

To do

- We need to know what additional bonuses the Kirsi are giving them to help with finding prosper.
- As a reward, Aeris suggested some lab equipment.
 - Maybe they can give him an x-ray source...that seems fairy like but not very useful.
 - Maybe they can give some natron
 - maybe some herbs?
 - Maybe something to do with lightning / lightning rod -- a fairy spell that brings down lightning, or something that stores a charge / has a charge? - I think an industrial looking crank that generates electricity on two bare leads coming out of it -- the Kirsi like it because it makes sparks.
 - What other kind of victorian science can the fairies have to give to Aeris, possibly not related to anything? Maybe a steam generator? Maybe a generator that runs an xray source?
 - Maybe special glassware or weird glassware for e.g. making distilled water?
 - Something related to fermentation thus enebriation?
 - A crude chamber camera?
 - tuning fork, something that resonates, something that resonates apart
 - a compass, eyeglass, glass eye
 - some naturalist, Gregor type stuff, a prism
 - a whistle with a note beyond human hearing, maybe it calls a fairy for help, maybe the tameroine man

Questions for players

- Does Derek think Aeris would like to swap out his spectre familiar for a fairy?
- Did Kelly have some thoughts or writeup about the caliphate?

For Keith and Steve, since they missed last time:

- Show them the map
- While keeping things kind of PG, what kind of women do Beowolf and Kasskar like? Last time we found that:
 - Ord: vanilla in his tastes, open to possibilities, mindset of 12 year old. Oblivious to advances.
 - Aeris: Kate from taming of the shrew.

Recap from last time

At the end of game 15, which was two games ago, the party was welcomed by the Kirsi/fairy court. Last time, in game 16, the Kirsi king and queen Aurelien and Mirabel told Ord about Prosper's origin, and asked the party to establish the changeling Bruhl as the rightful heir of the Kirsi clan Raven House and as high priest of the Kirsi.

The king Aurelien got Kasskar on board with the expedition by suggesting that he could find and take the Kirsi spell Word Without Warning. At the time, the Kirsi king Aurelien said:

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.”

Word Without Warning kills instantly when used as a Sneak Attack. But, it can only be used once, meaning once ever. If you can find it, take Word Without Warning for yourself, as a thank you for installing Bruhl.

They got Beowolf on board by suggesting he could find and take the weapon Hosingen. At the time, Aurelien looked at Beowolf's halberd, and said that it looked like a formidable weapon, but not necessarily a regal or stately weapon.

He asked if Beowolf heard of the Nord black whale pod on Hilde? He said 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 into 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.

The party agreed to this, and traveled to the lost city Balibana to find Inkling, the current Raven House usurper. The party put down Inkling and his gang, effectively establishing Bruhl as the rightful heir of Raven House. We left off with the party considering a Niche Door safe that they found in Inkling's capitol building, which probably contains Word Without Warning.

How to divide up Inkling's armor from last time?

- 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
- Laural crown
 - +2 decorative paper armor, same functionality as cloth armor

Niche door

So, starting tonight we're in Inkling's capitol building in Balibana, with Inkling dead.

So, in game 10 in December, the party first saw a niche door at the Gramercy book store, leading to the Hollin Oracle. That niche door had two holes. Then right away in next game, the party saw a niche door safe in Ishild's apartment. The party basically opened Ishild's niche door by trying multiple times and accepting the damage.

So, now the party has just beaten the fairy Inkling. Here in Inkling's domed fortress, there's a niche door safe with *nine* holes. Last time Ord and Aeris rolled insight, and from that, they believe two things. One: the powerful fairy spell Word Without Warning is in there. Two: a niche door with nine holes would straight up kill you on a fail.

So, let the characters figure out how they want to do it.

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.

If the trap goes off, the character will straight-up die, but read a vision and allow the character to come back.

Tulun and the Black Whale Pod

With Inkling put down, Bruhl and Gregg want to go to Gaillard, where the Kirsi god Boreas and his temple are. There, they will install Bruhl as high priest, and more relevant to the party, they can try to find out from the temple oracle there were Prosper is.

So, Gregg leads the party from Balibana to a mountainous region on the west coast of Anhalt. On the coast, they find the abandoned village of Tulun on a modest cliff overlooking the water. In times past, Tulun was a marshalling area for Balibana's ocean-going trade, and it has only a few square stone buildings.

