

### **to do (pre game)**

Is there a kind of grand prize for Ord for finishing the mini campaign? Could be either fighting Zephyr or Volkers.

### **questions for players**

### **recap from last time**

Niche door; Beowulf pulls harpoon from whale in the seaside town of Tulun; Ord and Bruhl lead the party to Gaillard and to the Kirsi temple there, where they defeated renegade Kirsi priests, who fought them with domination and dust devils.

It still remains to clear the temple of renegade priests to establish Bruhl as the Kirsi high priest, and see what the Kirsi oracle can tell them about Prosper's location.

### **The Kirsi Oracle**

With a little exploration of the temple, the characters find the Oracle imprisoned by the renegade priests. Their names:

- Elderberry
- Aurora (female)
- Polaris

### **Zephyr**

The characters enter a large roughly circular cavern with a high ceiling. The temple is built into the front of cliffside, and it seems this room is inside the cliff rather than the constructed part of the temple.

In the center of the room, there's a dias with an altar on it. You see a lean, gray-skinned figure sitting cross-legged on it. He is wearing a loose white cloth around his waist and legs, and he's wearing a laurel crown, but he's bare chested and bare foot. He has yellow eyes.

He addresses each PC by name, saying that he has monitored their progress since entering the Kirsi Valley. He says that since he knows who the PCs are, it's only courteous that he introduce himself, and says, "I am Zephyr, the West Wind, god of the Kirsi. You've killed my servants, the Raven House priests. Now this usuper Bruhl will acknowledge me as his god or I will kill you all."

Have the players roll perception: if they succeed, they can see the Boreas figurehead lying like a piece of discarded junk in one corner of the room; of course this enrages Bruhl or the good priests if they are there.

If/once battle commences, Zephyr floats up from the altar and a wind picks up in the room. It strengthens into a rotating hurricane with Zephyr in the eye of the storm, and water starts to accumulate up to about your knee level. Two air elementals appear in the storm -- they have the same basic stats as the Gargoyle, but half or  $\frac{1}{4}$  hits.

Basic stats are from Gargoyle. Zephyr can Fly 8 and has Swoop Attack as below. He's also insubstantial:

"When you are insubstantial, you take half damage from any attack that deals damage to you. Ongoing damage is also halved."

### *Attacks*

Howling Wind: blast 3 push the characters up to 3 squares

Lightning: will strike the water and become a burst 5 as the lightning travels through the water

| <b>Gargoyle</b>   |                    | <b>Level 9 Lurker</b>          |
|---|--------------------|--------------------------------|
| Medium elemental humanoid (earth)   |                    | XP 400                         |
| <b>HP</b> 77; <b>Bloodied</b> 38  |                    | <b>Initiative</b> +11          |
| <b>AC</b> 23; <b>Fortitude</b> 21; <b>Reflex</b> 19; <b>Will</b> 19   |                    | <b>Perception</b> +12          |
| <b>Speed</b> 6, fly 8   |                    | Darkvision                     |
| Standard Actions  |                    |                                |
| ⊕ <b>Claw • At-Will</b>   |                    |                                |
| <i>Attack:</i> Melee 1 (one creature); +14 vs. AC   |                    |                                |
| <i>Hit:</i> 2d6 + 5 damage.   |                    |                                |
| ⊕ <b>Swoop Attack • At-Will</b>   |                    |                                |
| <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.   |                    |                                |
| ⊕ <b>Stone Form • At-Will</b>   |                    |                                |
| <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. |                    |                                |
| <b>Skills</b> Stealth +12   |                    |                                |
| <b>Str</b> 21 (+9)  | <b>Dex</b> 17 (+7) | <b>Wis</b> 17 (+7)             |
| <b>Con</b> 17 (+7)  | <b>Int</b> 5 (+1)  | <b>Cha</b> 17 (+7)             |
| <b>Alignment</b> evil   |                    | <b>Languages</b> Primordial    |
| <a href="#">Monster Manual 1</a>  |                    | <a href="#">See Compendium</a> |

## **Boreas**

With a little exploration of the temple, the party finds the Kirsi god Boreas. Previously, the Kirsi king Aurelien told the party that Boreas had the form of an idol. Now the party sees that the “idol” Boreas is actually the wooden figurehead of an ancient ship. The figurehead is a woman in a gown with flowing hair, holding a star in front of here in her two cupped hands.

