

to do (pre game)

- stats on Keith's dragon power
- Ultimately Beowulf is going to need a map to the BIG...drop in a hint about that somewhere.
- detail out vampires
- Aeris: Maybe at this point Aeris could be contacted by the Volkens...Or, Volkens and Ishild can be in league. The last Volker power (whatever it is -- immortality?) can be held out to Aeris as a carrot for his cooperation.

Fight with Krohn, part 2

I guess we still have to fight it out with Krohn. I think the problem here was really just that Ord couldn't get off the ground -- Beowulf and the others need to take the others out the groundlings so Ord can get into flight.

Now Beowulf has remembered that he's carrying a composite bow, so that could change the dynamic.

results of Krohn fight

If the characters win:

- Krohn gives Ord information about the 99, which I will have to come up with. Presumably it will show his hand about who and where some of the 99 are.
- Krohn gives Beowulf information about guano. At this point it looks like that it about the vampire houses.
- Krohn gives Aeris information about immortality. Presumably this is about the further refined Greencake and how you do that, possibly up to telling him to go to Blackwells and fight the main Krohn for this stuff.
- **Krohn magic items? An Orb for Aeris? Maybe just a +3 orb with some flavor text? Thinking about Krohn, maybe the Orb should be related to leadership/management, immortality?**
- **Some kind of new ability for Ord's sword?**

If the characters loose:

- Ord gives up Iblis. Sad but easy enough. Perhaps Krohn gives him something evil instead, or something that would help the others in killing their 99's.
- Beowulf and Aeris each have to kill one of the 99, so he has to tell them where / how to

do this. Presumably these will be hiding out as humans in Hollin -- perhaps personalities (My immediate candidates: Gregor? Werner? "Someone at the sanctuary"? Clovis? The Volkens? -- maybe they're developing their stuff to fight Krohn. Horst? Someone on the asylum hulk? A major figure in the Anhalt Charter Company? Ammiral? -- maybe one of the poor souls they brought back from the Dowager camp. Oracle adepts? Ishild? Reinhardt?) that we know already. There would also be a distribution of them in other places, e.g., Hilde -- there'd be one or two hiding out among the Inkeri.

Krohn's Vault

The party finds a vault with 4 dials, each with the numbers 1 to 5. Looking at the vault, Kasskar determines that each time you guess a combination and fail, you'll get two pieces of information:

1. You'll find out whether your guess is less than or greater than the correct combination.
2. You'll find how many digits in your guess were correct.

For instance, if the correct combination is 1234, and you guess 1233, you'll find out that the correct combination is greater than your guess and that you have three digits right.

However, for each fail, the thief will also take 1d10 damage, which can be avoided on a DC 21 Thievery check -- no taking a 10.

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Greencake

When the party opens the safe, they find two cigar-box-sized boxes of greencake worth **150,000 gp**. Kajal suggests that that's about one year of production from a mine like this.

This is the same or similar to the amount of greencake the party found with Captain Burns in Game 004. Except now, there's no Captain Burns to take the lion's share. For a level 6 party, the Dungeon Master's Guide suggests that I give out 3,600 gp. So, this is 42 times the DMG suggestion. How would we like to handle it? Take 3,600 as gold and then use the rest of the greencake/gold for plot -- Aeris' experiments and Beowolf raising troops?

Albrecht cave

The greencake mine was north of an abandoned Inkeri settlement on the coast, called Voss. Similarly, there's a guano cave nearby, inland from an abandoned settlement further west, called Albrecht. This was a Welkin settlement. This is the second resource where the Byrthing clan

said they'd sent a party that didn't return.

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 a grassy ridge. It seems like it's too small to enter there, especially with bats flying in and out, and furthermore doesn't seem to be the entrance that was used for mining. But, as you travel further inland, you come around a low hill about 500 feet away and find an entrance there with a weathered wooden door. It looks like at one time it was locked up with a padlock, but now the padlock is gone and the door just rattles and bangs in the wind.