Looking down from the cliff, the party sees a long sandy beach where there are many Kirsi revelling and communing with a pod of whales. From that vantage point, the party can see that there are maybe 20 whales loitering in the water near the beach.

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.

Hosinger

- +2 against gargantuan creatures.
- Teleport: After throwing Hosinger against a gargantuan creature, the character can teleport adjacent to the creature and take a free melee attack.

Gaillard

So, the god Boreas and his temple are in the mountain town of Gaillard. There's an 11 mile path from Tulun to Gaillard, which is 6,000 feet up in the mountains. The party can do the hike up in one day.

When they reach Gaillard, they find that it's near the apex of a mountain with relatively steep sides, so all of the town's area is the result of terracing. So, everywhere you look, they're vibrant green patches of grass alternating with the grey stone of the terrace walls. There are just a few main avenues dividing the town, all radiating from a wide building at the highest point.

One of the buildings has a dome with slits in it almost like an observatory.

This building that the avenues lead to is facade with three levels, each faces by about 20 columns. The road leading most directly to the temple turns into a ramp as it approaches it and goes to the middle of the lowermost level of the facade.

Temple

I guess the inner sanctum is where the monster is...so it must be quite large and maybe also have some broken in entrance where the mother that created these things would have come in.

Use some Mayan stuff for inspiration e.g. the nunnery quadrangle with the mask faces...an inner sanctum.

Something about the dungeon crawl specific to being in the high, manchu-pichu-like location?
Or, something about the fact that this was a human lost city?

Will o the Wisp

this can happen in the first "nunnery quadrangle" room.

The fairies try to split up the party using distracting lights and echo sounds. If they fail the check they become dominated and want to go off in different directions, where they'll be attacked.

dominated: "You're dazed. The dominated creature chooses your action. The only powers it can make you use are at-will powers." dazed: "You grant combat advantage. You can take [basically just one action]. You can't flank an enemy."

So, this attack is useful even if the party isn't split up.

This should be an attack against Will....characters wills are:

- Aeris: 17
- Beowolf: 13
- Gregg: 14
- Kasskar: 14
- Ord: 18

So, let's say the attack is $18 + d20$? That gives Ord 5/50 and less than 50/50 for the other characters. So, probably one of Ord or Aeris will be able to stop the other characters.

But, what attacks them down there? Just the evil fairies or something else? Maybe this is a good time for a gelatneous cube? Maybe Ormir is down one of them?

Evil priests

- Zephyr
- Mamba
- Sidewinder
- swarm of little evil insect-like fairies? And/or, little fairies flying on dragonflies.
- Nightshade -- A female fairy? What interesting thing can it have?
- *hinkypunk -- can create a distracting will o' wisp type thing tht they characters will be drawn to attack -- it can "dominate" the character this can be an early cue that something's not rights*

spell: dust devil

Fairies use extreme camoflauge against he players?

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.

The Temple Oracle

After killing Ormir they can find the Oracle fairies in a filthy dark prison. The tell the party where they can find the Volkens and Prosper.

Oracle fairies:

- Elderberry
- Aurora (female)
- Polaris

Hollin

When the party reaches Hollin again, they find:

- The Winter Wolf has been burned by the Hobnails, since Beowolf said they wouldn't pay protection.
- There's a note for Kasskar from "an imp" again, asking to meet him. This is the hook into the assassin guild.
- At some point, the characters should be approached by Burns about his new witch hunting obsession. I guess to do this there should be some interesting arch-witch or something they would hunt.

Volkers and Prosper

The Volkens are down in the city of the dead going nuts trying to raise more corpses...maybe a special corpse?

The Inkeri

When Beowulf returns to Hollin, he finds out that there's an Inkeri camp (or an Inkeri expedition) now established outside of Hollin, come to find him. They've heard about the star, and then when the star developed a tail, they decided to come looking for Beowulf.

They've heard that Beowulf thinks he's a noble of Highpyre -- they dispute that. Looking at him, they say he's left handed and question whether he's human. One of the other Inkeri nobles challenges him both as a Usurper and as a non-human.

Post game summary

Knocked out trying to open Inkling's safe, Kasskar dreams of a globster in Hollin. Afterwards, the party finds the assassin spell Word Without Warning in the safe. In Tulun, Beowulf pulls the legendary harpoon Hosingen from the bull whale Huhner. The party tries to install Bruhl as Kirsi high priest at the temple of Boreas, where Raven House priests beguile them and turn them against each other.