

## to do (pre game

## questions for players

## recap from last time

### Byrthing clan

Byrthing clan: City of Hodge at the source of river on map. Now hiding out in caverns w reservoir under mountains nearby. This is Leutwin's clan; his father in charge is Ferja. Quest here is the animal spirit trial, which Ferja sends him on thinking he won't be able to do it.

### Larsbreen Glacier

Larsbreen Glacier is on the Dempster Sea, on the side of Hilde near the trading city of Welkin. It's another three weeks of sailing from the Knaar Clan ice sheet camp.

When they get there, they see that over time Larsbreen glacier is moving down a steep-sided valley and is calving icebergs into the Dempster Sea. (Show picture.) The sun reflects brightly off the glacier to the point where they have to shield their eyes. They can scale the face of the glacier above the bay to begin their journey over it.

The glacier surface is irregular but they're able to hike over it. Sometimes you have to scramble over a ridge on all fours. Sometimes you have to jump over a crevice, sometimes using climbing gear to get across, and occasionally you'll see running water below in the crevice. In a few places, series of crevices in a perpendicular directions make a field of square-ish ice towers that you have to get past. Once or twice you see a polar bear in the distance who moves off when he sees the party. On each side there are mountains. If you go to the boundary between glacier and mountain, you can see that the glacier is in fact moving at a slow pace and it grinds away stone from the mountain as it moves.

The glacier is about 40 miles long. About half way up, they reach their destination: a mountain crag hanging out over the glacier -- over time much of the mountain under the crag has been ground away by the glacier. I'm thinking it has a plateau where this can go down, which will be a high point exposed to the wind.

Part of the dragon attack is that the glacier starts to flow very fast and break up.

At this point, the party is free to venture into the interior and pursue the animal spirit for Beowolf, presumably with Kajal's guidance.

I guess the animal challenge is in a water tunnel, or a waterfall that goes down through a tunnel in the glacier. Maybe they can fight the thing on the cutting-back-path on the mountain side...why would there be a path there though?

Wind

### **The Spirit World**

Kajal tells the characters that to attract an animal spirit, they need to temporarily set aside their normal identity or ego and become one with the larger spirit world. He says that by taking them away from their normal environment and concerns and focusing them on survival, the harsh journey they've just undertaken helps open them to this, and now they might be able to become one with the spirit world naturally. But, most young Inkeri on the animal spirit quest also need doses of quinine to get into the necessary altered state, and he has some quinine cakes for them. Unfortunately, quinine has unpleasant side effects.

In game terms, the characters can achieve one-ness with the spirit world on a WIS check with DC 22. Each dose of quinine you take will have some pleasant side effect, based on a FORT resistance check, but will allow you to re-roll the WIS check with a lower DC.

1. photosensitivity
2. flushed and sweaty skin
3. heavy breathing > 20 breathes per second
4. low blood pressure
5. ringing in the ears
6. rashes
7. hearing impairment
8. blurred vision
9. indifference
10. abdominal pain
11. headache
12. throat swelling, eyes swelling almost to the point of being closed
13. chills
14. fever
15. vomiting
16. dizziness
17. confusion
18. paralysis

19. death, I guess.

### **Vecassitrix**

As the characters become one with the spirit world, they are attacked in their altered state by the dragon Vecassitrix, an agent of evil against man.

### **Banshee spirits**

After they defeat the dragon, or maybe as their accepting the banshee spirits, maybe they see an aurora b.

### **Witches' Chorus**

The Witches' Chorus appears to the party in the cave. The crone Kanna makes a point of telling Aeris they are there to "whet his almost blunted purpose."

Kanna: The crone

Alissa: intense-eyed girl from the famous national geographic cover

Anneli: Pale-skinned curly dark hair, like Helena Bonham Carter.

Hilja: Like Kate Winslet.

Irja: Lisa Bonet type.

Kaisa: Pale-skinned red head, like Julianne Moore

Lahja: Another pale brown haired girl.

If the characters ask them questions, first they say, "[Preface for character], I am [witch name]. I will render moral judgement on your deeds and answer your questions."

**Aeris:** Agent of evil against man, we're here to whet your almost blunted purpose. As one of Kasskar's associates, the Hobnails will soon find your parents, just as they found Beowolf's parents, and we shudder to think what they might do to them. But clearly, vengeance against them belongs to you. Time is fleeting now, and you are disturbingly slow to anger.

What is the ambition of your revenge? Your parents, your enemies, humanity, or who?

**Beowolf:** You continue to believe that you're king of the Inkeri, although the Inkeri have never had a king. But, you still carry the wolf helmet, which is offensive to all Inkeri -- are you sure you are one? How far is he willing to take the fight -- against the great trading cities?

The Hobnail Bering is a heinous criminal and dumped your parents into the divine prison, but you've let him live. What's to stop him from killing your parents while you're away again?