The Kirsi oracle puts Boreas back up where it belongs, and then starts the Oracle, which his actually birds flying in to tell the Oracle what the world’s birds have seens. The Oracle tells the party that the Volklers took Prosper to their...facility...in the City of the Dead.

They can also tell the party that:

- The Winter Wolf has been burned down.
- There are Inkeri in the city looking for Beowolf.

## **Thank you from Bruhl and the Kirsi**

They give Kasskar some sneak shoes? What about for Ord?

### **Return to Hollin**

The party has no difficulties returning to Hollin? How do they get back past the Murnen portal?

### **Hollin City of the Dead**

The City of the Dead is about two miles from Braddock, the Hollin borough where our action is centered. You can easily get to the City of the Dead from the Mooncalf by following the market road that goes through the market and Shambles south for about 2 miles. The market road first passes through Cripple Gate in the ancient wall surrounding Braddock, then about 1.5 miles later through Hell Gate in the newer (but still ancient) outer wall. Although the City of the Dead is an integral part of Hollin today, if you look at the map you'll see that when the outer wall was built, it was clearly intended to circumvent the City of the Dead and separate it from the rest of Hollin.

The City of the Dead has a population of about 100,000 people. It has dusty cramped streets, with about a one-to-one mix of tombs or graveyards to family houses. Sometimes a house is a converted tomb or is built on top of a tomb. The area originally became a graveyard because it was outside the city, but when the city's rulers started to build elaborate funerary monuments to themselves there, a small population of maintenance families started to live there; also, many of the monuments were "living" monuments, which glorified the deceased perpetually by combining the tomb with a school or something else that serviced Hollin's poor. This had the effect of encouraging some desperately poor people to come here and take up nearby.

The population grew when the Anhalt Charter Company took over Hollin and displaced many of the natives from the city center; also natural disasters that destroyed housing displaced people to the City of the Dead; also, many rural folk who come to Hollin with nothing end up in the City of the Dead. Many of the people who live there are desperately poor, making a living by sifting the city's garbage, or by raising hogs on garbage.

In the city of the dead, the characters find that the tomb complex at the highest point in the COD has a lightning rod coming out of it. Prosper and Alaric Volker have both been instrumented with leads and can attack the players with essentially superpowers.

### **Alaric and Prosper**

In one of the reliquary statue rooms, the Volkens have resurrected Alaric using one of the harnesses, and also Prosper. At first, they'll see these Harness guys getting up to attack them, then they'll realize who they are.

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.

### **Second Prosper**

After defeating them (presumably), they find the second Prosper. He tells them that he saw the Angel of Death come in and labotimize the first Prosper:

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.

## **Wrapup**

Remind the players that they go to level 5 after this game.

## **post game summary**

The party finds that the west wind Zephyr has usurped the Kirsi god Boreas, and puts Zephyr down. They free the Kirsi Oracle, who tell them to find Prosper in Hollin's City of the Dead. There, they're forced to kill Prosper and a resurrected Alaric Volker, who they find controlled by the same Volker brain probes that controlled Ignatius. They meet a second Prosper, who answers Ord's questions about Prosper.

Continuing in the temple of Boreas, the party liberates Boreas' priests and puts down the west wind Zephyr, who has usurped Boreas as the Kirsi god. Returning to Hollin, they go to the City of the Dead, where they are attacked by Prosper and Alaric Volker, who are being controlled by the same Volker probes that controlled Ignatius. Forced to kill Prosper, they are met by a second Prosper.

**treasure given out**

**to do (post game)**

- player questions to answer
- requests to send players after the game