

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

- check notebook from last time for to-do stuff there
- create google doc page for each char?
- Figure out what the next Hilde thing is (I imagine it would be getting a time device), and if it can be hooked up to taking over some greencake. Maybe they can rope Burns into this.
- Sketch out assassins who attack Ord.
- My Chill Touch is just a generic assassin's guild now. How to make it more interesting?

### **questions for players**

- Tell me again what you do with the Volk's bodies after the fight last time?
- Kasskar found some wormwood under Shear Pass. Is he planning to take it to Gould the Herbalist?
- I believe that to find Beowolf's parents, Kasskar went to talk with his contacts in a bar near the Winter Wolf ruin, and that they said they'd take a day to find something. But, didn't he talk with a second set of people or also said they'd take a day?
- Ask Ord how he dresses -- is it like people in Hollin, or is there something unique about it from the Caliphate? Does he have an accent?

### **recap from last time**

The party found Harlan Volker's lab in an abandoned cistern under the City of the Dead and defeats him. They find Beowolf's family business burned, presumably by Hobnails, and cannot find his parents. 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.

### **treasure from last time**

- Belwe's armor and money, described below
- Harlan equipment for Aeris

### **Kajal**

After Beowolf kills the young Inkeri Belwe, the other young Inkeri file out of the tent angrily. The three elders leave to talk among themselves, except Kajal, who stays to talk with the party.

First, Kajal says that Belwe's belongings now belong to Beowolf. He should take any belongings he wants from Belwe's body and then go to Belwe's relatives in the camp and claim anything else Belwe had there. Later on Hilde, he should claim any more of Belwe's belongings, which might be substantial, from Belwe's father on Hilde.

On Belwe's body, there is:

- Lanning House armor: +2 hide armor with whatever ability Beowolf wants to take from the PH.

Last time, the Inkeri elders suggested that Beowolf could try to "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." Now Kajal has five specific suggestions on starting:

- On leading the Inkeri religion, Kajal says that Beowolf is starting from zero in the Inkeri religion. All young Inkeri men try to get an animal spirit through a personal trial on Hilde, so Beowolf should do that. This may involve going into the interior of Hilde, where time is an issue, so Beowolf will have to find a talisman that will protect the party from time problems.
- On political leadership, find out which Inkeri House leaders resist Beowolf's leadership and challenge them. This will involve discovering where the Inkeri are hiding on Hilde. But, the young Inkeri who fled out angrily are likely to agitate against Beowolf so they might be good to get under control first.
- On reclaiming Hilde's resources for the Inkeri, hitting additional Blackwells greencake facilities on Hilde would be a good start.

He does not suggest for Beowolf to remove the Wolf Helmet...let's let Beowolf do that or not do that on his own.

After talking with Kajal, Beowolf can go to Belwe's tent. There he finds:

- Mundane items that can be sold for 1,000 gp. Ask Beowolf if he'll split this with the party or keep it all.
- Maps or information?

### **Rebuilding the Winter Wolf**

Rebuilding the structure will take however much Beowolf takes from Belwe. If he takes it all, that

will be 1000 gp. If he shares it with the party, it will cost 250 gp.

### **Finding Beowolf's parents, Ord assassination, Chill Touch**

I think Kasskar found some rogues in a bar (which has no name -- add one) near the Winter Wolf and they said they would need a day. But wasn't there a second group?

**Ask Keith if Kasskar goes by himself or takes the others.** When Kasskar goes to meet those rogues, they're nowhere to be found.

#### *Hobnail assassination attempt on Ord*

Ask Ord where he goes while Kasskar is going to find the rogues. If he wants to go to a tavern, there's one nearby called the Hapenny.

There, if it fits the setting: Ord catches a waitress looking at him, who looks away shyly when he catches her looking. At first, you don't think anything of it, but a minute later you catch her sneaking a look at you again. She's girlish with pale skin that contrasts with her long dark hair.

We know from a previous discussion that Ord has the sensibilities of "a twelve-year-old who's oblivious to advances." So, a little while later, the girl comes up to Ord and introduces herself as Bailey. Bailey says that she sees a lot of foreign men visiting Hollin but she's never seen anyone like Ord. She says he's very well-trimmed and carries himself well. Where is he from? What are his strange clothes? What is his strange accent?

