

### **Treasure from previous games.**

- Krill asks Prosper to rever his ancestors.
- Looking at the garrotes that the party was attacked with at the Whipsaw, Kasskar finds one that has an encounter power that on a successful attack, it also stuns the victim, save ends.
- Smash and grab booty: on a body in the hell-town, Aeris finds a strange shirt. It has laces down the front that you would unstring to put the shirt on, and then string them up afterwards. But, strangley, the laces have no ends, as if whoever made the shirt didn't understand that someone would have put it on. Aeris can take it by cutting the laces. +1 AC shirt that gives Heroic Effort encounter power; or look through the magic armor in the PH up to level 6 and see if there's anything he'd prefer instead.

### **Wrap up from the Whipsaw**

Characters come to Kasskar to resolve bets. Also, characters come to Kasskar to complain about the Hobnails and rally against them. There begins to be some talk about fighting the hobnails.

Also, some of the impressed men from the Hedgepeth contact the party about taking down specific press gangs, the ones who pressed them into service to the hell world.

### **Mob at Werner's Sanctuary**

The PCs are at the Winter Wolf one night around 10 p.m., finalizing some minor money business from the sale of the Durst etc. They're surprised when Brunn (one of the naturalists they met) comes in, red faced and in a sweat, saying an angry mob is gathered around Werner's sanctuary and their afraid of what could happen.

The characters can either just go right to the sanctuary, or they can get into the sewer at Chambers' and take it to the sanctuary. Either way will just take a few minutes -- the sanctuary is only about 1K feet from the Winter Wolf.

When they get there, they see a large mob -- 100 people -- is there with torches. They're pounding on the gate and shouting for Werner to open it. If asked what they want, they say that some of them followed an unnatural creature -- some kind of abomination -- to the building and Werner must hand it over so they can destroy it.

From the balcony, Werner says there's no creature there -- he says he's a doctor and the "abomination" they saw was simply a sick old man who came to him for healing. The crowd says if it was just a guy, how come he was naked and running like scared animal? They say he

was naked and misshapen, and they're going to lynch it. He says he will protect the sanctuary with force and they should go away.

The PCs also see Prosper down in the crowd. (Ask Kelly what Prosper does from within the crowd....maybe Prosper can do something smart like just act like a member of the crowd who's convinced that Werner is right). Herndon can also be in the crowd trying to trick them into leaving if Prosper doesn't -- if we want to escalate the situation then this attempt can fail and anger the crowd.

**Derek: "You have money \*and\* parents. You are the 1%."**

**Derek: "He's dead \*and\* immobilized."**

Another issue is that Werner maybe pays protection to the Hobnails or Coopers and they could maybe come help disperse the crowd. Maybe the Hobnails or Coopers disperse the crowd but then maybe want a look themselves.

Also, there's the powerful witch there, at worst she can defend the place with force.

I think to have enough fights, they should fight the crowd. Most of the crowd can be scared away by Werners' cannon, but harder characters can charge in from the sewer.

Characters who come in through the sewer are...highly varied characters:

- woman with rolling pin
- butcher with cleaver
- man with rake
- people with knives
- people with fire trying to set the place on fire, trying to get into locked doors
- one person has rope to make a noose

They should all mob onto one of the PCs first to make it an interesting fight...Kasskar because he has burns.

From adventure 004, Use a couple of "Bandit leaders" (level 7) and the rest level 3 human duelists.

## **Haas**

After the characters resolve the situation at the gate, Werner comes clean and says that the mob was actually right that a desperate...*person*... came to the sanctuary asking him for shelter. You notice that although Werner was confident in dealing with the mob, he seems shaken by the prospect of dealing with this person and he asks you to come along and help him.

He takes the party to a basement. It seems to have been a wine cellar at some time in the past, but now it's just a dirt-floored basement with empty wine racks lining the walls. In one of the rack-lined aisles, there's a single torch burning in a wall bracket and there's a person cowering there, sitting on a chair wrapped in a blanket. When the characters arrive, he takes the torch from the wall in case he has to defend himself from the party.

