

questions for players

- The party defeated the resurrected Alaric Voker and Harlkan Voker in the City of the Dead. What if anything did they do with the bodies?

Aeris

- Aeris gets an indestructible phylactery -- it a mote in a spacetime bubble -- they fight the Volkens to get it? Or Ammiral? Maybe it's a part of the meteoroid he found before. Maybe he was already attacked the Volkens for it, so he's ready to fight for it. they could go to the admiralty building to fight Ammiral there -- that could be a good adventure.
- Causing more chaos: does Aeris want to free the divine prison?
- Aeris becomes a lich; while dead he discovers a spell he can use to firestorm hollin
- Aeris burns down Hollin; or maybe he unleashes silvermotes on Hollin; then raises the dead under his control. Maybe he should do this from Apogee or highhill. Does anyone stand against him from another high spot in the city -- maybe Wren. Maybe he needs some kind of magic amplifier (personal item or device from the Volkens) to raise so many undead. Maybe some kind of engine that takes in green cake and then does it.
- Aeris pays back his fellows by dividing up Hollin. He has already promised the Oracle to Ishild.
- Critical spaces in Hollin for them to take:
 - Mythical: Apogee, Lofton Castle, High Hill, Oracle
 - Modern: Admiralty headquarters, ACC headquarters
 - Factions come out against aeris to defeat: Witches (Wren), Oracle (including Volkens), ghosts, vampires, good fairies
- How does his brother reenter the story.

to do (pre game)

questions for players

recap from last time

Last game:

Aeris resurrects his brother Jaris in the harpooner Eldred's body, then murders their parents and brings them back as undead. Aeris, Kasskar, and new allies Kane and Treasach free Pendragon from Dule Tree Prison. There, Aeris betrays Kasskar to the

Hobnail kingpin Horst and his men. The Hobnails beat Kasskar into unconsciousness, but Kasskar's animal spirit, the dragon Marwolaeth, appears and destroys them.

Kasskar

We'll assume that Kasskar stays unconscious in the tunnel under the river, until the main party's thread picks up again.

I guess Kasskar could "upgrade" his clothes to Horst's clothes. Horst would have an item that helps improve his charisma. We also learned that Horst critic often, so maybe an item that gives him an extra chance of a crit. -- maybe specifically against betrayers, which he could then use on Aeris later.

Actually Kasskar should be able to claim some kind of reward for killing Bering.

What did the hobnails give Aeris for selling out Kasskar? Something that Bering found when he dumped Beowolf's parents in the divine prison -- a skeleton key from there.

Tresach attacked by someone who was screwed when he sold out

Could actually be anyone.

Ishild's plan

I assume that Aeris and the evil party now go to talk with Ishild about Aeris becoming a lich.

Ishild that says before they can perform the ceremony turning Aeris into a lich, Aeris needs to choose a phylactery. He says that his own phylactery, the silver ring, dates from when he became a lich almost 500 years ago. He says his ring is effective, allowing him to reappear after being destroyed, but the ring itself could be destroyed. So since becoming a lich, he's been researching a way to make an indestructible phylactery to make himself truly immortal, so he can suggest a way to make an indestructible phylactery for Aeris.

Ishild says that while a few indestructible materials are mentioned in legend, none has ever been found. Further, even if an indestructible material could be found, they would probably have no way to craft it into a phylactery.

Instead, he suggests that they build an indestructible phylactery using a theory of space-time that he has developed over the last few hundred years. He says that in this theory, mass bends space-time to attract other objects -- an effect that we know as gravity. In theory some objects

could be so massive that they bend spacetime back on itself, so that nothing -- not even light -- could escape the objects' gravity. But imagine if we could do the opposite -- bend space-time so severely that it deflects any object rather than trapping it. Literally nothing would be able to penetrate the object's space-time shell.

He says that Harlan Volker had developed his own theory of space-time, which he used against the party to bend space-time, create a space-time bubble, and create a space-time boundary. To create these effects, he had some material that could bend space-time out of proportion to its mass.

Ishild believes that a perfectly spherical piece of this material would create an impenetrable space-time shell like he described. Unfortunately, there's no way to craft a sphere to the required precision. Instead, Ishild proposes that they get the small piece of the material, then make it spin and precess at extreme high speed -- effectively creating a sphere that way. Once the shell forms, the piece will spin forever inside the frictionless shell.