As Ord and Bailey are talking, another young woman comes up next to Bailey. She has dark skin and is dressed in fine businesslike clothes, maybe like someone from the financial district. Not shy like Bailey, she openly looks Ord up and down and puts her hand on Ord's shoulder, and says "Bailey, who's your friend?" Bailey says that Ord's name is Ord, and the businesswoman tells Ord that her name is Libby.

As Libby is introducing herself, a third young woman comes up, Tilly. She is voluptuous with long blond hair, and she's wearing an outfit that leaves little to the imagination. She has a riding crop, and she looks Ord up and down as well. She puts her arm around Libby and whispers in Libby's ear, not very quietly, "I think this foreigner would...like to be punished."

As she does this, a garrote goes around Ord's neck. His attacker is named Hubbard. He wears a ratty old overcoat in the style of a redcoats's coat. He has a very high collar and a tall top hat. He has sideburns all the way down his face. Hubbard wears Boots of Striding that would work with whatever armor.

The girls can join in on Ord's side.

## Powers

- Can one of the guys have a +2 garrote or has some other magic power for Kasskar? Maybe the character can choose to let go, leaving you prone and stunned from lack of air, save ends. Or, without letting go, maybe just the attack stuns you in addition to the damage.
- Encounter power “Steeled to Violence”: when an enemy scores a melee hit, as an immediate reaction, the character gets a shift free attack against that enemy in response.
- Also, Garrote Strangle and Hamstring Cut below.

Human Gladiator Novice		Level 4 Soldier
Medium natural humanoid		XP 175
<b>HP</b> 55; <b>Bloodied</b> 27		<b>Initiative</b> +6
<b>AC</b> 20; <b>Fortitude</b> 18; <b>Reflex</b> 16; <b>Will</b> 15		<b>Perception</b> +1
<b>Speed</b> 6		
<b>Standard Actions</b>		
⊕ <b>Short Sword</b> (weapon) • <b>At-Will</b>		
<i>Attack:</i> Melee 1 (one creature); +9 vs. AC		
<i>Hit:</i> 2d8 + 3 damage, and the target is marked until the start of the novice’s next turn.		
⊕ <b>Hamstring Cut</b> (weapon) • <b>At-Will</b>		
<i>Attack:</i> Melee 1 (one creature); +7 vs. Reflex		
<i>Hit:</i> 2d8 + 3 damage, and the target falls prone. The target is slowed (save ends).		
<b>Triggered Actions</b>		
⊕ <b>Stay Down!</b> • <b>At-Will</b>		
<i>Trigger:</i> An enemy adjacent to the novice stands up.		
<i>Attack (Immediate Reaction):</i> Melee 1 (the triggering enemy); +9 vs. Reflex		
<i>Hit:</i> The target falls prone.		
<b>Skills</b> Acrobatics +8, Athletics +12		
<b>Str</b> 20 (+7)	<b>Dex</b> 15 (+4)	<b>Wis</b> 9 (+1)
<b>Con</b> 15 (+4)	<b>Int</b> 9 (+1)	<b>Cha</b> 12 (+3)
<b>Alignment</b> unaligned		<b>Languages</b> Common
<b>Equipment</b> carapace armor, short sword		

[Dark Sun Creature Catalog](#)

[See Compendium](#)

**Garrote Strangle****Assassin Attack**

*You wait for the perfect moment when your foe is within reach, then strangle it with your garrote.*

**At-Will** ♦ **Martial, Weapon**

**Standard Action**    **Melee weapon**

**Requirement:** You must use this power with a garrote.

**Effect:** You shift up to 2 squares before the attack.

**Target:** One creature you are hidden from

**Attack:** Dexterity vs. Reflex

**Hit:** 2[W] + Dexterity modifier damage, and the target is grabbed until the end of your next turn.

While the grab persists, the target takes a -2 penalty to attack rolls against you and cannot speak, and you cannot make other attacks.

Level 21: 4[W] + Dexterity modifier damage.

**Sustain Standard:** The grab persists, and the target takes 2[W] + your Dexterity modifier damage.

Level 21: 4[W] + Dexterity modifier damage.

Published in [Heroes of Shadow](#), page(s) 20.

‡ **Hamstring Cut** (weapon) • **At-Will**

**Attack:** Melee 1 (one creature); +7 vs. Reflex

**Hit:** 2d8 + 3 damage, and the target falls prone. The target is slowed (save ends).

### *Chill Touch*

Beowolf is approached by a man who introduces himself as Maycott, and asks if he is Beowolf. If Beowolf confirms, Maycott says quietly that he can give Beowolf information about the Winter Wolf if he'll talk with him in private.