The characters can see that he is indeed very pale, his head is shaved with some serious scars and stitches, and the arm not holding the torch seems to be broken. Because of the blanket, you can't see his body but you can imagine how people on the street could be alarmed by his appearance. With much calming and persuasion (a skill roll?), you can get this person to talk with you. Hesitantly, he says:

“My name is Haas. I'm the boyfriend of Alissa, one of the pregnant girls who shelters here at the sanctuary, and from Alissa I know that Werner also protects untouchables here. That's how I knew I could come here for help.”

At this point he stops. He's focused on Werner, trying to get some body language to confirm that Werner will indeed protect him. He seems like he's very cold, although it seems fairly warm down here and his blanket looks very warm. If reassured very much, particularly by Werner, he continues, hesitantly:

“Late one night, about this time, I was coming home from work. About half way home, I thought a few people were following me. I walked a little faster to lose them, and then I thought *they* walked a little faster. I started to take some turns off the main avenue to lose them, and *they* also took those turns, and then I knew I was being followed. I took a couple of wrong turns, and to my alarm found that they'd trapped me in a dead end alley.

As they approached they took out some cruel looking weapons, and then I saw that one of them was Alissa's father. Since I got his daughter pregnant I can imagine why he'd want to take it out on me. I was going to try to talk my way out of it but I didn't have a chance. They started beating me, and they beat me very cruelly, breaking my arm. Then, they beat me to the ground, until I went into a state of shock. After some more beating on the ground, they finally agreed among themselves that I was dead, and they left me there, laughing grimly as they went.

I laid in the alley in shock all night, until in the morning, some early birds found me. They gathered around me, and one of them said I was dead. They called the Hue and Cry, who came and looked at me, and they also agreed between themselves that I was dead. They put me on a cart to take me to the Morgue, and at this point I freaked out and passed into unconsciousness.”

He stops again. He says:

**“Werner! Werner, must I continue!? Say you’ll protect me Werner!”**

Werner gives him something to drink and insists that he continue. Haas steels himself to continue, and he says:

“I woke at the Morgue, in the Great Hall. I was laying on a cold marble table, and the air was very cold.

I stood up. But my body didn’t stand up. I realized now I was a spirit and I could look down on my own body, and I could see that the entire Great Hall was filled with ghosts like me, ghosts like immigrants that didn’t know where to go from here, like passengers dumped off a ship at a dock in an unknown town.

Like the other ghosts, I loitered by my body for a few days, not knowing what to do. Eventually I gave up and left the Great Hall and the hospital and wandered the streets near the hospital as a spirit. I wandered until tonight, when it started to thunderstorm.

Then suddenly I was back in my body. I was on my back again, but not in the morgue -- I was in a different small room. I was unclothed in some kind of bath, and there were copper wires and tubes running from machines nearby to my body. No one was around, and the thunderstorm was still going on outside. I stripped off the wires and tubes, and got off the table. I was disoriented and stumbled over some machines I had never seen or imagined before.

Not sure what to do, I stepped into the hallway. Some people saw me and started screaming, calling for help. I ran around the hospital halls like a scared animal, and everywhere I went people started screaming and then some started chasing me with implements. I didn’t know how to get out but eventually I did, still being chased by screaming people. But once outside, I knew where I was. I found an alley and cowered there in the rain until my pursuers found me, and then I was on the run again. I was freaked out, but eventually I happened to run near here and I remembered Werner. I came to the gate naked and banged on the door until Werner answered and let me in.”

And he concludes:

“That was only about a half hour ago.”

Now Herndon and Brunn are very interested to know about him and examine him. When the characters question him or Werner wants to help heal him, they find that he has no pulse and he doesn’t breathe oxygen. His heart and lungs aren’t working...he’s walking dead.

If they say that he’s dead, he becomes extremely angry.

If asked what he wants to do, he says:

“I feel very sick -- I don't want to be sick. And I want revenge on Alissa's father and whatever sick fucks were experimenting on me.” He says: “I have money and valuable information. Help me and I can pay you. And I want to kill Alissa's father tonight.”

