

to do (pre game)

- Any treasure from beating Zephyr or Prosper + Alaric.
- give Aeris and Ord more combat tools
- make the level 5 ritual for Aeris
- what do the Inkeri use greencake for? just healing? Something related to Inkeri barbarian magic, right? I'd like this to make an appearance in Beowulf's fight with Belwe.

questions for players

- I have Steve, Keith, and Derek's phone numbers, in case I have to cancel a game at the last second or something? I have Kelly's number.
- Ask Kelly to pick a spot for Caliphate on map.

recap from last time

Last time, the party further investigated the Temple of Boreas, freeing the Kirsi Oracle, who were three Kirsi named Elderberry, Aurora, and Polaris. Continuing further, the party found that the west wind Zephyr had usurped the Kirsi god Boreas and they killed him. Yes, the party killed the west wind. Now free, the Kirsi Oracle told the party that Prosper was in the City of the Dead in Hollin. Returning to Hollin, the party found that the Volkens had turned Prosper and a resurrected Alaric Volker into abominations and were forced to kill them. A second Prosper arrived to take the first Prosper's body to the fairy home Renhannes. Notably, Gerholt and Harlan Volker did not seem to be there.

In addition, the Kirsi Oracle told Beowulf that (1) the Winter Wolf had been burned, presumably by the Hobnails, and separately (2), an Inkeri war party or council had arrived in Hollin looking for him.

Second Prosper

He woke up in Bruegel and found some of Prosper's runes there, which he followed back to Hollin. He recognized the angel of death laboring the first Prosper, and the angel of death was his creator.

Clarifications:

- Prosper's guilty god and the god that Ord is interested in are the same character, the Gradskan Angel of Death Kidu who drove the Kirsi from Hollin.
- The guilty god act that no one knows about, and the secret act of Ord's god, was creating

Prosper.

- This is the same god that appeared to lobotomize Prosper.

Harlan Volker

If they pass perception or insight rolls (**TODO: figure out what the difficulty level should be for this**), the players notice a fountain on one side of the building, and deduce that there's probably a cistern under the building where they can check before leaving. With a little bit of investigation, they find that for aesthetic reasons, the stair to the cistern is hidden behind a panel in one of the corners of the building.

When they go down the spiral stair, they find a cistern with ranks of columns like in the pictures of the Istanbul one, and a row of console-like devices against the far wall. Across the top of the equipment are a row of jars that Aeris recognizes as Leyden jars. Also, there are five people there.

- First, you see Harlan Volker there. He appears as before (show the picture from before), except now he has fresh, crudely sewn stitches, around the left side of his forehead, eye, temple, cheek.
- Second, you see a smallish emaciated looking man dressed in the style of an office worker from the eighteenth century. He has a three piece suit -- jacket, vest, white shirt -- all unbuttoned so that his chest shows. He's barefoot. He has thick black hair, dark eyebrows that overshadow his little eyes, and a black beard that comes down about three or four inches below his chin, cut into a straight at the bottom to make a square. This character's name is Lessner. His head is shaved in the back and he has a stitches scar running vertically from the top of his head down the back.
- Third, you see a boxer-looking guy (show picture from before). He's just wearing MMA-style shorts. He has a similar scar to what Lessner had, vertically from the top of his head down the back. His name is Morgenson.
- You see two others, Keeler and Berens, dressed in scrubs, who might be Harlan's assistants. Keeler looks like the droopy eyed guy from Amadeus.

Harlan Volker

Use the old "Gerholt" character sheet, I guess give him more hit points. Additional powers:

bend space-time

At will. Move a character from anywhere on the map adjacent to Harlan, Harlan does his attack,

character is returned to original space.

space-time bubble

Encounter, recharges on 5, 6. Nullifies one attack when the opponent chooses it...the opponents action is lost.

space-time boundary

Encounter, creates a line across the map that the PCs can't cross.

Lessnar and Morgenson

Their stats are the stats from "Paine".

They have all the powers that the abominations had. In addition:

Nondeterminism

At will. Can do three qualitatively different rounds and then choose the one that they like the best.

Keeler and Berens

Use the stats for Stiles, a first level character.

Are cranking devices that can give the others healing surges when the charging is complete.

equipment or information that Aeris finds -- maybe at some point Aeris should have to fight a demon to get some equipment that the demon also claims

Also, the party should maybe think about getting something that nullifies some of these effects -- the abomination motion power, the nondeterminish, or bending space time.

Winter Wolf

I guess to get more information beyond just the burned site of the store, Kasskar will have to exercise his contacts. He could go to:

- The same butchers they went to before: Baynes, Geiss, and Urloch.

