

to do

- stats for and maybe something interesting about Stapleton.

questions for players

- Get characters sheets from the players

questions for characters

- What does Aeris want to do with the amulet/body he found in the mound grave?

Stapleton

Summary of last time for Derek: The party continued west in the Tolland Wood. They were caught on the road by a seventeen-year silvermote brood / swarm, and were driven into the stone age home of Mound Clan trolls, who they defeated. Near the trolls' home they also found a human burial mound, where Aeris found an amulet on the main body. The party continued to Shear Pass, where instead of a simple geological pass, they found a series of elaborate stairs leading to a fortress guarding the pass. There, they found the admiralty warrior Reinhardt seeking oblivion with his marines and mingling with vampire-like necaratu. They learned that Shear Pass touches Murnan, the plane of these necaratu and the hapless dead. The immediate task seems to be getting through the fortress to the other side of the mountains.

Reinhard had offered to send a marine with them to the west side of the pass. Now he suggests that unlike many of the others, the man Stapleton is not typically inebriated via the fruit they're all eating, and they should allow Stapleton to take them as far as he knows.

Cathedral room

As the characters navigate the rooms, there are signs of centuries of necaratu habitation in them: feces and urine, scraps of leather shed from their wings, and tufts of coarse black hair. The rooms smell like the necaratu and their feces.

After going through the maze the characters end in a cathedral room. At the far end is a locked wrought iron gate, ingrained with age-old dust. If you shine a light through the door, you can see an array of dozens of rectangular caskets/sarcophagi on the floor, receding into the distance past the range of your light. The caskets are in different styles -- some coarsely cut gray stone, others carefully crafted metal like the gate, with elaborate decoration. Many caskets have effigies of their occupants lying in repose on top of the casket's lid, most don't. They all seem to have been opened.

At this point, have the characters roll perception...presumably they'd be suspicious and therefore actively looking. The perception skills are 6 (Ord), 3 (Aeris), 8 (Beowolf), 6 (Kasskar). It looks like this should be an opposed check against the necaratus' stealth...let's say **the necaratu have stealth 14**. If the PCs fail, a random PC is taken around the neck by the necaratu's gossamer noose. Else, it is Stapleton; they notice that the thing is around his neck and then when he freaks out and tries to get away, he's pulled up toward the ceiling by the neck, where a bunch of necaratu fly onto him and start attacking. Also, other necaratu start to attack the party

necaratu

The basic stats are Gargoyle 4, **plus stealth 14** and the powers below:

Gargoyle		Level 4 Lurker
Medium elemental humanoid (earth)		XP 175
HP 45; Bloodied 22		Initiative +8
AC 18; Fortitude 16; Reflex 14; Will 14		Perception +9
Speed 6, fly 8		Darkvision
Standard Actions		
Ⓜ Claw • At-Will		
<i>Attack:</i> Melee 1 (one creature); +9 vs. AC		
<i>Hit:</i> 1d6 + 5 damage.		
Ⓜ Swoop Attack • At-Will		
<i>Effect:</i> The gargoyle flies up to its fly speed and uses claw at the end of the move. This movement does not provoke opportunity attacks.		
Ⓜ Stone Form • At-Will		
<i>Effect:</i> The gargoyle enters stone form until it ends the effect as a minor action. While in this form, it gains tremorsense 10 and resist 25 to all damage, gains 5 temporary hit points at the start of each of its turns, and cannot take actions except to end the effect. When the gargoyle ends the effect, it gains a +20 bonus to its next damage roll before the end of its next turn.		
Skills Stealth +9		
Str 19 (+6)	Dex 15 (+4)	Wis 15 (+4)
Con 15 (+4)	Int 3 (-2)	Cha 15 (+4)
Alignment evil		Languages Primordial

Flyby attack: Daily. The same as Swoop Attack, except you can use the claw in the middle of the attack, with in the original Gargoyle description in MM.

Smothering Embrace: You're overpowered by sudden darkness and the smell of leathery wings. Blinded or grappled if you don't resist.

Blood Meal: The shock of a necaratu attaching itself as a parasite on your circulatory system attacks your Will. Encounter, +9 vs. Will, 2d6 + 5 on a hit. **Use against Beowolf and Kasskar.**

Unclean Injection: The Necaratu's parasitic disease courses through your veins. Encounter, +9 vs. Fort, 2d6 + 5, +2 poison damage / turn until save or cure. **Use against Aeris.**

crypt

Now inside the crypt, you can see the effigies also differ in style -- some expressionless, some proud, some looking like their in horror; some have crowns, other plain robes, other warrior outfits. All of the ones in the immediate open room have been opened, with the bodies inside in various states of disrepair.

There are a two arcades here with locked inside ironwork, peeking your light in you can see the iron sarchophgi unmolested inside. Kasskar can't take a 10 here, but he can roll lockpicking on each to see if he can open them at all.

There are two arcade with exits here; most prominently there are three pillars supporting a stone walkway above -- the walkway exits in three doors far above your heads.