If asked about Alissa, he says that he doesn't want to see her like this, he becomes very agitated that they might bring Alissa down to see him.

### **revenge on Hogarth**

Turns out Alissa's father is a homeless man who lives in the alley across from the Mooncalf. So, they'll be presented with the moral choice of whether they really want to kill a homeless man and his companions.

His name is Hogarth and he has a little gang of homeless guys there who will defend him...same num as their attackers. What weird weapons and powers would these guys have? They're wiry...they're essentially the same types as the insane survivors of the Dowager.

Mental pictures for these homeless people: Dale (this is Hogarth, smiling, knobby knees), Dr. Halada (tall scrawny guy with white beard), that comedienne who Frank fucks on It's Always Sunny; what else?

### **revenge on Necromancers**

If they go back to Meade, to the top floor, they find the room with the equipment. As they're looking at it, the necromancers come back with another body that they're going to hook up to the equipment. When they see Haas, they're shocked, and the Yoram Singer wants to know right away what happened while he was dead. And of course they want their undead guy back, and they'll fight to get him.

I think there should just be two, but they fight like badasses, like Krill.

I think when they track down these people there could maybe be one for each of the reasons I've listed below.

I think good mental images for these people would be the folks from Emmanuel Baptist Church:

- Immortality crowd:
  - Martial: PTrying to defeat death for himself
  - Sergey Ioffe: Mr. Vaness: Trying to bring back a true love from the dead
  - Sanjiv Singh: To raise “Adam”
- Revenge crowd:

- Fernando: To desecrate the resurrected person in the most horrible way
- Pastor Dave: To hunt the undead for sport
- Science crowd:
  - **Yoram** Singer: To find out what the dead person experiences
  - **Pradeep** K.: To understand the human body

Aeris is going to want information from these guys. What does it take to raise the dead?

- Physical:
  - Electric shock; thus the copper wires
  - Adreneline; thus the tubes; these guys aren't sure how to get adreneline
  - The chemical bath, includes some natron-like salt, but they got it from a guy who's not there; also, it needs a ritual cast on it
  - They were also trying a respirator, but apparently the walking dead don't breath
  - They planned to put blood back in it, so they're surprised this even worked -- they had stepped out to get that machine
- Magic ritual
  - You need to cast a preparatory ritual on the body, this brings the ghost back to the body
  - They haven't figured out to \*dominate\* the resulting undead yet...that didn't occur to them

Brunn and Herndon can know a couple of these guys and want to kill them...or the characters can be ambushed by yet more necromancers while they talk with the first necromancers...later they can help Aeris track down their formulas.

But, then, where does this lead? Why are these folks trying to raise the dead? To raise their god or previous king, great demi-god hero or something...that they have a mummy of? Maybe a previous domestic leader of Hollin. Maybe they're trying to defeat death...for themselves? Ah, future lichs. For a body for them to take over? To make life for the resurrected person a hell...or just to desecrate them, or get revenge on them? To send them to hell or a hell-city? To find out what a dead person experiences? To hunt them for sport?! To catapult an undead version of a person from a seige city back into a city to freak them out? An undead doesn't need oxygen or food, maybe they want to create an agent with those qualities. To create a de facto statis for time travel? To get information from a resurrectee? Resurrect a lover? To raise Adam so he can see what his descandants become and find out Adams story? Pure science? For example, how do we know that we're not all undead if we don't know what the undead look like? They want to die to attack hell as ghosts, then be brought back.

**guilty god**

So, I was thinking that the guilty god was the Angel of Death, and now the biggest swath of destruction the god might be guilty for is Highpyre...could the Angel of Death have burned Highpyre?

Issues: Prosper has to find out about gods first I guess, and then he needs some way to find out who the guilty god is?