- Boxers
 - Godwin was the only boxer I had listed as a Coopers' Union boxer, and he was killed.
 - Rurik, photo, 10th level. A guard at Hobnail Prison, who handles the most ravenous, "supermax" prisoners. This seems like a promising one.
- Clem, the foreman at Heath Prison who pointed them toward Auld.
- They can find a member of the Hobnails directly. They're around, in particular fighting at night in the street, or they could actually go to Hobnail Prison.

If they go to friends, the friends are either missing (the hobnails already took vengeance on them for being associated with Kasskar) or say they'll look into it and then never come back.

But the crux of this is, who actually burned the WW and killed Kasskar's butcher friends? What larger plot thread does it lead to except Horst's assassination? I think my answer so far is it morphs into the assassin plot thread but what about gang warfare proper? Maybe the gang is going to go on a rampage killing everyone associated with Kasskar. Maybe if different gangs kill different friends of Kasskar, it drives them harder towards finding and killing Horst.

Once they initiate this, Cold Comfort touches base with them by appearing in a crowd with an imp mask, then disappears...of course, it disappears by turning away while still in mask and then just dropping the mask in the trash when it's out of sight. Then, I guess they'll have to go back to Kasskar's rogue contacts to find out who these people were...I wonder if Cold Comfort killed Kasskar's mercenary friend...and they come back suggesting they are Cold Comfort, with a hint on an exotic way to meet them.

Cold Comfort's interest in Kasskar is from...just him being an assassin, but also because he has Word Without Warning, right? What else?

assassins society name: "stitch in time", "black wisp", false step or missed beat, **misstep or misstep union, misstep guild, misstep society, misstep league**, or thinking you saw something out of the corner of your eye, or -- I want to do something related to not being able to catch your breath, or having your breath taken away -- or haplessness -- being doomed before being able to do anything about it, or someone being at your elbow. Or maybe "sickly sweet" or something else that combines sweet and disturbing. bird in hand -> "breath in hand". blind spot, seeing only gray at night, "sleight of hand", not even knowing that you missed something, side exit, gallowss **Black Whisper?** Missed Whisper? Last Whisper? **Cold Whisper? Chill Whisper? Chill Touch, Chill Word** innuendo, look from across a room. Cold Comfort or Chill Comfort.

Chill Whisper or Chill Word seems to be the winner here

The Inkeri camp

Talking with fellow rogues on the street, Kasskar finds that some kind of foreign expedition has claimed the park next to Meade Hospital as a camp.

When the party goes to the park, they do find a camp there crowded with tents (show picture). At first there are just a few folks outside the tents, tending animals, but as the party moves through the camp, word spreads, and soon the entire camp is stirring. Near the center of the camp, the party finds a clearing in front of a large circular tent, with a diameter about the long length of my living room. An old man standing near the tent entrance opens the front flap so they can enter.

Inside the party finds a few greybeards. They stand up, and one says "Welcome. I am Ormir, and these are Gomme and Ernhurst. [They would look suitably old-barbarian like. What abandon Inkeri cities would they be from.] We are three elders of the Inkeri, and this is Kajal. [The mystic who prompted the Inkeri trip to Hollin when Noreste when developed the bright tail.]

The four of them look at Beowulf, since he's obviously a barbarian, and suggest that he is Beowulf. They say they have been looking forward to meeting him, and also acknowledge the party, saying they are glad to meet them. They ask the party to relax with them, motioning to a circle of rugs and furs where then can sit together. (Can further describe the barbarian luxury inside the tent, maybe get some ideas from genghis khan etc.). Many younger men come into the tent late and make themselves comfortable in an outer circle. Ormir introduces three of them as Belwe, Leutwin, and Asger. Belwe reclines comfortably against a saddle that's been set on the ground as ad hoc furniture, with a fur draped over it as a kind of luxury.

Ormir passes around food and drink, and says that there is an rumor all over Hilde that Beowulf is a Highpyre survivor? The second elder Gomme says there are also rumors that Beowulf revisited Highpyre and even the interior of the Hilde? What was his experience there? Did he...lose time?

Gomme also says there are wide-eyed Hilde rumors that the green meteor Noreste is Beowulf's star. He says that Noreste has become bright, even visible during the day, with a long tail that stretches far across the sky, and people are saying this is a sign of Beowulf's ascendance.

The first elder, Ormir, says the Inkeri need an ascendant leader. When Highpyre was destroyed the Inkeri high leadership -- both political and religious -- was killed. Not knowing what destroyed Highpyre, Inkeri in other cities scattered into the wilderness and are divided. And with the Inkeri scattered, the other great cities, like Hollin and Blackwells, claim Hilde resources that the Inkeri once controlled, like greencake.

