

Hollinsheds: stolen baby Luna, wife Mia, husband Luther

Shaws: stolen baby Flora (2 years old), husband Giles, wife Zoe.

Parja, Secretary of the Admiralty and Keeper of the Lion's Mouth

Volsteads: baby Violet, wife Leona, husband Yorvick

Gregor the Naturalist - lab in Braddock; his friend Barley, who's a fairy changeling living in the city

Penance Stone in the Chapel of Ajana; touch to dispel guilt

Merrick - maintainer at the Chapel of Ajana

Ring of Greater Pulchritude: +1 to your CHA bonus; can cast Charm Person or Dominate Person 1 time / day

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To go from Dunham to Lofton, you can take Mendes Street from the Roundabout north to Quay Street, then follow Quay Street along the riverside to Market Street in Braddock. Along Quay Street in Dunham, you see the hectic Admiralty shipyards. There, a dozen ships under construction tower over the street, including the Admiralty's new flagship, Harbinger. The shipyards are industry on a modern scale. You know that, if needed, the shipyards can focus to build and launch an entire common warship in one day.

As you follow Quay Street out of Dunham into Braddock, commercial docks and warehouses replace the shipyards. People here seem to be more working class, including lots of foreign sailors, and peddlers catering to them. Here you see the Stiles and the Intractable, which are asylum and prison hulks respectively, that have been berthed here since before memory.

You reach the intersection of Quay and Market in Braddock, which is the heart of Hollin. From here Market Street goes south past the open market, called the Shambles, and the ancient Mooncalf hotel, eventually leading to the City of the Dead. Market Street also goes north to the old town, Lofton, crossing the river on a high pedestrian bridge.

As you turn north on Market and cross the bridge, at the high midpoint, you can look down into Lofton - an old medieval town now reclaimed by forest. Among the overgrowth you can still make out that Market Street continues north through Lofton, and is crossed by another major avenue that leads west to the abandoned Lofton Castle. It looks like about 2 miles from the bridge where you are. In the distance, Lofton is bordered on the north by two high granite cliffs, one on your left and one on your right.(edited)

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Gertie and Theolonius, street urchins looking for wormwood and love-in-idleness in the Lofton overgrowth, to sell to the apothecary Chambers back in Braddock.(edited)

Silvermotes: On the ground off the road but nearby, you see a red insect about an inch long crawling out of the ground, struggling to do so. It has a narrow forebody with six black legs, and a more bulbous rear section. It climbs a few feet up a tree's trunk, then seems to attach itself there, and then moult. Its skin breaks apart and a silver bug emerges. The red shell left behind is kind of creepy, it's a skin shell that looks like a complete dead insect, with its own legs and everything.

Monument of Ulm: The Circle says it's a suspected Coven location at city wall gate between Braddock and the City of the Dead.

Aurelian and Aurora: fairy king and queen at the Circle.

Laurel: a Coven witch who's actually a fairy changeling and doesn't know it.

Ishild: The lich Ishild was working on a Detect Fey spell for hundreds of years. He held the fairy Ivy imprisoned for hundreds of years and was using her to learn about fairies. He used to have a secret room at the Mooncalf hostel but they don't know where he is now.

Kasskar

Whipsaw: the bar with the underground bare-knuckle boxing ring, which Kasskar says is the "kind of place" where the Black Cabaret might perform.

Cankerblossom: the MC at the Black Cabaret.

Cankerblossom sings a song about how he and his friends murdered the second-to-last Master of Revels and dumped the body off the Thoroughkill bridge.

Duchesses of the Wake: 3 harpies who are arch-duchesses in hell and rule the harpies there.

Duchesses of the Wake: Golnaz (killed at the Chapel of Ajana), Ursula (fighting the party at the Black Cabaret), and Hecate.

The Girdle of the Cool Appraising Stare: gives the wearer +1 to their CHA bonus, has 1 charge that is renewed at dawn each day and allows: the wearer can expend the charge to cast Suggestion or Silence.

Kasskar: Keith's "enforcer" PC from the original campaign, created a successful trade business after the campaign using his ship the Wayward, and now owns enough stock in the Anhalt

Charter Company to be a mover on the Company Board. So, he has a hand in both the underworld and the above-board corp world. See "Kasskar" here:

<http://www.city-of-hollin.com/party/index.html>

Cankerblossom's Counterpoint spell: as a reaction, interrupt any spell that's a song, and replace it with your own spell, by beating the caster in a Performance ability check contest. See PH p. 174, Ability Checks, Contests.