If Beowolf agrees, where do they go? There, Maycott says he works for a venerable organization called Chill Touch whose purpose is to...maintain the balance of justice. They've been aware of Kasskar since his parents were murdered and have seen the party's conflict with the Hobnails escalate. Chill Touch knows who burned the Winter Wolf and where Beowolf's parents are, and they can give Beowolf this information if Kasskar and Ord will commit to do some unspecified jobs for Chill Touch in the future. If they agree to this, the party should meet him back here in four hours.

If Beowolf agrees to carry this message to them, Maycott leaves, and after Maycott is gone, Beowolf notices that he's left an imp mask on the table.

When they meet Maycott, he says again that to get the information, Kasskar and Ord will have to commit to doing future unspecified jobs for Chill Touch. The jobs will be extremely dangerous, but they'll be just, just as killing Auld was. If they agree, Maycott pulls a piece of paper from his coat pocket, unfolds it, and puts it in front of the characters. You can see that the paper is blank. Then, Maycott pulls a fountain pen and an elaborate dagger out of his other coat pocket, and

asks them to sign at the bottom of the blank page in their own blood.

Once this is done, Maycott thanks them, and says:

- The Winter Wolf was burned by a man named Bering, a Hobnail who was transported to Hilde for his crimes and has now returned from transportation. The party knows that return from transportation is considered the most heinous crime in Hollin, like betraying your liege lord is in feudal society, and is punishable by death. If you want to hunt down Bering, he is working from the Intractable, a prison hulk on the riverside in Braddock.
- In revenge for the party killing Auld in the divine prison Narshasa, Bering dumped Beowolf's parents Carric and Palemoon into Narshasa alive.

I imagine but don't know that the characters would go to Narshasa first.

### **Bering, The Intractable**

Right now I feel that the Intractable is a generic prison ship, but somewhat permeable like Heath Prison, the characters could probably get in there and get down to Bering to fight him.

In line with Keith's suggestion, he should have a bunch of minions who could be taken down.

*Bering powers? Similar to Auld? I guess he could have similar tattoos to Auld giving him similar powers? Does he also have the Horst tattoo?*

### **Narshasa: Katamayan and Lahar**

They retrace their steps from before:

I think you come down a clay / stone stair in the dark, just wide enough for 1 person at a time, which is close to a curved wall. At the bottom of the stair is a tunnel...on both sides there are some low tomb-like openings in the rock, some with boulders rolled in front of them, some with the boulders rolled aside.

At the end of that tunnel, the characters emerge into a square stone carved room with the three prisoners from the inferno. I think these were:

- Prisoners being harried by folks with whips.
  - Individuals frozen in ice except for their face.
  - An individual chained to a pole, constantly being attacked by a vulture or wolves.
- In addition, there were silent guards there who discourage the party from interfering with

the prisoners.

The party comes again to the door after the room where they killed Auld, and where the Witches' Chorus told them not to continue inside the prison.

They encounter a few more torture exhibits, and many tombs with large stones rolled in front of them. Ultimately they come to a tall cliffside in the shape of a semicircle. In the cliff wall, there are a series of maybe fifty rusty old cell doors. Some cells have prisoners inside -- some get up to look at you as you walk by but others don't bother; they all have a look of hopelessness and defeat. Other cells you can't see inside because they have billowing black smoke pouring out of them and going up the cliffside.

After going past some of the cells, you come to an ancient, withered warrior standing guard near two adjacent cells. His armor is worn down -- he has ringmail armor that's about 80% missing with just a few links left around his shoulders and his helmet is gone on one side. But, he stands proudly with his weapon in hand -- a notched old hatchet.

Inside one of the two adjacent cells, you're surprised to see Beowolf's stepmother Palemoon sitting on the ground, leaning dejectedly against the cell door. She sees the party, and turns her head to get a better look. Rubbing her eyes in disbelief, she slowly stands up and "Beowolf? Are you trapped in here also?"

When Beowolf responds, you hear a voice from the other cell, saying, "No Beowolf, I'm Palemoon. Open the cell door, and we can find your father and escape this place."

At this point, the old warrior puts out a hand in warning and says, "Good sirs, I am Katamayan, and I guard this place for eternity. One of these prisoners is Lahar, a personification of death. Lahar is subtle and lies with cunning. I advise you not to talk with him, and of course, I will not allow you to free any of the prisoners."