But, he says, a new Inkeri leader would have to do much more than just unite the Inkeri under his political and religious leadership and reclaim Hilde's resources from the great city-states. He

would also have to find out what destroyed Highpyre and reestablish the city as a barrier against the horrors in Hilde's waste.

They ask if Beowolf could be up to this task. If yes, they also question his companions, the party. I guess particularly they find Aeris disturbing, maybe questioning the bag; they find a collaborator from the Caliphate maybe promising, asking if he is Caliphate nobility, but turn sour when they find he's an exile.

Young Inkeri

At this point one of the younger Inkeri, Belwe, stands up from reclining on the fur-covered saddle in the outer circle. He goes to the center of the circle, and addresses the elders, saying, "Ormir, Gomme, Ernhurst, and reverend Kajal. Beowolf has never lived on Hilde, and does not know our people or cities. He does not know our religion, and instead travels with a Caliphate heretic. Our religion reveres nature, and the wolf Muniin was a friend to the Inkeri for many generations, but now Beowolf wears his fur as a trophy."

A second young Inkeri, Leutwin, stands up in his spot the back row, and says, "Also, Beowolf cannot protect the remaining Inkeri cities from being attacked and burned like Highpyre, if he cannot even protect his own business from being burned down."

A third young Inkeri, Asger, stands up in his spot in the outer circle and says. "What Belwe and Leutwin say is true, but beside the point. Notice that Beowolf is left-handed -- not human."

At this a murmur goes around the tent. Belwe draws his sword and says, "Ormir, Gomme, Ernhurst, and reverend Kajal. Asger speaks correctly. Beowolf is left-handed and inhuman, and I claim my right to kill the abomination now in single combat."

I guess maybe he's going to need some heritage weapons -- ah, maybe the +2 armor Beowolf was looking for.

Belwe

He should change into a polar bear part way through the fight. After Beowolf kills him, the others complain that now Beowolf also killed Belwe's animal spirit.

Dire Polar Bear		Level 5 Elite Brute
Large natural beast		XP 400
HP 154; Bloodied 77		Initiative +3
AC 17; Fortitude 19; Reflex 17; Will 18		Perception +4
Speed 8		
Resist 5 cold		
Saving Throws +2; Action Points 1		
Standard Actions		
Ⓛ Claw • At-Will		
Attack: Melee 1 (one creature); +10 vs. AC		
Hit: 1d12 + 10 damage.		
‡ Maul • At-Will		
Effect: The bear uses claw twice. If both attacks hit the same target, the bear grabs the target (escape DC 22) if it has fewer than two creatures grabbed.		
Ursine Crush • At-Will		
Effect: Melee 1 (one creature grabbed by the bear); 4d10 + 21 damage.		
Str 19 (+6)	Dex 13 (+3)	Wis 15 (+4)
Con 17 (+5)	Int -3 (-5)	Cha 11 (+2)
Alignment unaligned		Languages —

Beowolf's possible directions after killing Belwe

After Beowolf kills Belwe, everyone files out except Kajal. Kajal says that when he killed Bwlwe he also killed his animal spirit. Kajal remains to give Beowolf advice on how to proceed.

- To operate in the interior of Hilde, Beowolf needs an item that will let the party travel with time issues. The guy who has that is the father of Belwe, who Beowolf just killed. Kajal suggests that if Beowolf is serious, he go put down that guy first and get the item.
- Finding Lethe's Star and raising it over Highpyre again would be a major rallying point for the Inkeri.
- Adopt the Inkeri religion / get some barbarian magic / get a spirit animal. -- maybe going to the Inkeri shaman to see if he has any inkling if Beowolf is the leader or has a place in the Inkeri religion.
- Is there a hidden Inkeri force in the interior of hilde, that's been cut off from time, which Beowolf could bring out? This should stay hidden for now. Does Ammiral have any useful information about this?

Belwe's armor should be the +2 armor that Beowolf was looking for -- Lanning Clan armor. Take any magic armor he wants from Players handbook up to level 9.

post game summary

The party finds Harlan Volker's lab in an abandoned cistern under the City of the Dead and defeats him. They meet an Inkeri camp in Gibb Park. There, young Inkeri challenge Beowolf's presumptive leadership, saying he is not human, and Beowolf kills Belwe in single combat. They find Beowolf's family business burned, presumably by Hobnails, and cannot find his parents.

treasure given out

to do (post game)

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