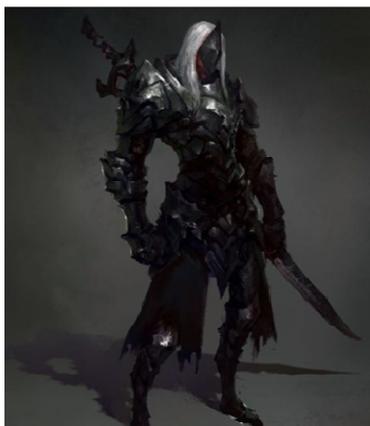


Chapter 2 - Part 4 Trials and revelations

As the party awake ... Some later than others ... A discussion ensues. Should the party more vigorously investigate the Chymic works? Thallan reveals he can grant the power to fly, certainly useful for such an endeavour ...



In the end, it is decided to let the morning court case play out. The party head for the morning session. Koichi takes a place in the gallery. Wingnut remains outside.



The case begins, the prosecution present their case first. The sisters are called to give an account of what they saw.

It was terrible I tell thee. The children of the village all vanished one by one, only to return as hideous wee ghosts. Haunting the village did they, but then one day the true culprit could be seen - that terrible beast of Lapidstadt, came in the village bearing wee Ellsa in his arms - laughing all the while was he. We set upon the thing with vigour, but it escaped us all. But those poor innocents, they continue to haunt the village - not content are they till their murderer be dealt with.



I call my partners to prepare the defence.

Thallan begins his speech with eloquence. Pointing out the flaw that there is no witness to the deaths.

We have discovered the truth!

... he beckons to Alise to tell the tale ...





“Thank you Thallan, lady and gentleman of the court this was indeed a tragedy, the loss of these poor children and the seeming culprit on whom blame can rest. But these children, I will tell a tale which will tell that the beast is not to blame but that the culprit is known and shall be revealed in time.”

< Murmurs echo around the courthouse >

“The fine sisters told us that harrowing story of the beast returning a child to the village cradled in his arms. You can ask why? Not the heinous violence but the act of returning the body, why would the beast return the child? Of course there is one here who may know. Beast?”

< Alise addresses the beast >



Are you addressing the beast?

“In a manner, Sir the question stands, why did you return the poor girls body to the town”

Ellsa...Ellsa. I lived there, hermits tangle by the lake. And Ellsa was friend, but the children were killed by a ghost...one who stole their souls and walks at night. I found Ellsa, she was dead, so I brought her to the village but they chased me with fire and screams.



“I hear your calls, this is not happiness, but grief. Now we turn to the final supposed act... the tragic loss of Karen. If the timeline that we received is to be believed, poor Karen’s death occurred 2 full days after the beast was driven from Herkstag. How could he do this when driven away.

On further investigation of Karen’s room, there was no damage to the window. It was locked tight, there are no marks to show forced entry. So how when driven off, could the accused have committed this crime?”



< Alise tells the story of the defeat of the wraith. With oratory prowess! >

“There is no way this beast could have done this and the true culprit has been found and dealt with.”

Meanwhile, outside, Wingnut looks for trouble ... And finds it.



With snide indifference, restrained urgency and stylish élan, he saunters haughtily toward the punishing man. The muscles in his calves quiver with each step as he treads, lightly but purposefully toward his place of destination. Reaching the anthropomorphic monstrosity of brackish timbers, the sound of a zip echoes across the boulevard. From his trousers he withdraws what can only be described as a monstrosity, best held with two hands. A steaming lukewarm stream of urine proceeds from the gargantuan serpent, splashing upon the musty earth.

Crossbow bolts are levelled at him and he steps down. The crowd yells, “he disrespects our dead.”



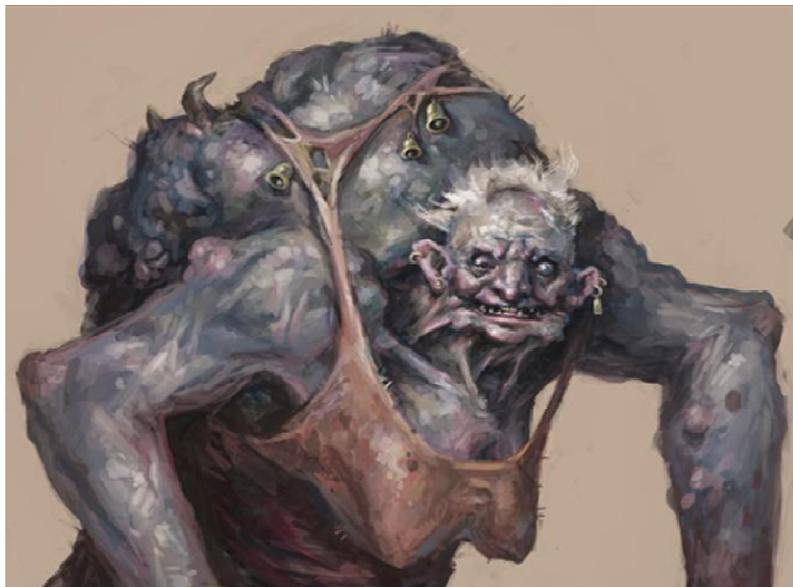
The atmosphere outside the courthouse is ugly as members of the court begin to file out. Jeers, threats, and insults fill the air, directed not only at the Beast but to Gustav and his defence team. A flute is playing a beat behind the crowd somewhere.