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Thanks for Keith's Urchin background, the party moves to Keith's Monument twice as fast as you normally would.

You travel west from the Whipsaw bar where the Black Cabaret was, on Quay Street, until you return to Market Street. The Mooncalf hostel where you talked with Kasskar in the afternoon, and Braddock's Shambles open-air market, are there at Market and Quay. Shops here tend to cater to sailors, like one that sells ivory artificial limbs for amputees.

You turn north on Market toward the City of the Dead. After a mile on Market you reach Foundling Gate in the ancient city wall, which the city outgrew a thousand years ago. After another mile and a half, you reach Red Gate in the newer (but still ancient) outer city wall between Braddock and the City of the Dead.

Ulm's monument and the monument that Hughe Lane maintains are both in the Red Gate courtyard, on the Braddock side. There's also a community brick oven there and the courtyard is crowded with folks waiting to bake their bread.

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Ulm started the trading house that introduced both whaling and opium to Hollin. The young Ulm was a golden god of a harpooner, and he landed his harpoon Hosingen in the primordial bull whale Huhner. But Ulm couldn't finish Huhner off, and Hosingen is still in Huhner's side, waiting to be recovered by an even greater harpooner who can bring the immortal whale down.

The Shank of Banishment is a hand-sized chunk of obsidian, chipped into a wedge. A fine, cruel-looking edge has been chipped out along one side for slashing, and there's a fine point at the end for stabbing. There's no hilt. It functions as a +1 dagger that crits on a 19-20. Once a day, on hitting a target, the bearer can cast Banishment on the target as a bonus action.

The Blade of Inflict Wounds is a hand-sized chunk of granite, chipped into a wedge. A fine, cruel-looking edge has been chipped out along one side for slashing, and there's a fine point at the end for stabbing. There's no hilt. It functions as a +1 dagger that crits on a 19-20. Once a day, when you damage a target with the Blade you can also cast 3rd level Inflict Wounds on your target as a bonus action.

Hollin spell tomes are typically bound books with 1 or 2 pages being the actual spell, and the rest of the book logging the research and experiments performed developing the spell, and the ongoing history, lore, and apocrypha of the spell. Often loose notes are glued or stapled into the tome like a scrapbook. Developing some spells requires a wizard's entire career, or multiple wizards' careers, so the books can grow to hundreds or even thousands of yellowed pages.

Spell tome of Black Lung. Make a ranged spell attack. On success, the target can't breathe and is incapacitated for 60 seconds. The spell ends if the target makes a CON save.

Spell tome of Death Spiral: Pick a point you see within a range of 120 feet. Any target within a 60 foot radius of the point fails all Death Saves for 60 seconds.

Scroll of Hex.

Scroll of Mind Wipe. Causes total and permanent amnesia in the target.

Lich: Ishild, pronounced "Is-hild"

The spell components in the spell lab are the material components from the spells on pp. 274-275 of the Players Handbook.

Annabelle, Beatrice, Clementine: the 3 dangerous witches the party fought in the Catacomb spell lab.

Astrid: the lady of the Coven who has the Penance Stone.

Annabelle had:

Talisman of Ajana: a pendant of iron crudely fashioned into a miniature representing Ajana. Gives the wearer +1 to AC.

And Beatrice had: Ward of Ajana: a pendant of iron crudely fashioned into a miniature of Ajana. The wearer can cast the Shield spell as a reaction once a day.

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OK, let's say for the last encoded spell tome that it's a spell tome of Paralyze. Basically you can cast it with a standard action, and the target is paralyzed unless they make a CON saving throw.

To use it though, you'd have to have time to copy it to a scroll (or for wizards) to copy it to your spell book.

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Laurel says that Carver House is a Hollin trading house that controls the import of guano. The Admiralty uses guano to make gunpowder, so Carver House has become very wealthy and even has a seat on the Anhalt Charter Company board. Carver House's board member is named Lena. Lena's current role on the board is the Advocate, who can call a trial on anyone in Hollin.

However, Carver House has long been controlled by the Coven, and Lena is actually Astrid.

The board's weekly meeting is right now, so if you hurry to the Great Council Palace in Dunham, you might find Lena/Astrid there.

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