**Kasskar:** Plain dressing, average faced Kasskar. Until now you've kept a low profile. But by killing Lahaar, an ancient personification of death, you've maybe entered history as an assassin of death itself. But every one, and every personification of death, has a mother. No man, and no personification of death, is an island. So who has you on their radar now?

You chose the correct strategy for opening the niche door trap, but against all odds, you were still almost killed. Is it possible that you're cursed?

Why has he not moved against Bering and Horst?

You signed a blank check to Chill Touch in your own blood. Why do you think they asked for you?

**Ord Redding,** Foreigner. The Volkens killed Prosper, but you've let Gerholt Volker live. Alaric Volker could raise the dead and Harlan Volker could bend space-time, so it seems like the Volkens' abilities were growing exponentially. Have you already missed the chance to defeat Gerholt?

You wonder what happened to the Gradskan religion in Hollin. As someone who's already considered a heretic, are you sure you want to go there?

You signed a blank check to Chill Touch in your own blood. Why do you think they asked for you?


### **Gravning guano cave**

The party is told there's a rich guano cave near the Welkin settlement of Gravning on the sea coast west of where the glacier meets the sea. Recent scouting parties reported that the settlement seems to be abandoned, so it might be worthwhile to check out the guano cave and see if it can be reclaimed for the Inkeri.

As they approach on the coast, they can see a cloud of bats flying inland, presumably to the guano cave. If they follow the bat cloud inland, they see that the bat entrance to the cave is a low hole in the grassy ground, which doesn't seem to have been the mine entrance. But, as you travel

further inland, you come around a low hill about 500 feet away and there's a conventional mine entrance there with a heavy wooden door, barred and locked with a rusty pad lock. A track for a coal-cart-like cart runs under the locked door.

### cliff Cave



**Dangers**  
Trapped Chest

**Collectibles**  
Skill Book (Conjuration): The Doors of Oblivion (D1/10)  
Unique Item: Ring of Namira (57/112)  
Area Is Locked  
Chest(s)  
Potions  
Loose gear

o this sizable cave, where restless  
re this site until you visit it as part of  
uring which you can obtain a unique  
ill offer to join you as a Follower.

ou navigate these winding passages.

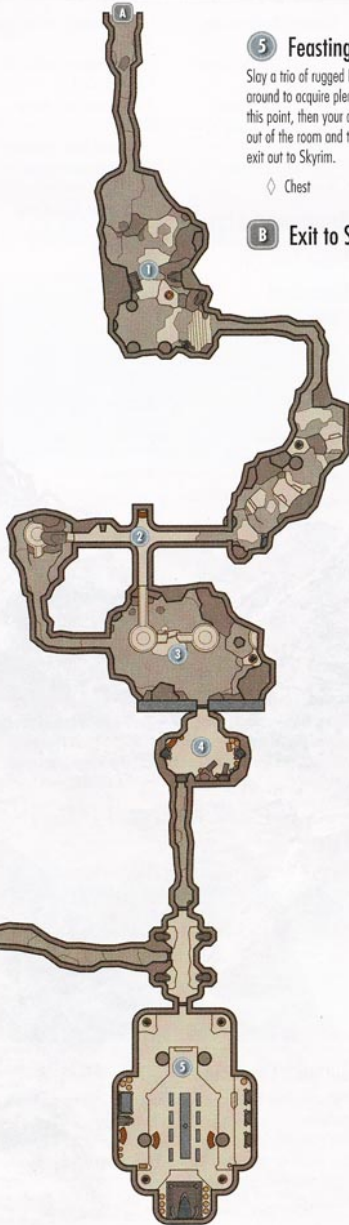
ome gear in these burial passages.

e gear

**BT**  
amber's upper walkways and discover  
the side or from behind to avoid

**iber**  
standing sarcophagus in this small  
nd a Skill Book on a shelf. If you're  
of Death, then this is as far as you

- ◇ Chest
- ◇ Potions
- ◇ Loose gear



**5 Feasting Hall**  
Slay a trio of rugged Draugr to  
around to acquire plenty of plu  
this point, then your quest adv  
out of the room and take the v  
exit out to Skyrim.

- ◇ Chest
- ◇ Potio

**B Exit to Skyrim**

Next to last encounter: vampire with rabies.

Final encounter: Three males, dozens of females, harem. Females are regurgitating blood for

the weak. They are not hell-bent on fighting the party, they have news from bats and their leader is open to joining Beowolf as a house on Hilde.

### **post game summary**

To rebut Inkeri criticism that he's a religious outsider, Beowolf undertakes the Larsbreen Glacier animal spirit trial, which has killed other Inkeri. The dragon Vecassitrix attacks the party on the glacier, and defeating him, the party receives animal spirits. The Witches' Chorus appears, answering Ord's questions about the Caliphate's Ninety-Nine gods and suggesting that Kaskar has started primordial wheels in motion by killing Lahar.

an Inkeri animal spirit for Beowolf, the party traverses Larsbreen Glacier. Suffering the effects of quinine, they are attacked by the dragon Vecassitrix and defeat him.

**treasure given out**

**to do (post game)**

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