

### Quote of the day:

Aeris: "Fairies burn."

### To do

- Figure out some interesting way to use Derek's familiar
- Figure out if we want to give a fairy "famillar" to Ord?
- **Knowledge of Kirsi religion for Ord, more details or explicit connection with Kidu.**

### Questions for the players

- Give players map
- While keeping things kind of PG, what kind of women do Aeris, Beowolf, Kasskar, and Ord like?
  - Ord: vanilla in his tastes, open to possibilities, mindset of 12 year old. Oblivious to advances
  - Aeris: Kate from taming of the shrew.
- Did Kelly have some thoughts or writeup about the caliphate?
- Ask Derek if he has the fighter stats he made.
- Get a description of Derek's familiar from him.
  - Spectre: it's in theh compendium and character builder. -- gives a +2 perception and that's it.
- Aeris would like a fully stocked.

### Recap of last time

Last time the party escaped Shear Pass and found the Kirsi valley Renhannes. They were welcomed by the Kirsi court, and discovered that the Kirsi are fairies: some human-looking like their travel companion Bruhl; some garden-gnome-looking, called brownies; and some like tinkerbell. They met the king and queen, Alvar and Mirabel. However, Alvar was a throw-away name, so the kings name is now Aurelien. That being said, *Aurelien* and Mirabel thanked Aeris and the party for freeing their tinkerbell friend Ivy from the lich Ishild. They told the party that Prosper was the Kirsi's protector and that they're anxious to find him. They also told the party that their travel companion Bruhl was a changeling they had exchanged for a human baby in Hollin, and thanked the party for bringing him home.

But now, Aurelien and Mirabel say that Bruhl returning will provoke a potentially deadly crisis in Renhannes, and they ask the party to join them at the nightly revels so they can discuss it more.

## Revels: Prosper

Aurelien and Mirabel take the party to another enclave with waterfalls nearby, where there are fairies dancing, making music, and lighting candles. Aurelien asks the party to sit with him, and a fairy named Mustard Seed brings the party water and nectar to drink. As Mustard Seed is bringing you the drinks, your eyes fall on some of the fairies dancing. Aurelien notices their gaze and says who these girls are:

- Aeris -- Silverbell
- Beowolf -- Wiles
- Kasskar -- Crabapple
- Ord -- Sugarplum

Aurelien suggests that they talk about Prosper first. He says that many ages ago the Kirsi were free spirits, traveling between different arcane sites throughout the year. An ancient woodland stretched across northern Anhalt, and in the wood on the Dusa River, there was a site of great power -- High Hill. Many creatures were drawn to High Hill: the sea monster Aachen made his sometimes home in a flooded cavern nearby, and souls from the restful plane Hereward opened a portal nearby. So, the Kirsi decided to make their home there, communing with the sea monster Aachen and the Hereward souls. The Kirsi clan Raven House was the priestly house, and Raven House set up the Kirsi god Boreas -- who takes the form of a stone idol -- on High Hill. Over time the god Boreas drew great power from the hill.

The Kirsi continued to live near the hill as free spirits, except for Raven House. Now settled in one place, Raven House became fascinated with building and crafting. Soon this extended to the martial arts, and they become fell warriors. They built an arcane forge for weaponsmithing across the river from High Hill, near Aachen's flooded cavern. Of course, all of these things -- High Hill, Aachen's cavern, the Hereward Portal, the Raven Forge -- are where Hollin is now.

After an age there, a human clan arrived in the wood and discovered the Hereward portal. Of course they wanted to go to the restful plane, so they became determined to drive the Kirsi out and claim the portal, but Raven House stood against the human warriors on High Hill. The humans fought cruelly, but they were just mortals, and Raven House routed them. But on the verge of breaking, the humans called on their god Gradska, and Gradska sent his angel of death Kidu against the Ravens. That day Kidu's coming was heralded by a white burst that outshone the sun and seared my vision; a ringing sound spread across the whole wood like a shock wave and lingered in my ears. When the ringing subsided, Kidu appeared in midair surrounded by a nimbus and floated to the ground. He surveyed the scene, and it seemed to me that he took to wiping out Raven House with sadness. But he did wipe them out, or nearly so. Just a few Raven survivors came back to the main Kirsi camp near the Raven forge.

There seemed to be nothing the Kirsi could do to stop Kidu from crossing the river and wiping out the entire camp. The camp was breaking up and scattering in horror when a figure appeared on the edge of the camp. He looked human, and at first the Kirsi assumed he was from the human clan. But, he had our god Boreas wrapped in a cloth, and he marshaled the Kirsi, moving them out west along the shore. He protected the Kirsi rearguard from a human attack until they could find the cover of the larger wood.

