

To do

Statistics for Haas, if he's going to fight for the characters.

Add additional named homeless living across from the mooncalf.

Figure out which pieces of equipment are +1 for necromancy, and for which necromancy skill.

Wren

As Haas and the party are finalizing the plan for revenge, the midwife who lectured the mob from the catwalk comes to the wine cellar and takes a hard look at Haas. She interrupts the conversation to check his pulse and breath like the characters did, then tiredly rubs her face with her hands, and says to herself that the situation is worse than the rumors. She tells Haas and the party that word is spreading in the sanctuary that Alissa's boyfriend came to the sanctuary as a fugitive and that the mob was there for him; and that the mob is going to come back for him. Also, the cannon fire deaths are drawing all sorts of attention, including the hue and cry, to the scene. She suggests that Haas go to another safehouse with her immediately, without Alissa or anyone else seeing him, and offers him her cloak to cover himself. If they use a little stealth they can sneak out of the sanctuary through the sewer.

Haas seems to know her already, calling her by name, Wren, and saying he now relies on her kindness. But, he insists that he must have vengeance on Alissa's father and the people who resurrected him first, and that he'll meet her at the safehouse afterward.

Later with just the party, Haas tells them that Wren is Alissa's midwife, but more than that, she also seems to have the powers of the "cunning folk." For instance, Haas says Wren knows that Alissa has twins but that one is already dead, but that she hasn't told anyone that. But more importantly, a steady stream of seeming VIPs, scholar types, come to meet with her secretly, many in a day. If asked how he knows about this, he'll say that he came to check up on Alissa while he was a ghost, saw many things without being seen himself.

Haas' apartment

It's an apartment in the Manhattan-esque financial district. Haas doesn't have his key, can Kasskar get them in? They can tailgate in the front door.

At Haas's door, the neighbor is also going in...he asks about Haas, he hasn't seen him in a few days.

What can Kasskar case there? Some nice clothes and furniture, kitchen utensils. I guess the money would be in a safe and there's probably another safe (need perception roll to find) with some jewelry etc...e.g. a jewel ring. Or, something that helps with seduction, since one of the few things we know about Haas is that he's a ladies' man.

Hogarth

Maybe the Alley can have an interesting maze-like shape or lead into another building, like a shelter they use, or something in the sewers.

Alissa's father is Hogarth, one of several homeless men who sleep at night in the alley next to the brothel Jade, across from the Mooncalf's entrance. He camps out there watching traffic in and out of the Mooncalf, and Kasskar thinks he maybe recognizes him. When the characters arrive, the area is very busy, and the homeless folk are sitting around a little fire in the alley, talking about the nail that Rackham found that day and hopes to sell to a craftsman in the shipyards. Besides the nail however, they still have the weapons they used to beat down Haas -- knives, a bat, a wood handle with a sharpened nail coming out of it.

When they recognize Haas, they attack.

Mental pictures:

- Hogarth: Dale, broadly smiles from person to person, with knobby knees.
- Rackham: Dr. Hallada, tall but slightly bent man, with white hair and beard, and seems basically crazy. Has a crazy "heh-heh" laugh.
- Garlington.
- Belinda: Like the "snail" that fucks Frank on It's Always Sunny. She stands in the back making motions like she's casting a spell, but she's just crazy.

Each of the homeless have these powers:

- Wiry Strength, encounter power
 - Doubles damage from a basic melee attack
- Crazy Homeless are Incognizant of Pain, encounter power
 - Damage from one attack against the creature is negated -- until after the encounter, when it does takes effect; the character can choose to negate an attack after damage is rolled
- Home Turf
 - Homeless get a surprise round even if they don't surprise you.

Human Veteran		Level 5 Soldier
Medium humanoid natural		XP 200
HP 61; Bloodied 30		Initiative +5
AC 21; Fortitude 18; Reflex 17; Will 16		Perception +2
Speed 5		
Standard Actions		
Ⓛ Longsword (weapon) • At-Will		
<i>Attack:</i> +10 vs. AC		
<i>Hit:</i> 1d8 + 3 damage, and target is marked until the end of the human soldier's next turn		
Ⓢ Dagger (weapon) • At-Will		
<i>Attack:</i> Ranged 5/10; +9 vs. AC		
<i>Hit:</i> 1d4 + 2 damage		
‡ Maneuvering Strike (weapon) • Encounter		
<i>Effect:</i> The human veteran makes a longsword attack. If the attack hits, the human veteran makes a free secondary attack.		
<i>Secondary Attack:</i> +8 vs. Fortitude		
<i>Hit:</i> 4 damage, and the human veteran can shift 1		
Str 17 (+5)	Dex 13 (+3)	Wis 11 (+2)
Con 13 (+3)	Int 9 (+1)	Cha 10 (+2)
Alignment evil		Languages Common
Equipment scale armor, heavy shield, longsword, dagger		