So, Ishild says Aeris should find out what this material was that the Volkens had and get some.

The Volkens

When Aeris returns to his building in the City of the Dead, he finds Gerholt Volker there. Gerholt has collected Alaric and Harlan's bodies together on the first floor, each under a white sheet, and he is sitting near them. When Aeris come in, he stands up respectfully and says that he's Gerholt Volker, and asks if Aeris would allow him to take Alaric and Harlan's bodies. If Aeris agrees, he motions for three henchmen to carry the bodies to a covered wagon outside.

Glancing towards Alaric and Aeris' equipment there, Gerholt tells Aeris he'd like to talk to him as a scientist. He says that Aeris' experiments raising and controlling the dead, and Alaric's experiments controlling the dead with brain probes, are closely related. But, Aeris's work is superior because Alaric's raised dead didn't have souls like Aeris' -- Alaric's raised dead were just puppets.

Now looking directly at Aeris rather than the equipment, he continues saying that although Aeris' raised dead have souls, Aeris hasn't actually created a *new* being. He says that obviously a newly married couple can create a new human being, and inexpensively too, but has Aeris ever thought about creating a new *soul* from the nothing, how fascinating that would be? At this Gerholt becomes excited, and reaches for his knapsacks. Fumbling a little, he takes out two jars. The first has an apparent embryo in it, and Gerholt awkwardly explains that this embryo isn't a new soul. Rather it's an intermediate experiment -- a gestating baby without a soul. He puts it aside without interest. Instead he holds up the second jar. It has thick copper caps and electrical leads on each end, and is full of fluid with a few sparkling particles in it. He says this is a new soul he created in the lab, using a recipe of alchemy ingredients and electricity that he

devised.

Gerholt considers the jar and the soul inside for a moment, then says that once he'd created a new soul, it occurred to him that a god -- meaning a *real* god -- is really a kind of soul. Would it be possible to create a *god* in a jar? He reaches into a second knapsack and pulls out another jar. This jar also has copper caps and electrical leads, but the copper caps have been ravaged by electrical burns and partially melted. Inside there's a cloudy green liquid with a fleshy, malformed thing inside. It smells like burns, ammonia, and most of all greencake. Gerholt says that after many sleepless, frustrating nights, he succeeded in creating a god in this jar. At first the god was incorporeal like the soul in the other jar, but within a few hours the god soul had created this disturbing globster as a material form to inhabit in this world.

He wonders aloud about the god. It's created out of nothing, so even existence is alien to it. It's blind and deaf, so it knows nothing except it's own consciousness -- does it dream? But it already has immense power.

He puts the god-in-a-jar down on a table carefully. He says the god has grown well, but he absorbs power from the environment around him, and its growth will soon be retarded. The god in the jar needs more power to grow to its full potential. So, I'm planning to retake the Oracle, where the power of High Hill is most concentrated. He says he believes that Aeris wants to attack the Oracle as well, and he proposes they work together.

- If Aeris asks, he tells him that Harlan's space-time material was a piece of the meteor Noreste, which Ammiral brought back from Hilde. Harlan attacked Ammiral at this home and took part of Noreste, and Ammiral moved the rest of the meteor to an undisclosed location under guard. Between Harlan's attack and the admiralty civil war, he expects the rest of Noreste is guarded very well indeed.
- If Aeris agrees to cooperate with Gerholt, Gerholt concludes by saying that Beowolf, Kasskar, and Ord killed Alaric and Harlan, and he's planning to have his revenge on them. Could Aeris tell him where they are?

Burns

It's easy enough to find out where Burns is. If the characters go to him, he tells them that Ammiral moved Noreste to the admiralty's Morning Star Observatory in Hollin, where admiralty marines guard it.

He says that he's often thought of Kasskar's support that night in the sleeping deck of the Hedgepeth, when he first discovered Krill was a witch. He says he could use Kasskar's help now in his fight against Krill, and asks Aeris where Kasskar is.

Morning Star Observatory

It's the vacuum tube telescope.

Enemies they meet there:

- Ammiral?
- Admiralty marines
- astronomer, astrologer with spells

Congreve rockets

Explosive, shrapnel, incendiary.