Over the next few months the figure -- who we called Huldremose and you call Prosper -- led the Kirsi west, through many dangers in the wood. We reached Shear Pass, and Prosper held off the necratu swarm there while we hurried one-by-one over the Murnen portal bridge and the vacuum of space below it. We came into the valley here and settled. Over time we extended our fairy domain to include the abandoned human cities we call Balibana and Gaillard.

Prosper stayed with the Kirsi until we were established safely in Renhannes, then took up the life of a wanderer, but always keeping an eye on our valley. However, at one point we noticed that he had stopped returning, and we started to ask each other what had happened to him. Since then, we've looked for him everywhere our fairy eyes and ears can go, and only recently have we started to see fresh instances of his rune -- one on the Tolland Stone and several in Hollin. We are very interested in finding Prosper and can aid you in many ways.

### **Revels: Bruhl**

At this point, a human-looking girlish fairy, wearing a white slip of a dress and barefoot, comes running into the revel festivities. She steps anxiously from fairy to fairy at the revel looking for someone. After a few moments, she sees the party sitting aside with Aurelien and Mirabel and comes over, breathless. She looks from face to face among the party and then her gaze locks on Bruhl. Uncertainly she says, "Bruhl?" When he nods, she jumps on him, putting her arms around his neck and kissing him, saying that she is his mother, Primrose. She says she came as soon as she heard he was here.

She begins to cry with happiness. She asks if he's healthy, if he's married, where does he live in Hollin, and is he going to stay in Renhannes, all without really giving Bruhl time to answer. They talk for a while and then Primrose becomes concerned and says that Renhannes is unsafe for him, why did he come? Her initial happiness turns into a kind of frantic worry.

Aurelien says, now we come to the deadly crisis I mentioned. When Bruhl was born, he became the rightful heir of Raven House. But we knew that the current head of Raven House, a dangerous warrior named Inkling, would kill the child rather than acknowledge him as heir. So, we took Bruhl to Hollin and exchanged him for the human baby Barley, allowing Bruhl to be raised by an unknowing human mother. Inkling has been hunting Bruhl for the last 20 years, and doubtless news of Bruhl's arrival has already reached Inkling.

At this point, Mirabel comes close to Ord and asks if Ord will be Primrose's champion in this matter, by traveling to the Raven capitol in Balibana, killing Inkling, and establishing Bruhl in his rightful place. Mirabel says that although Primrose looks girlish, she is a venerable fairy of great power, and could bestow considerable gifts in thanks. And, Aurelien says more to the point, if Inkling is defeated, the party can despoil him of powerful Raven Forge artifacts that can be used in rescuing Prosper.

### **Aurelien sells Kasskar: Word Without Warning**

Aurelien also says that since Raven House is also the Kirsi priestly house, you'll go to Boreas's temple in Gailliard to install Bruhl as the high priest of Boreas, and thus also the head of Raven House.

At the temple, Raven House has long had a nefarious spell, called Word Without Warning. Word Without Warning is described by a snippet of an old verse, which goes:

“A violence upon the air and no trace afterward, a Word, spoken with no warning into your ear, and then silence forever.”

Aurelien says Word Without Warning kills instantly when used as a Sneak Attack. But, it can only be used once, meaning once ever. Aurelien urges Kasskar to take Word Without Warning for himself, as a thank you for installing Bruhl.

### **Aurelien sells Belwolf: Huhner**

The king Aurelien kind of takes Beowolf aside. He looks in wonder at Beowolf's barbarian garb -- the wolf head helm and the troll hide armor. Looking at Beowolf's halberd, then he says that it looks like a formidable weapon, but not necessarily a regal or stately weapon.

He asks where Beowolf got the halberd. On Hilde? Ah - he asks if on Hilde Beowolf heard of the Nord black whale pod? Aurelien says that the Nord pod migrates north to Hilde each year, and Hilde's whalers have had many amazing encounters with the pod. The whalers' tell of the whales turning on and destroying harpoon boats that lowered for them, or dragging them under the water, and some stories even describe the beasts turning on the larger whale ships proper, battering or sinking them. The stories are so extraordinary, and almost supernatural, that sailors believe the Nord to be the same whales that attacked sailors and ships in legend. The leader of the pod is the bull whale Huhner, and sailors believe him to also be the legendary whale Irrhaus and many other whales (give the whale different names for different city states).