The flute playing is very familiar, similar to the piper of Illmarsh from the prison in the last chapter. Wingnut stealth's away to follow. The militia disperse the crowd, a few murmurs of 'we'll be back to-night' are heard.



Pharasma may judge a monster to be an angel or a seemingly righteous man, wicked. Such is her wisdom.

Wingnut follows the hunchback to a small house. Unclothed the creature looks a bit different.



Wingnut watches from outside. The woman gives a reading to a visitor.
He then heads back to the others at the courthouse.



Service to Pharasma covers this land yet her servants travel their own paths. The lady of graves directs her oracles as needed.

Pharasma calls us all home, eventually, but what people do before their time... can ... vary.



The third crime the Beast is accused of is the arson attack on the asylum of Sanctuary on Karb Isle, which resulted in the fiery deaths of Sanctuary's administrator, Doctor Brada, and all of his patients, and the blinding of the doctor's assistant, Karl.

The party head to Karl's cottage. Karl is happy to have visitors.





Come in please, sit yourselves down. Have a drink and something to eat, please, I insist!

Please, tell the tale of your ordeal



Ah yes, terrible night of fire and mayhem. The last image I saw before my sight was forever robbed of me was seeing that shambling beast escaping the burning hospital while I tried to save my beloved master. That creature was none other that the Beast of Lepidstadt I tell you.

Pray tell, how did you know it was the beast?



It was a shambling beast, the same size as the beast. What else could it have been? I know that Brada's body was not recovered from the fire, and also that ghastrs now occupy that region. Be careful I urge you.

And what method did it use to set the fire?



I didn't see. I don't know the method. Sadly many things could be used.

Was there anything else the doctor was into?

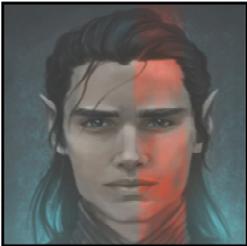


I don't want to speak badly of him but he did speak with and meet secretly with people, put him in a foul mood.

Honesty and truth will place a man in good stead for life. The dead care not once they pass Pharasmas [sic] realm.



Where I come from, information is considered a commodity; and one that should be well paid for. Thank you for your details and your company



Tamos pulls a small handful of coins from his belt pouch and leaves them next to Karl's hand on the table

Blessings be upon you ...



The party leave for the sanctuary.

Carrion Crown

The sad remains of a broken building lie on a spur of land jutting into the river. The burnt timbers of a large house sag into the undergrowth of nettles and thistles. Nature is taking back this charred ruin, as if trying to erase dark memories. Nearby, a small cluster of gravestones jut from the weeds.



Alise throws rope down hole. Wingnut shimmies down.

Ghasts are about!



The ghosts are quickly killed. Bodies are strewn about. A quick search reveals the following:

Alchemist vial with label that says Vorkstag and Grimes chymic works'

A gold belt buckles

An iron bracelet with silver filigree work depicting a moon eating an owl.

12 silver crossbow bolts

Below is found a chest. Alise chops the lock off.

Within are pages where the chymic works are mentioned multiple times.

Koichi casts talk with dead on one of the bodies.

"I had argument...with orkstag for body parts and ser...enderd. Wanted to end ... relation... Attacked by a beast many body parts of different creatures...terror!"

The party head back to town.

There is a definite mood that something is going down tonight....

The party tries to convince the town guard to put more guards on the courthouse. They talk to the captain.

They pay the captain 10 gold for 10 guards to be put on.

A crowd of around 100 village folk head toward the courthouse, the sound of the flute is prominent.

A guardsman heads off to get help.



Better to meet Pharama prepared than not... Or prepare to meet Pharama even if your time is not yet come ...

Too many rules and the greed of man constrict the willingness of men to do what is right.

THE CROWD CRIES "GIVE US THE BEAST - GIVE US THE MONSTER"

Let not your emotions place under the watchful gaze of Pharama lest you be judged!

Thallan advises Wingnut to try to silence the flute.

Alise gives a rousing speech, Koichi gives a blessing from Pharama.

Wingnut drops a tangle foot bag on the flute playing hag, seeming to do this without being noticed.

Tamos engorges himself for the battle.

The crowd disperses. Thallan pursues the hunchback and steals her flute with a cleverly crafted mage hand spell. Apparently it is time to pay a visit to the Chymic works!