Ask them who they bring into the cave: Kajal? their guide? Anyone else? Gregg?

The door opens into a narrow tunnel going down. There were some narrow stairs carved here that have been worn down by decades of use. After the stairs, you find a few bodies, which look like they were Welkin workers when this was a working mine. If the party examines the bodies, it looks like they were killed in a fight. They have wounds from weapons and bites.

more generic rooms here

After a while they think they hear some painful moaning coming from a certain direction if they pass a perception roll. They think from the other direction there's the strong rancid and ammonia, they think that other direction is the main bat/guano cave.

work room

If they go there, they find an Inkeri dying of rabies (health check DC 20 to figure that out). He's incoherent and lethargic, his eyes are puffed up...and he has bite marks on his neck. He'll occasionally scream intensely, gripping his head with both hands and writhing on the ground. He's wearing the insignia of the Byrthing Clan, so this must be one of the guys Byrthing clan sent who didn't return.

there are other bodies here too, of people who have already died. Some others are also from Byrthing Clan, but also folks who are wearing more pedestrian clothes. Some are wearing black pants without shoes and clean white buttoned shirts, open down the chest. Others are wearing that but with gold colored robes over them. They all have bites if you look at them.

After they see this, they notice the door has stopped rattling, and they're attacked by ravenous vampires.

rabies vampires

These guys should have both vampire (neurotic?) and rabies attacks.

manic attack

Basically an extra basic attack -- recharge on a 5 or 6.

rabid bite

This can be a grappling attack where the character has to save to get it off. If on for more than one round, the target contracts rabies.

I guess the major independent plotline going on here is that rabies is spreading through the vampire houses.

guano room

The characters at first are struck by the rancid, ammonia smell, and the noisy and hectic activity from the bats. But, it's the time of day for the bats to be flying out, and as the bats empty out, the party sees a quite figure dressed in Inkeri gear high above the cave on a ledge. He's looking at the characters and then he turns and goes into a tunnel.

The characters can find a ledge that goes up there, it looks like it's been used frequently because there's a track in the guano. When they get up there, the scene isn't actually radically different than the work room, with lethargic Inkeri and vampires there, some sick. A vampire dressed in black pants, an unbuttoned white shirt, and an open gold robe introduced himself as Desmond. He introduces himself as the leader of Diamus House. He says that bats coming in over the coast told him that they party was near.

He says that in the past the vampire houses have kept a low profile in the guano caves, letting the various houses mine there, but that a rabies epidemic has changed that. However, the rabies epidemic is going to burn itself out, and the vampire houses are still a strong force on Hilde. Desmond tentatively offers Beowulf an alliance to help recover the guano on Hilde for the Inkeri and otherwise help win the continent for him.

"Cleaning up bat droppings should be done carefully, as the dried-out guano carries dangerous spores for years even after the bats are removed and may contaminate storage items in attics and crawl spaces."

Names for vampires: Desmond, Phyla, Diamus.

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

In this sizable cave, where restless spirits dwell, you must navigate these winding passages. In the central chamber, you can obtain a unique skill offer to join you as a Follower.

You will find some gear in these burial passages.