The ancient Naumkaeg poem The Lay of Dambach describes how Dambach hunted Irrhaus, barbing him with his harpoon Hosingen and then being pulled by Irrhaus X miles into Y before caught in the maelstrom and losing the whale; and so the harpoon Hosingen was lost. If Huhner

is this legendary whale, possibly the harpoon Hosingen is still in Huhner's side.

Each year the Kirsi travel west to meet the Nord pod on its migration up the west coast of Anhalt and commune with them. That time of year is near. If Beowolf comes with the Kirsi, they can have Beowolf check Huhner's hide for the great harpoon Hosingen.

### **Aurelien to Aeris: Ivy and Ishild**

Aurelien and Mirabel thank Aeris again for freeing Ivy from Ishild. They ask what they can do to best thank him?

They ask if the party knew that Ishild was a lich? If so, do they know that Ishild can come back, or possibly already has, unless Ishild's soul focus is destroyed?

Also, they say over the hundreds of years that Ishild held Ivy captive, Ishild wrested many secrets about the Kirsi from Ivy through cruel mind games, alternately using threats and the promise of freedom if she'd give him information. Aurelien and Mirabels are concerned that unless Ishild is destroyed permanently, he'll use that information to recapture Ivy or other fairies in Hollin, or to do some wider hurt to the Kirsi.

He asks if Aeris would seek out and destroy Ishild once and for all?

### **Noreste**

As the night progresses and clouds clear, they notice that Bewolf's green star Noreste has developed a spectacular green tail that goes part of the way across the sky. If they don't notice, the Kirsi do and point it out. They Kirsi say they've celebrated that star for many ages and the tail is a good omen on their meeting.

Aurelien and Mirabel make a motion and the girls come over -- they ask if the party would like to celebrate the new green tail by dancing with the girls:

- Aeris -- Silverbell
- Beowolf -- Wiles
- Kasskar -- Crabapple
- Ord -- Sugarplum

### **Barley**

Before the party sets out for Balibana, Barley joins them.

## **Balibana**

The Rehannes River flows along the Renhannes valley until it empties out of the valley as another waterfall. From the waterfall, you can see Balibana far away and below. Fairy companions say it was once a great merchant capitol like Hollin, Blackwells, or Naumkaeg, but is now grown over and forms the Raven House dukedom.

From the waterfall, you can see that Balibana sits on an isthmus between two large lakes. The entire area seems to be built up, particularly the two ends of the isthmus.

If you climb down near the waterfall, you can follow the river to the nearer of the two lakes and then follow the lake around to the Isthmus.

### *Isthmus*

At the near end of the Isthmus, there's a large metro complex that looks like Hollin to you, except it's all abandoned and grown over. Then the isthmus itself seems to have been a market with a wide pedestrian mall down the middle. At the far end, there's a square that's dominated by a domed building with high, almost fortress-like walls.

### *"Capitol building"*

In what building in "Madison" will they meet the fairies? The capitol building with a sultan Hassan room attached sounds good. Inside the building they notice there are Tinkerbell type fairies everywhere and also little fairies that appear as jetsam-style points of light everywhere.

They notice throughout this space there are a lot of small firefly-like lights floating everywhere like on an air current.

### *Confusion rooms*

First room: cracked wall, vine breaking through a crack.

Second room: ancient banner.

In short, I'm going to require one of the characters to roll a 20 to figure out what's going on in each room. What penalty do they get each time they fail? Initiative penalty, or flat footed or something?

### *Dome room*

They are attacked by five human-sized fairies:

- Inkling, the aforementioned duke of Raven House.
- Whiskers.
- Bandy-Bandy (flying).
- River Jack (flying).
- Moonboots.
- The jetsam fairies.

### *Powers*

- Doppelganger: The fairies delay their attacks until right after someone they want to doppelgang, then adopt their appearance and position (position with change 50/50), making it impossible for the party to know which position the enemy is at until the player's next attack. They can do it as a minor action after their actual attack.
- Perturb: The tinkerbell or jetsam fairies can perturb a fairy attack roll by 1 or 2 to make it hit; or they can perturb a party roll by 1 or 2 to make it miss.
- Raven Forge weapons
  - Some kind of a spear
  - Obsidian Dagger
  - Weapon made from meteor rock...maybe this is the obsidian daggarrar
  - Armor, or what else?
  - Thrown darts

### *Leader: Inkling*

Carries:

- Phoenix Feather Sword
  - +1 sword
  - In addition to working as a normal sword, as a minor action can swing it to push all enemies 3 squares or to eliminate any area affect (be it physical or magical) within 2 squares of him
- Origami Armor -- presumably will go to Aeris
- Laural crown
  - +2 decrative paper armor, same functionality as cloth armor
  - will go to Aeris?