### **Katamayan**

He's human...and what else? It would be good if he had some item the party could use. And does have helpers down there? Maybe some characters with demon-like whips? Maybe they're summoned with a horn?

<b>HP 103; Bloodied 51</b>			<b>Initiative +6</b>
<b>AC 26; Fortitude 24; Reflex 21; Will 22</b>			<b>Perception +4</b>
<b>Speed 5</b>			<b>Darkvision</b>
<b>Immune</b> disease, poison; <b>Resist 5</b> necrotic;			
<b>Vulnerable 5</b> radiant			
<b>Traits</b>			
<b>☠ Marshal Undead • Aura 10</b>			
Undead allies of level 17 or lower gain a +2 power bonus to attack rolls while in the aura.			
<b>Standard Actions</b>			
<b>☠ Soulsword (necrotic, weapon) • At-Will</b>			
<i>Attack:</i> Melee 1 (one creature); +15 vs. AC			
<i>Hit:</i> 1d8 + 14 necrotic damage.			
<i>Effect:</i> The death knight marks the target until the end of the death knight's next turn.			
<b>⚔ Containing Strike (necrotic, weapon) • At-Will</b>			
<i>Requirement:</i> The death knight must be wielding a soulsword.			
<i>Attack:</i> Melee 1 (one or two creatures); +15 vs. AC			
<i>Hit:</i> 1d8 + 14 necrotic damage, and the target is slowed until the end of the death knight's next turn.			
<i>Effect:</i> The death knight marks the target until the end of the death knight's next turn.			
<b>⚔ Unholy Flames (fire, necrotic) • Recharge ☹ II</b>			
<i>Attack:</i> Close Burst 2 (living creatures in the burst); +13 vs. Reflex			
<i>Hit:</i> 1d8 + 14 fire and necrotic damage.			
<i>Effect:</i> Each undead ally in the burst deals 2d6 extra fire damage with melee attacks until the end of the death knight's next turn.			
<b>⚔ Warrior's Challenge (necrotic, weapon) • Encounter</b>			
<i>Requirement:</i> The death knight must be wielding a soulsword.			
<i>Attack:</i> Melee 1 (one or two creatures); +15 vs. AC			
<i>Hit:</i> 1d8 + 14 necrotic damage, and the death knight pushes the target up to 2 squares. The death knight marks each enemy within 2 squares of the target until the end of the death knight's next turn.			
<b>Triggered Actions</b>			
<b>⚔ Combat Challenge • At-Will</b>			
<i>Trigger:</i> An enemy adjacent to and marked by the death knight shifts or makes an attack that doesn't include it as a target.			
<i>Effect (Opportunity Action):</i> The death knight uses soulsword against the triggering enemy.			
<b>Implacable • At-Will</b>			
<i>Trigger:</i> The death knight becomes marked, slowed, immobilized, dazed, or stunned by an effect.			
<i>Effect (Opportunity Action):</i> The death knight makes a saving throw to end the triggering effect, even if the effect would not normally end on a save.			
<b>Str 17 (+8)</b>	<b>Dex 9 (+4)</b>	<b>Wis 8 (+4)</b>	
<b>Con 15 (+7)</b>	<b>Int 10 (+5)</b>	<b>Cha 11 (+5)</b>	
<b>Alignment</b> evil		<b>Languages</b> Common	
<b>Equipment</b> soulsword, plate armor, heavy shield			



<b>Chain Devil (Kyton)</b>		<b>Level 5 Skirmisher</b>
Medium immortal humanoid (devil)		XP 200
HP 65; Bloodied 32		Initiative +9
AC 19; Fortitude 17; Reflex 19; Will 15		Perception +3
Speed 7		Darkvision
Resist 15 fire		
Standard Actions		
Ⓜ <b>Spiked Chain</b> (weapon) • At-Will		
Attack: Melee 2 (one creature); +10 vs. AC		
Hit: 2d4 + 8 damage.		
⚔ <b>Double Attack</b> • At-Will		
Effect: The chain devil uses spiked chain twice.		
⚔ <b>Hellish Chains</b> • At-Will		
Attack: Melee 2 (one creature); +8 vs. Reflex		
Hit: 2d4 + 8 damage, and the target is restrained (save ends). The chain devil can restrain only one creature at a time.		
Minor Actions		
💃 <b>Dance of Battle</b> • At-Will		
Effect: The chain devil shifts 1 square.		
Triggered Actions		
💃 <b>Dance of Defiance</b> • Recharge when first bloodied		
Trigger: The chain devil is the target of a melee attack.		
Effect (Immediate Interrupt): The chain devil shifts 1 square.		
⚔ <b>Chains of Vengeance</b> • Encounter		
Trigger: The chain devil is first bloodied.		
Effect (Free Action): The chain devil uses spiked chain twice.		
Skills Intimidate +7		
Str 16 (+5)	Dex 21 (+7)	Wis 12 (+3)
Con 17 (+5)	Int 11 (+2)	Cha 10 (+2)
Alignment evil		Languages Common, Supernal
Equipment spiked chain		
<a href="#">Monster Manual 1</a>		<a href="#">See Compendium</a>