From Kelly's write up:

"...a column of light breaks through the clouds basking Prosper in a divine glow. He is momentarily awashed in visions of war in bloodshed. An unearthly booming voice explains he has been given power so that he may make amends for a grave and monumental sin. The only further information he is given is that he must persevere through many trials and travails. He emerges from this experience a changed man. He sets out to help as many people as he can, and reveal to sinners their transgressions so they might repent."

and then also, as to why he's on Hilde:

"How about this: As he was pulling the soldier in, a freak surge in the tide dragged him into the water. As he started to drown, a beam of light guided him to the surface, where he emerged in an impossibly huge pool of blood in the middle of an endless battlefield with a red sky and black sun overhead. He hears the voice of the Guilty God, and is dragged back under. When he resurfaces, he finds himself freezing his ass off hanging onto a large chunk of flotsam. "

Kelly's descriptions of the battlefield are Dagorlad-like, we don't have anything like that in the campaign world yet. Maybe Prosper could rediscover this blood-pool-battlefield from his vision. Maybe this area is now protected by the fairies and Prosper can help re-open and re-build the city that was destroyed as part of this. For the most part I don't have gods in the story...can the god be the Oberon characters or maybe even the Tamberine Man? Or maybe the blood-pool-battlefield is now the swamp just outside Hollin.

Maybe Hollin itself is built on the site of the battle the guilty god caused -- he allowed his own people to wipe out the people who were there. That's why Prosper finds the soldier in the water in Hollin...in this case the blood pool would actually be the river that goes through Hollin. Maybe these other people were fairies or denizens of a different god? Or, maybe the Anhalt company is the marauding force that wiped out the natives....umm, that seems a little too coarse. Also, the entire idea is not as good as the Angel of Death being the Guilty God. The remaining issue with the Angel of Death is, what was the huge tragedy the he created that needs atonement?

Maybe the grave and monumental sin hasn't happened yet...maybe it's a sin he's going to commit in the future. Or maybe he himself committed the sin but now he's a solaris person who has to make amends for what Prosper 1 did.

Hmm, right now Prosper doesn't actually have a lot of power. Maybe I need to give him some actual power to make amends.

We can also make him persevere through a severe trial now.

What NPC sinner can I make that Prosper can reveal the transgressions of? This is like Moses standing up to Pharoah. This would bring the whole party into a desperate situation.

The Hobnails leader in Prison could be a good example of someone he has to confront; or the admiralty? Stand up to a press gang? Ah, we can begin with standing up to the crowd at the sanctuary. Or, a foreign, Pharoah-like ruler? Stand up to the admiralty? Maybe the final confrontation should be with Aeris? Or maybe generally witchcraft accusers are the "Pharoah" he should stand up to?

Maybe he can help the souls of the people who were killed by the Guilty God. Or, the ghosts of the murdered down at the Morgue?

Maybe the thing he has to stand up against are the continuing evil deeds of his own Guilty God -- the Angel of Death. So, in this case the Angel of Death becomes a continuing antagonist of the story.

Prosper should be given the explicit task of protecting the sanctuary...no, of protecting all the individuals who live at the sanctuary...some of those individuals (e.g., elephant men) were explicitly screwed by the Angel of Death / Agent of Evil. Maybe Prosper should move in there. Maybe instead of a series of sites, vulnerable individuals could be part of the series....a series that could include the witch-girl eventually? Yeah, that's a good setup because some desperate situation will hit there that will cause her to flee. Maybe also protect a "man in the iron mask" at Hobnails?

Maybe Prosper can be the de facto leader of this PC group, since he gets his missions basically from a god, who kind of just tells him stuff he needs to do.

### **summary after game**

A mob attacks Werner's sanctuary for pregnant girls and untouchables, saying Werner is harboring an abomination, and the party turns them back with cannon fire. Afterwards, the party meets the "abomination," Haas, a desperately sick man with no pulse and no breath. With great hesitation, Haas tells them how he was murdered and unnaturally resurrected, and presses them to avenge him.

One of the necromancers can be a graveyard or monument owner? Maybe he works at a monument where there are e.g. innocent cleaning ladies also working, it's a e.g. monument that provides a water fountain for the poor.