Some gear

Some gear

Some gear

In the chamber's upper walkways and discover the side or from behind to avoid

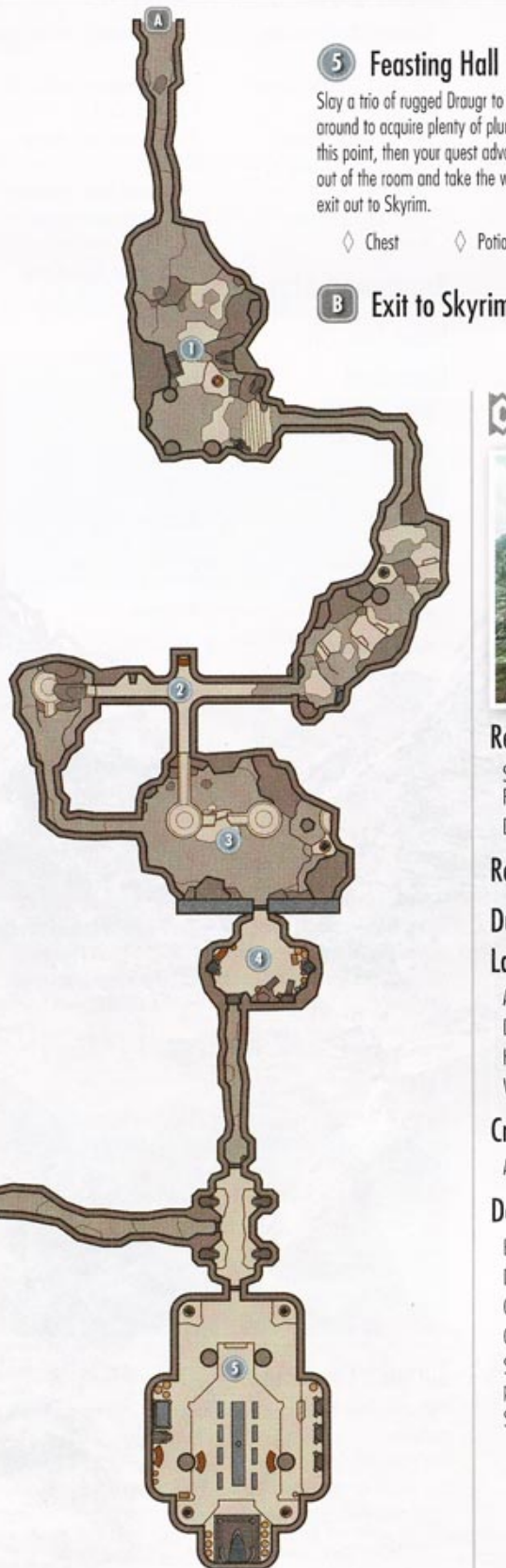
Notes

In the standing sarcophagus in this small chamber, you will find a Skill Book on a shelf. If you're in the Chamber of Death, then this is as far as you

◇ Chest

◇ Potions

◇ Loose gear



5 Feasting Hall

Slay a trio of rugged Draugr to clear the way around to acquire plenty of loot. After this point, then your quest advances out of the room and take the way out to exit to Skyrim.

◇ Chest

◇ Potions

B Exit to Skyrim



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first encounter: they're seeing a few bats here and there when they come on generic male
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. They apologize that the rabies infested vampire attacked them. Maybe they want the party to help put down some rabies infested vampires.

Leutwin

As the party is finishing up with the vampires, a desperate Inkeri warrior comes into the harem. He looks from person to person, then seeing Beowolf, rushes up to him says breathlessly that he has important news. He says that Beowolf had brought 50 or so Inkeri warriors along on the expedition, but now Leutwin has turned them against the party. In addition, he's marshalled warriors from the nearby Inkeri clans, the Snekke, Drekkar, and Skeid, and even some Welkin warriors from the nearby town of Albrecht. Altogether, about 500 men have assembled outside the cave, and now they're executing a manhunt for the party. They're at both the entrance and the bat hole, and they're preparing to send parties in and flush Beowolf out.

The messenger says a lot of Inkeri politics and leadership are determined by single combat, but that doesn't seem to be the model that Leutwin is following. It looks like it's 500 vs. the party.

post game summary

Rallying, the party defeats Krohn and takes 150,000 gold worth of greencake from the mine. Continuing to the guano cave near Albrecht, they meet the vampires of Phyla House, who have been decimated by a rabies epidemic. Leutwin turns the Dempster Sea Inkeri clans against Beowolf, and they trap the party in the cave.

treasure given out

to do (post game)

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