*powers*

*Rune or imprisonment*

This should immobilize the opponent.

*Rune of summon whip demons*

They should also immobilize the enemy, send it against Beowolf.

**Lahar**

His stats can be some demon from the monster manual...nightwalker looks like a natural match.

<b>Nightwalker</b>		<b>Level 10 Brute</b>
Medium shadow humanoid (undead)		XP 500
<b>HP</b> 127; <b>Bloodied</b> 63	<b>Initiative</b> +7	
<b>AC</b> 24; <b>Fortitude</b> 22; <b>Reflex</b> 20; <b>Will</b> 22	<b>Perception</b> +6	
<b>Speed</b> 8	Darkvision	
<b>Immune</b> disease, poison; <b>Resist</b> 15 cold, 15 necrotic; <b>Vulnerable</b> 15 radiant		
<b>Traits</b>		
☠ <b>Void Chill</b> (cold, necrotic) • <b>Aura</b> 5		
Enemies that start their turns in the aura take 5 cold and necrotic damage.		
<b>Standard Actions</b>		
👊 <b>Slam</b> (cold, necrotic) • <b>At-Will</b>		
Attack: Reach 2; +13 vs. AC		
Hit: 2d8 + 14 plus 2d8 cold and necrotic damage		
☠ <b>Finger of Death</b> (necrotic) • <b>encounter</b>		
Attack: Ranged 5 (affects a bloodied target only); +11 vs. Fortitude		
Hit: 37d0 + 4 the target drops to 0 hit points. Resistance to necrotic damage does not apply to this power		
<b>Other Powers</b>		
← <b>Void Gaze</b> (gaze, necrotic) • <b>At-Will</b>		
Attack (minor 1/round): Close blast 5; +11 vs. Will		
Hit: 2d8 + 14 necrotic damage, and the target is pushed 4 squares and takes a -2 penalty to all defenses (save ends)		
<b>Skills</b> Stealth +12		
<b>Str</b> 19 (+9)	<b>Dex</b> 15 (+7)	<b>Wis</b> 13 (+6)
<b>Con</b> 17 (+8)	<b>Int</b> 12 (+6)	<b>Cha</b> 19 (+9)
<b>Alignment</b> evil		<b>Languages</b> Common, telepathy 20
<a href="#">Monster Manual 1</a>		<a href="#">See Compendium</a>

Lahar's "real" appearance of death is as a blackened person / corpse covered with pitch and burning, spewing smoke.

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Perhaps it's furies that are tormenting the parents. Flaming tombs...I imagine blasts of gasoline fiure with the belching black smoke. Dante's 7th circle is guarded by the minotaur. flying Chimera? Maye they can meet some demons or something who have the privelge of running the hell prison as a feudal privelge -- perhaps he can guide them or give them a guide? boiling / burning pitch. Maybe it should have an escher structure there that the characters can only move through with demon help. Punishment by cannibalism here? Did I want to put the angel of death there? It seems too early to meet him there? I think it might be most interesting if this prison was instituted by people rather than gods. Also, maybe the interest here is some item they find rather than an enemy. Who could have interceded for Beowolf's parents?

### Beowolf leadership

After these other encounters I guess they can leave for Hilde for Beowolf's tasks...that will be next time.

### **post game summary**

Chill Touch tells Beowolf that the Winter Wolf was burned by the Hobnail Bering, and that Bering abandoned his parents in the divine prison Narshasa under Heath Prison. There, the party can't distinguish between Beowolf's mother Palemoon and Lahar, a personification of death mimicking her. The Hollin Oracle solves the dilemma by summoning Lahar to the Hollin Grimoire, where Kasskar kills him using Word Without Warning. The party defeats the Narshasa guardian Katamayan and frees Beowolf's parents.

treasure given out

**to do (post game)**

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