<b>Half-Elf Bandit Captain</b>		<b>Level 8 Skirmisher</b>
Medium natural humanoid		XP 350
<b>HP</b> 86; <b>Bloodied</b> 43		<b>Initiative</b> +11
<b>AC</b> 22; <b>Fortitude</b> 20; <b>Reflex</b> 21; <b>Will</b> 20		<b>Perception</b> +10
<b>Speed</b> 6		Low-light vision
<b>Standard Actions</b>		
⊕ <b>Longsword</b> (weapon) • <b>At-Will</b>		
<i>Attack:</i> damage, and the captain shifts 1 square.; <b>Melee</b> 1 (one creature); +13 vs. AC		
⊗ <b>Dagger</b> (weapon) • <b>At-Will</b>		
<i>Attack:</i> Ranged 5/10; +13 vs. AC		
<i>Hit:</i> 1d4 + 6 damage.		
⚔ <b>Slash and Dash</b> (weapon) • <b>Recharge</b> ☹ ☹ ☹		
<i>Effect:</i> The captain makes a longsword attack, shifts 2 squares, and then makes a dagger attack.		
⚔ <b>Triggering Slash</b> (weapon) • <b>Recharge</b> ☹ ☹		
<i>Attack:</i> <b>Melee</b> 1 (one creature); +13 vs. AC		
<i>Hit:</i> 1d8 + 6 damage, and one ally shifts 1 square and makes a <b>melee basic attack</b> as a free action.		
<b>Skills</b> Athletics +12, Diplomacy +12, Insight +10, Stealth +14		
<b>Str</b> 17 (+7)	<b>Dex</b> 20 (+9)	<b>Wis</b> 12 (+5)
<b>Con</b> 14 (+6)	<b>Int</b> 11 (+4)	<b>Cha</b> 17 (+7)
<b>Alignment</b> unaligned		<b>Languages</b> Common, Elven
<b>Equipment</b> leather armor, longsword, dagger x6		
<a href="#">Monster Manual 2</a>		<a href="#">See Compendium</a>

*Flying Fairies: Bandy-Bandy, River Jack*



<b>Elf Noble Guard</b>		<b>Level 4 Soldier</b>
Medium fey humanoid		XP 175
<b>HP</b> 55; <b>Bloodied</b> 27		<b>Initiative</b> +7
<b>AC</b> 20; <b>Fortitude</b> 16; <b>Reflex</b> 18; <b>Will</b> 14		<b>Perception</b> +4
<b>Speed</b> 7		Low-light vision
<b>Traits</b>		
<b>Wild Step</b>		
The elf ignores difficult terrain whenever it shifts.		
<b>Standard Actions</b>		
⊕ <b>Longsword</b> (weapon) • <b>At-Will</b>		
<i>Effect:</i> Melee 1 (one creature); +9 vs. AC		
<i>Hit:</i> 1d8 + 7 damage.		
<i>Effect:</i> The elf marks the target until the end of the elf's next turn.		
⊕ <b>Hobbling Strike</b> (weapon) • <b>Recharge</b> ☒ II		
<i>Attack:</i> Melee 1 (one creature); +9 vs. AC		
<i>Hit:</i> 2d8 + 8 damage, and the target is immobilized until the end of the elf's next turn.		
<i>Miss:</i> Half damage, and the target is slowed until the end of the elf's next turn.		
<b>Triggered Actions</b>		
<b>Elven Accuracy</b> • <b>Encounter</b>		
<i>Trigger:</i> The elf makes an attack roll.		
<i>Effect (Free Action):</i> The elf rerolls the triggering attack roll and uses the second result.		
‡ <b>Engaging Strike</b> (weapon) • <b>At-Will</b>		
<i>Trigger:</i> An enemy that is marked by the elf and is adjacent to it shifts or makes an attack that doesn't include it as a target.		
<i>Attack (Immediate Interrupt):</i> Melee 1 (the triggering enemy); +9 vs. AC		
<i>Hit:</i> 1d8 + 7 damage, and the target is immobilized until the end of its turn.		
<b>Skills</b> Acrobatics +10, Athletics +8		
<b>Str</b> 12 (+3)	<b>Dex</b> 17 (+5)	<b>Wis</b> 15 (+4)
<b>Con</b> 15 (+4)	<b>Int</b> 12 (+3)	<b>Cha</b> 11 (+2)
<b>Alignment</b> unaligned		<b>Languages</b> Common, Elven

