Clothing will be  
a necessity

Ord is an exile  Rune Priest  
Upon pain of death

We seek out the Rune priest Monastery  
its emptied out due to civil war  
we find an old friend of Ord



Anghard neutral population growth

Rana a capable priest  
wants to come with us

We go to the Island of the  
assassins Cold Comfort

We are approaching their  
building roofline tall dome  
external gardens  
irregular building

We need to be a little reckless  
double doors



We enter foyer room

→ small room

→ large dome room

→ tiled, sarcophagi, patterns.  
bas-reliefs.

→ Exit on the right → Walled garden

3 story walls w/ windows  
on 3rd.

→ Exit far side → large starwell

we go up to 2nd level Exit S.



→ We find a library room + scriptorium.

A hunter killer

We don't know if its manually controlled...  
we grab the documents that  
seems related to what we  
need...

Kass Kar grabs a random small  
book on the way out

We notice some people coming  
toward us

Crouching Tiger Hidden Dragon style  
running across the water and  
the trees...



We advance through the garden

+17H +2 Dam  
vs #2  
+5349



#2

20+10+6+10+14

#1 13+6+11+10  
20 50 75

#3 13 ongoing 5

+17H +2 Damage  
=STR

#4 6



## Game 35

Loot sell for \$

Wall Chainmail +1

Distance Handaxe +1

Magre Battle axe +1

Magic Halberd +2

Large Gem

+ 200gp gem

The Clipper Wayward from Imp/Exp hours  
recruit Burns as captain

When we exit, on the way out  
we encounter Raiham / Rahaim  
sitting cross legged on on of the  
caskets wearing offwhite  
He is pissed at our intrusion

We defeat the master assassin  
who had an "Airstrike" ability + Reverse  
and was a clone of Kasskar / Gravity

Streetwise

- Talk about the Caliseum
  - Gladiator name Giffor is rising star
  - He was favored until new opponent was named now people are betting against him

- Find a shop The Grotesquerre  
strange and odd items

Bloodcut Armor +2  
minor gain resist selling several very valuable  
items for the cheap.

Bracers of Defense - Jarvis finds a level 12 item  
ImmeInt Reduce by 10 - Level 9 item

## Church of the Watchful



And discovers there are few survivors of the bloodlines  
Survivor The House of the Maker Giffur Ord wants to restore

Gladiator Fight 5 on 5 Gladiators  
+ 4 giant desert beasts

Giffur has the right to call on the service  
of a particular Djinn.

Metcortc Rise as Gladiator - scrawny kid??



Giffur

Damage

7 Bullet time from #2  
10 Deep cut #2 +8 ongoing  
17  
8 ongoing  
25  
8 ongoing  
33 ← Deep cut #1  
43  
+12 healing  
31

31



36 missed

## Game 37

### Items & Stuff

Daily Marwolaeth Spite Blindness Interrupt  
Daily Cloak & Resist Resist 10 all  
Encounter Extra-Offhand Attack  
Daily Stun  
Daily Sudden Recovery ongoing end 5, gain regen = ongoing  
Daily Bracers Defense Reduce Dam by 10  
Daily Healing Burst 5 may spend surge

### Game 36 Recap

Escaped Coliseum, saw Prosper

Djinn deal

Tent City @ Son's Anvil Natural Feature Desert Desolation



Free Malak the "King" of the 99  
Distant Mountain Peak

Aboard Camels our party travels  
toward the mountains.

After a few days we pause  
to assess our next steps...  
to free Malak who is  
imprisoned near the entrance  
to the plane of the 99

A Djinn ally travels with us  
and scouts the enemy Djinn Camp.

As far as he can tell the tent city  
is empty. Khron may have  
taken the off on conquest.

We follow the stream to...  
the cave entrance - we lead  
our camels in single file along  
the path into a large cavern  
with noisy water fall

Finely  
Crafted

Stone Portal →  
Delicate Door left front we enter  
Crude Steel Gate → its dark and it smells  
it curves beyond sight  
Genteel Rooms the Harem (empty)

We open the barred gate  
and prop it open using the  
throne.



twisty tunnel that  
another gate opened and propped w/ chair  
smell is getting stranger

A finely crafted door set crudely  
into rough hewn cavern

A Gargantuan Horror detaches  
from the ceiling a tentacled  
abomination...

Kasskar fumbles the first attempt to  
open the door

Ord holds off the Abomination used word  
of binding until Kasskar opens the  
door and the party escapes.

Ahead is a grand amphitheatre and  
we are met by Annur  
they are passive and intrigued by  
visitors who made it past the  
Sentinel....

The Annur tells us Malak  
is imprisoned in the  
The Void Prison

at center of concentric  
Amphitheatre is a central  
well/pit

lined by runes??  
at the bottom is a patch  
of deeper darkness.

This is the portal to the  
Void Prison

A place of True Death place  
there is a 27.5% chance (if we all  
go)  
that one of us will be  
trapped there forever....



We take the  
leap



We are in a featureless

Plain

There may be something different  
"300" away

3 pieces of carpet



malak  
Sleeping man fastidious man  
short beard

② Table with elaborate markings  
and mechanisms

③ Door ...



To open the divine lock  
open keyhole at the same time  
religious mechanism is operated.

the prisoner's dilemma?



This complex is the  
Well of Life

we bypass the Sentinel (Annur) (slay it?)

We leave the Well complex to go the Djinn

We leave past tent city (the stone portal is the Plane of the 99)



We gather the armies of Annur and Djinn

to do battle with the "Rebel" Djinn army... at Al-Watan and The Citadel. Krohn has taken the city

we go to city → Coliseum → tunnels → The Citadel

We enter Diaz Room  
Khron

Lean man with white headress and white robes  
Greencake addict.

out to slay the 99 and their followers.