Kasskar can try opening each with a 50/50 chance. Inside those tombs are the regalia including jewelry, but no weapons or magic items.

second room

Now, when they go through the middle door on the second level the come to a much larger room with many more tombs, and high dome over everything. They have a similar variety of sarchogphi types and effigies, but there's one obvious central one directly under the dome with a lot of empty space around it.

Murnan portal cavern

They come into the major cavern and there's a chasm with a huge flock of necaratu lining it. In another part of the cavern (hugely high above), there's a swarm of necaratu flying in vortex-like circles rallying to migrate into the crevice; an occassional necaratu comes though a hole high in the ceiling, that seems to the rem On the far side of the cavern they can see a stone stair leading up to an door -- the necaratu are coming in tthrough the door and then instead of taking the stair, flying down to the crevice. They're also the occasional one going into the door, presumably the fly off the tower. There's a giant swarm of maybe 100 necaratu flying in a giant circle or vertex, preparing to journey down into the crevice.

Have to fight a boss necaratu on a bridge over the chasm? Maybe he's sitting on the bridge all crouched down under his cape like batman? Maybe he's crouched over the body of one of Reinhardt's men and then he just pushes it over the side of the narrow bridge to turn his attention to the characters. -- or, he's crouched over the body over another necaratu, preying on it.

I think he should then call out Ord for single combat, since this is all Ord's plotline; also, Ord has Isra, this could be a good "fell deed" to add an ability to Isra. Maybe he prevents the characters from speaking, reads their minds, and then calls out for Beowolf's sword.

When Ord steps up onto the bridge, he looks down briefly and sees the vacuum of space or nonexistence, matte black and featureless except for a few necaratú taking off the from ledge down into it. He can feel the lifeless cold coming up from the crevice. He has to roll against vertigo to avoid falling from the bridge.

Damadara

He's the same as the other necaratú but with the additional "challenge to single combat" power.

Hypnotic Puppet: Dominate a marine.

Mind Probe: to read and damage the party's minds?

Renhannes

After they cross the bridge and exit the pass, they come onto the side of the mountain where they can see a Yosemite-like valley stretching out below them. They can see multiple tall waterfalls coming down from the sides of the valley, and Bruhl (their Kirsi guide) says that's Renhannes. If they follow the valley floor, they see quickly flying lights around them like fireflies -- it's not clear if the fireflies are following the party or maybe vice-versa. They soon come to a spot surrounded by three tall, roaring waterfalls. There, to their surprise, they find an assembly of fantastic creatures of various types -- the Kirsi court, or fairy court. The court has been told that the party is coming, and welcoming fairies bow to them as they make their way into the court.

At the court they find the two rulers, the male Alvar and the female Mirabel sitting relatively close but opposite. Alvar has a few attendants, but Mirabel is surrounded by a few dozen attendants. When they see the party they suddenly stand and come towards the party, bowing low. When they bow the rest of the court also bows to them. The court includes many types of faeries -- human-like fairies like Bruhl, Alvar, and Mirabel; "browny" fairies that are more like garden gnomes; and a many tinkerbelle-like faeries.

Alvar and Mirabel welcome the party gladly as if they know them. After bowing many times they look closely at them and their faces. They welcome Bruhl, saying they've seen him in Hollin many times, from afar, and now welcome him home. They hope that soon Bruhl will tell them all about the city -- about machines, cemeteries and prisons, shiny things, work animals and the wonderful equipment they wear, how does alcohol work, and where is there a blond-haired child they could steal as a henchman?

Mirabel embraces Bruhl, but then pulls away still keeping her hand on his arm, and says that now they must know which is Aeris? Then the entire assembly crowds around Aeris while Alvar and Mirabel seem to study him with affection. They say they bow to him for freeing their friend Ivy from her 400-year imprisonment by the lich Ishild, and they say they hope Aeris will allow them to lavish some kindness on him.

Then they ask what is the purpose of their visit?

They tell the party that Prosper is their friend and protector from many ages ago, since they were driven from Hollin, helping to protect them and Renhannes from the outside. Recently Prosper's marks have begun to reappear and they have searched as hard as they could for him; they believe that Prosper might have returned to help them with their current troubles. So, they are very fascinated to hear that the party knows a Prosper and they are distraught to hear what happened to him.

The galadriel would like Ord to be the champion of her lady-in-waiting. Flower names for ladies in waiting: lily, ivy, marisol, iris, violet, primrose, dalia, lilac, lotus, flora.

fairy name: mirabel or other name with bell in it (blue bell?)

postgame summary

The party continues west inside the Shear Pass fortress. Necaratu attack them at the fortress crypt and kill Reinhardt's man Stapleton. The party finds the Murnan portal under the tower, and Ord kills the necaratu Damadara in single combat there. Escaping the pass, they find the Kirsi home Renhannes. They meet the Kirsi Court and discover that the Kirsi are fairies.