Human Archer		Level 5 Artillery
Medium natural humanoid		XP 200
HP 49; Bloodied 24		Initiative +4
AC 17; Fortitude 16; Reflex 17; Will 16		Perception +2
Speed 6		
Standard Actions		
① Club (weapon) • At-Will		
<i>Attack:</i> +10 vs. AC		
<i>Hit:</i> 2d6 + 6 damage		
Ⓜ Crossbow (weapon) • At-Will		
<i>Attack:</i> Ranged 15/30; +12 vs. AC		
<i>Hit:</i> 1d8 + 8 damage		
⚡ Bullseye Bolt • Recharge ☒ ☒		
<i>Attack:</i> Ranged 15/30; +12 vs. AC		
<i>Hit:</i> 1d8 + 8 damage and the target is dazed (save ends)		
Str 13 (+3)	Dex 15 (+4)	Wis 11 (+2)
Con 13 (+3)	Int 11 (+2)	Cha 12 (+3)
Alignment unaligned		Languages Common
Equipment club, crossbow, crossbow bolts (20)		
H3 Pyramid of Shadows		See Compendium

Human Ambusher	Level 5 Skirmisher
Medium natural humanoid	XP 200
HP 60; Bloodied 30	Initiative +7
AC 19; Fortitude 17; Reflex 18; Will 16	Perception +2
Speed 6	
Traits	
Combat Advantage	
The human ambusher deals an extra 1d6 damage on melee and ranged attacks against any target it has combat advantage against.	
Standard Actions	
① Mace (weapon) • At-Will	
Attack: +10 vs. AC	
Hit: 1d8 + 8 damage, and the human ambusher shifts 1 square	
② Dagger (weapon) • At-Will	
Attack: Ranged 5/10; +12 vs. AC	
Hit: 2d4 + 8 damage	
‡ Dazing Strike (weapon) • Encounter	
Requirement: Requires mace	
Attack: +10 vs. AC	
Hit: 1d8 + 8 damage, the target is dazed until the end of the human ambusher's next turn, and the human ambusher shifts 1 square	
Skills Stealth +10, Streetwise +7, Thievery +10	
Str 11 (+2)	Dex 16 (+5)
Con 12 (+3)	Int 9 (+1)
	Wis 10 (+2)
	Cha 11 (+2)
Alignment evil	Languages Common
Equipment leather armor, mace, dagger x4	
H3 Pyramid of Shadows	See Compendium

http://en.wikipedia.org/wiki/Congreve_rockets#Design

The rocket was made up of an iron case containing [black powder](#) for propulsion and a "cylindro-conoidal" warhead. The warheads were attached to wooden guide poles and were launched in pairs from half troughs on simple metal [A-frames](#). The original rocket design had the guide pole side-mounted on the warhead, this was improved in 1815 with a base plate with a [threaded](#) hole. They could be fired up to two miles, the range being set by the degree of elevation of the launching frame, although at any range they were fairly inaccurate and had a tendency for premature explosion. They were as much a psychological weapon as a physical one, and they were rarely or never used except alongside other types of artillery. Congreve designed several different warhead sizes from 3 to 24 pounds (1.4 to 11 kg). The 24 pounds (11 kg) type with a 15 foot (4.6 m) guide pole was the most widely used variant. Different warheads were used, including explosive, [shrapnel](#) and incendiary.

The rockets were launched using a [flintlock mechanism](#), triggered by pulling a long cord.[7] They were manufactured at a special facility near the [Waltham Abbey Royal Gunpowder Mills](#) beside the [River Lea](#) in [Essex](#). [8]

Treasure

Ammiral would have other treasures down there from his travels -- what?

post game summary

Morning Star Observatory

Ishild suggests that before Aeris becomes a lich, he could build an indestructible phylactery using Ishild's theory of space-time and a piece of the meteor Noreste. The party tracks Noreste to the admiralty's Morning Star Observatory. There, Aeris convinces Ammiral to give him the meteor for an experiment, but marines who lost their shirts when Treasach took a fall recognize him. The party defeats Ammiral and his marines. The party tracks Gerholt Volker to Meade Hospital, and he proposes that they attack the Oracle together.

Ishild suggests that Aeris build an indestructible phylactery using space-time theory and the meteor Noreste, and Aeris' party tracks Noreste to the admiralty's Morning Star Observatory. There, they defeat Aeris' old ally Ammiral and his marines, who recognize the dirty boxer Treasach. They find Gerholt Volker at Meade Hospital, and Gerholt claims to have created the soul of a new god in a jar.

treasure given out

to do (post game)

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