Human Guard		Level 2 Soldier
Medium humanoid natural		XP 125
HP 39; Bloodied 19		Initiative +5
AC 17; Fortitude 15; Reflex 14; Will 13		Perception +6
Speed 5		
Standard Actions		
Ⓛ Halberd (weapon) • At-Will		
<i>Attack:</i> Reach 2; +9 vs. AC		
<i>Hit:</i> 1d10 + 2 damage, and the target is marked until the end of the human guard's next turn		
‡ Powerful Strike (weapon) • Recharge ☒ ☒		
<i>Requirement:</i> Requires halberd		
<i>Attack:</i> reach 2; +9 vs. AC		
<i>Hit:</i> 1d10 + 6 damage, and the target is knocked prone		
⤴ Crossbow (weapon) • At-Will		
<i>Attack:</i> Ranged 15/30; +8 vs. AC		
<i>Hit:</i> 1d8 + 1 damage		
Skills Streetwise +7		
Str 16 (+4)	Dex 14 (+3)	Wis 11 (+1)
Con 15 (+3)	Int 10 (+1)	Cha 12 (+2)
Alignment any		Languages Common
Equipment chainmail, halberd, crossbow, crossbow bolts (20)		

Meade Hospital resurrection room

The characters should come into the top floor of Meade in room A, and then the L should be the resurrection room. Ignatius should be in Z, which they will have to go through if they're going to find the Ignatius brothers.

When the characters go back to the hospital, Haas leads them to the room where this all happened. The map of the top level of the hospital is the map from Invincible Overlord.

There, they find the scene of the resurrection:

- It's a small utility room, lined with dirty white tiles and lit with harsh, bright light.

- In the middle of the room, there's a cast iron tub filled with some kind of salt solution.
- There's one translucent window that slides down, open a crack at the bottom so that a wire can run from outside into the room, it splits into a bunch of copper leads to go to a body and also to a big ledyn-jar capacitor
- As Haas described before, there are machines "he had never seen or imagined before" here, with tubes and apparatuses running from them
- There's an operating table off to the side with a naked body on it -- its head is shaved and it has scars and stitches similar to Haas.

Aeris can come back here later and take some of the equipment / body to study. Some of the pieces of equipment should be a +1 for some necromancy-related power.

But, this is not the place for revenge.

Ignatius

The characters come into a dark room that their lanterns / torches light up.

In a far corner of the room, the party also sees a pale man in a paper hospital gown, pacing. You can see that the top of his skull has been cut off, and a large metal box, about the size of a shoebox, has been mounted on top of his head. Dozens of spikey iron probes come out one end of the box and they've been pushed down into his exposed brain. There is a huge bundle of wires -- about as thick as a firehose and maybe 100 feet long -- coming from the other end of the box. The bundle kind of droops from his head to a pile of slack on the floor, then the other end goes up to a connection on the ceiling.

When the man sees the party, there's an electrical crackle in the box, and he moves instantly across the room, essentially teleporting, and attacks one of them.

Powers

Juiced

- Encounter power, rechargeable on a four, five, or six, immediate interrupt
- The electrical wires and harness crackle, and he gets an instant "fast zombie" move to anywhere in the harness' range, and gets a standard melee attack against whoever he wants. The harness can also extend about 50 feet out of the room.

Don't Pee on the Electric Fence

- At-will immediate reply: The attacker gets some minor (e.g., 2 points) electric damage from a melee attack on Wendell.

Harness

- If the PCs succeed in destroying the harness or finding / destroying the leyden jars, the

electrical powers will go away but he'll still be a good fast zombie. It should be hard to break the harness, maybe 50 hit points, something like that.

The Brothers Harlan, Alaric and Volker

Soon after, they'll find another room where two men are bent over a corpse-like man lying on a table. One seems about to start cutting on the man's head with a serrated bonesaw, and the pale man is resisting weakly by putting up his hands, saying, "Please, please don't cut my skull. Tell me where I am." The man without the bonesaw holds the pale man's hands down on the table, so that the bonesaw man can cut on the man's head.

These are the Harlan brothers, Alaric and Volker.

Powers

Bonesaw attack

- Alaric will have a bonesaw attack.

Leather strap

- Volker can take a leather hold-down strap from the table and use it as some kind of whip.

Warren

If the players talk to Warren after the fight, he'll tell them from his stupor that he wants to go to Hereward, this will reinforce the idea in Haas also, and Haas can explain it to the characters. They can bring Warren along or not.

summary after the game

The party goes with Haas to an alley near the Mooncalf hostel, where Aeris helps take revenge on his murderers -- a gang of homeless living there. Afterwards, they go to Meade Hospital to find those who resurrected Haas. Searching there, they're attacked by Ignatius, another resurrected man controlled by a cruel-looking probes in his exposed brain.

Aeris takes Haas to the alley across from the Mooncalf hostel, where they take revenge on Haas' murderers, the homeless man Hogarth and his