### Fairy Archers: Moonboots and Whiskers

Carry:

- Arrows of Confusion...on a hit:
  - their normal longbow attack
  - additional burst 3 that dazes the characters until the next turn

<b>Ninaran, Elf Archer</b>		<b>Level 4 Artillery</b>
Medium fey humanoid		XP 175
<b>HP 44; Bloodied 22</b>		<b>Initiative +7</b>
<b>AC 17; Fortitude 14; Reflex 18; Will 15</b>		<b>Perception +12</b>
<b>Speed 7</b>		Low-light vision
<b>Traits</b>		
<b>Archer's Mobility</b>		
If Ninaran moves at least 4 squares from its original position, she gains a +2 bonus to ranged attacks until the start of its next turn.		
<b>Wild Step</b>		
An elf ignores difficult terrain when it shifts.		
<b>Standard Actions</b>		
⊕ <b>Longsword • At-Will</b>		
Attack: +8 vs. AC		
Hit: 1d8 damage		
⊕ <b>Longbow • At-Will</b>		
Attack: Ranged 20/40; +9 vs. AC		
Hit: 1d10 + 5 damage		
<b>Free Actions</b>		
<b>Elven Accuracy • Encounter</b>		
Effect: An elf can reroll an attack roll. It must use the second roll, even if it's lower.		
<b>Skills</b> Nature +12		
<b>Str</b> 13 (+3)	<b>Dex</b> 20 (+7)	<b>Wis</b> 16 (+5)
<b>Con</b> 14 (+4)	<b>Int</b> 12 (+3)	<b>Cha</b> 11 (+2)
<b>Alignment</b> evil		<b>Languages</b> Common, Draconic, Elven

## Coast

All the characters can roll perception to see if they find Hosinger in the whale. Party has perception bonuses +9 (Beowolf), +4 (Aeris), +7 (Kasskar), +6 (Ord). So, suppose I want them to find it with  $\frac{2}{3}$ 's chance -- what should the CD be? So, if we do 20, there's an 9/20 chance that Beowolf can do it just by himself; 4/20 Aeris; 7/20 Kasskar, 6/20 Ord. Let's do 20.

Hosingen...against Gargantuan creatures:

- Slaying: +2
- Teleport: After thrown, character can teleport adjacent to the target with another weapon drawn and take another melee attack for free.

should be a weapon of slaying large creates, and also something magic related to throwing.

## Gaillard

Gaillard is a Machu-Picchu like town:

It is situated on a mountain ridge above the coast. Because it's on a steep ridge, there's a lot of terracing. There are only a few avenues and buildings, all radiating out from the main temple.

The main temple has a broad front that has three levels, each of which is an arcade as we discussed. A long ramp goes up to the third level which would appear to be the key entrance.

With the leaders of all the houses on board, the characters go to the Oracle or whatever we're going to call it. They discover that the Oracle doesn't actually appear to be there. They go into the building, follow it all the way back to the rear, and discover the sanctuary with the Boreas idol in it - and also the malformed dragon Ormir and two other unhatched infant dragons dead in their cocoons.

### **Ormir**

Ormir's stats are the young black dragon I printed, except that his breath weapon is fire that can fill the entire complex; and the Shroud of Gloom there is actually called Malformed Anguish. Otherwise things are pretty much the same.

### *Niche door*

After the fight the characters find a Niche door. The previous two niche doors the characters found had 2 and 3 holes. The door has nine holes. Role insight: on success, (1) this is likely place of Word Without Warning; and (2) have an inkling that the damage increases with the number of holes, so failing this door would be fatal.

There's a 8/9 chance of success if Kasskar chooses the right strategy and 8/9 chance of failure if he chooses the wrong strategy. So, roll d10 and re-roll if it comes up 0. Then, he's in the 8/9 probability on 1-8, out of it on a 9.

### **postgame summary**

#### Inkling

The Kirsi king and queen tell Ord about Prosper's origin and the Kirsi exodus from Hollin. They ask the party to install the changeling Bruhl as the rightful heir of Raven House and Kirsi high priest. The party travels to the lost city of Balibana, where Ord and Aeris put down the Raven House ruler Inkling.