Notes

**Some Pre-Game Stuff**

Give Chris the rundown on his rune and make him decide if he confesses to Phil or not.

Ask Dan to think about why he is seeking out artifacts. Who is he trying to impress? Does he have rivals in the family? Is he also seeking runes?

**Situation**

The group is returning to Golmut from their adventure in Mitras’ Tomb. They have successfully recovered God’s Hammer and it is unclear what they will do next. Here are the various loose ends and encounters to pull from this evening:

**Chris’ Shield Is Damaged**

This one is pretty easy. Last combat, you described damage to Chris’ shield. Tell him it is worse than he originally thought and the shield will have to be repaired, or risk breaking in subsequent fights. A repair roll (DL 9) or a few pennies to a smith ought to do the trick.

**Dan Wants a Library**

The DL to examine God’s Hammer is 16. Dan can get a bonus if he has a library nearby. The closest suitable library is in Salem.

**Phil is Looking for Herbs**

Some new herbs for Phil to find:

* ***Hednik (DL 12)*** – A brownish moss that is brewed into tea. Cures stomach ailments and nausea effects – even magically caused ones. Found in bushes of 2d4.
* ***Miner Mint (DL 12)*** – Chewing this bitter plant makes the skin sensitive to the slightest breeze. Those who consume Miner Mint always know from which way the wind is coming, no matter how slight. Found in patches of 2d10.
* ***Sunkiss (DL 14)*** – A bright yellow and white flower that is rubbed on the forehead of the individual. Used as a blessing by some priests. Gives a +1 to the next blessing, ceremony or theology roll made that day. Found in patches of 2d4.
* ***Zett (DL 17)*** – Allows a mage to meditate twice in a single day, but they sleep poorly and regain only 1d4 levels that night. Found in bunches of 2d3.

**Narval Potbarb – Goblin Alchemist**

On the way back from the tomb, the PCs will come across a goblin, wearing Bostonian clothing, muttering over a large, ornate pushcart with a broken wheel. When the goblin spots the PCs on the trail, he will grab a couple of items from the cart and back warily into cover. Once the PCs get closer, if they are not threatening, or Narval can see their religious regalia, he will try to talk with them.

Narval is an alchemist and this is his combination travelling store and alchemy lab. He is on the trail here, looking to collect some reagents. Unfortunately, he brought his cart with him (which he always does) and its wheel has broken. He would be very grateful for a repair, or for the PCs to just protect his cart while he gets some wood to affect a repair of his own. If treated well, he will likely give the party 200p worth of potions for their trouble.

Narval’s normal slate of potions is as follows:

* ***Smoke Bomb (75p)*** – Creates a cloud of smoke 5” in diameter that is opaque to all sight. Lasts for 6 rounds.
* ***Hideous Stench (150p)*** – in book
* ***Forever Ink (100p)*** – in book
* ***Bad Breath (200p)*** – in book
* ***Eagle Eye (150p)*** – Gives +2 perception for 2 hours.
* ***Pain Reliever (60p)*** – in book
* ***Dirt (35p)*** – Gives a +1 to hit points when shaking-off damage for one day

If asked, Narval will indicate that he is interested in alchemical reagents and will buy any gaunt eyes, or other alchemical bits the group may come across. He frequents Salem and so the group should look for him there in the northern neighborhoods (where the non-humans typically reside).

**Lady Riga is Showing**

The party will arrive in Golmut in the morning and hopefully check in on Lady Riga. If they do, they will find her in the town hall turned manor house. A servant will ask them to wait as the lady is “currently indisposed”, but in the distance they might hear her retching (morning sickness).

The lady is in her third month of pregnancy and is showing a small belly. She has discarded her tight-fitting armor for a loose dress. She is in good spirits and is happy to see the PCs.

She indicates that the town’s rebuilding is going well and people are getting back to normal. However, the Hunter’s Lodge was depleted in the attack. The hunters were an important aspect of the economy and the militia and she would like to recruit some people. To that end, she was going to send Axe, the de facto leader of the lodge to Salem and the nearby villages to see who he could find. She wonders if the PCs were heading back that way if they would perhaps accompany Axe on his journey.

**Emily has a Dream**

Emily wakes up in the middle of the night to an uncomfortable heat and the burning of smoke in her nostrils. The house in which she is staying is ablaze.

If she looks out the window, she will see a horrible fire; the whole town is ablaze. Most striking are the three windmills on a nearby hill, their blades still turning as they burn. (Note: there are no windmills in Golmut, but there are in Great Mills).

As she makes her way out of the house (perhaps jumping), or as she searches the house for victims, she will hear a child calling, “Ani, Ani” (this is what her twin Elias called her). In one of the rooms, she will see a boy reaching out to her, his legs trapped under debris. ***For some reason, her eyes come to a chain around the boy’s neck. It is a gleaming gold chain with a small ruby charm.***

When he sees her, he obviously knows her and calls to her “Ani, you found me. Help me up!”

When Anja grabs the boy and starts to pull him up by his shirt, part of the ceiling collapses. The boy is buried in flaming debris and a beam comes crashing down and slams Anja square in the chest. She loses her grip on the boy and is knocked clear. However, her hand got hooked on the boy’s chain and as she falls she notices it in her hand.

Soon, she hits the cold water and her breath is taken from her. The necklace slips from her hand as the consciousness slips from her body…

**News of the Burning of Great Mills Reaches the Party**

Make sure the timing on this is correct…. It should be about 6 days after the dream.

Depending on whether the group travels south or remains in Golmut, have the group meet up with some refugees, travelers, or just overhear gossip that the town of Great Mills was burned to the ground (on the same night Emily had her dream).

Witnesses say some kind of spirit was at the center of the disaster, commanding lesser fire spirits to do its bidding and set the town on fire. The spirit was humanoid, but covered in flaming wrappings, or bandages, and could hurl flame and cause it to move at his command.

(Of course, this is Elias who has gone batty and bound Fire Winder in an attempt to burn everyone he blames for his predicament.)

**Axe is Heading to Salem**

As stated by Lady Riga, Axe is heading to the city to see if he can lure some hunters or trappers north.

If he meets the PCs in town, he will ask them to share a drink with him and toast his old comrades.

**On the Way to Salem**

If PCs do accompany Axe back to Salem, they will have an encounter with a pack of 4 gaunt. The gaunt have a nest in a nearby rock outcropping and have taken several travelers.

Treasure: Pouch with 250b and 62p, 1 silver ring (40p), a scroll with a single cast of a teleport (up to 1 km) on it – requires artifacts or rune knowledge (DL 14) to understand enough to use.

**Father Bones**

Hopefully, someone will decide to visit Father Bones while the party is in Salem. If they do… they will barge in on the final moments of an assassination.

Bones is bleeding and near death. The window is open and the perpetrator has presumably jumped to freedom.

If the PCs rush to the window, Bones will grunt and motion them over to him. “Dear God, they’ve started.” Then he grabs the PC’s arm, “The sun… 674… hurry”

There is a giant bronze sun decoration on the wall of Bones’ room. Touching the tines of the sun in the order 6, 7, 4 will open the safe behind. In the safe is a silver holy symbol and a ratty, damaged book.

Then the whole place bursts into hot, scathing flames…