

Stuff to do

Treasure found in Bruegel: some armor that has no way to get it on or off? Maybe to do this I need to know what armor the different folks wear.

What is Aeris's deal with actually raising the dead -- can he do that yet? Or, at what level does he get that ability?

Who's character sheets do I need still?

I need to start to work Prosper's storyline in.

Make a 10th level (or so) version of Mulebeck in case Beowolf wants to fight again.

Kelly

Is "Hand of Fate" on your character sheet the Hand of Fate ritual? If so, do you have it now or will have it at level 4?

Kelly had some question like, "Am I from Hollin" or "Do I have family in Hollin?" What was the exact question? I guess we should assume Hollin was his hometown before he mysteriously appeared on Hilde.

What did the Durst and greencake sell for?

Let's have the greencake sell for the same distribution.

The original estimate was 120 gp per character. So, let's have it go for $60 + (1d10 - 1) * 20$ gp....this will vary between 60 and 240 gp. Make one of the vested characters (Steve or Keith) roll it.

We'll have the greencake sell for 150 gp per character.

And then, Ammiral will add an additional amount equal to what they got from this...He'll include the Durst doubling money for Aeris and Prosper even though they actually aren't getting the Durst money.

What treasure was found in Bruegel?

I want to see Aeris' character sheet before I decide this. Maybe it can be ironic for an evil character / necromancer.

What did Krill 2 tell Prosper?

Presumably something that would reward Prosper for being kind to him...where there is some treasure or a magic item? That sounds appropriate, since Prosper would be up next for a magic item. Or, Krill has an untouchable son at the sanctuary that needs to be taken care of? Or, he has ancestors in a crypthouse somewhere and they need to be respected by Krill, but now by Prosper as a proxy? Or, he gives Prosper a very good treasure key but doesn't tell him where it is?

I'm thinking he should tell Prosper that his family crypt is in the City of the Dead, and that he needs to go there and revere Krill's ancestors (the Hassharlans), and that he should go in and take a specific item from the crypt as a reward. It can be some special chainmail. What does Prosper have to do? Continually upkeep the crypt? Pay some of the impoverished locals a small amount to upkeep the crypt? What is the name of Krill's family to find the crypt?

Prosper also has a staff implement...but what weapons does he use?

Maybe Krill 2 buries Krill 1 on hilde and then reverts him like Krill 1 revered his ancestors.

Maybe some kind of radiant armor that puts all of the party's enemies at -1 for the duration of the battle, and causes the enemy to take damage when they miss, like Whispers of Defeat...in line with invoker's idiom?

The armor can be "+1" with some ability or at the far reach +2 with no ability.

Among the armors listed in the book, "Delver's armor" seems closest to me; or "Fireburst", although maybe for Prosper we'd want this to be able to apply to anyone in his party, not just him. "Exalted" seems good for him also -- additional healing to his healing targets...is he really a healer though?

Keith's boxing at the Whipsaw

Keith writes:

"Extortion!? I'd just be providin a service on a few special fight nights (no common blokes, only quality fighters), makin sure that certain folks get a good view (for a few coins) with not much jostlin from the riff raff (those that don't pay a few coins), and that a few special merchies have good spots to sell their wares (for a few more coins of

course). If'n called fer I may hire a couple o' bashers ta be sure the merchies are looked after an no one hassles the payin customers."

Kasskar would be watching his pennies and looking for a profit, but would be willing to ante up as much as 20gp in this endeavor (maybe more depending on the proceeds of the Hilde expedition) to acquire supplies, provide a winner prize purse, or otherwise prime the pump. He knows the streets and might have to grease a few palms. If things go well, he might try to stage a big fight for paying only customers."

promising sources for fighters

They can try the other boxing rings to see if they have any dominating amateurs like Mulbeck.
Or:

- butcher who has to handle/kill large animals
- enforcers that Kasskar knows, possibly a brothel enforcer?
- executioner
- freakshow strongman
- gang members
- grave digger
- harpooner
- lumberjacks -- keil layers
- navy marines, or possibly navy marine deserter
- press gang members
- prison guard

boxer mental images

- I've saved a few good photos on my machine.
- Patrick Stewart.
- Vin Diesel.
- Caliban from the Tempest movie.

boxers

- Brainard, Amish, 5th level. A steely harpooner with lanky reach.
- Mulebeck, Rapper with soul patch, 5th level. Former press gang member. Bulky, tattooed.
- Godwin, Vin Diesel, 6th level. Grave digger.
- Belwe, Caliban photo, 7th level. Harpooner.
- Kajal, Patrick Stewart, 7th level. Former navy marine.
- Eldred, photo looks like Keith, 8th level. Freakshow strongman.

- Jared, photo older bearded black guy, 8th level. Press gang member.
- Garlington, photo old crazy man, 9th level, grave digger.
- Ichabod, photo young boxer, 9th level, press gang member.
- Rurik, photo, 10th level. A guard at Hobnail Prison, who handles the most ravenous, “supermax” prisoners.

Let's use 5, 7, 9 level knife fighters as the boxers.

Human Knife Fighter		Level 5 Elite Skirmisher
Medium natural humanoid		XP 400
HP 128; Bloodied 64		Initiative +7
AC 19; Fortitude 17; Reflex 17; Will 16		Perception +12
Speed 7		
Saving Throws +2; Action Points 1		
Traits		
Combat Advantage		
A human knife fighter deals 2d6 extra damage against any target granting combat advantage to it.		
Standard Actions		
Ⓢ Wounding Dagger (weapon) • At-Will		
<i>Attack:</i> crit 19–20; +10 vs. AC		
<i>Hit:</i> 1d6 + 4 damage (crit 1d6 + 12) and ongoing 5 damage (save ends)		
Ⓣ Dance of the Knife (weapon) • At-Will		
<i>Attack:</i> crit 19–20; +10 vs. AC		
<i>Hit:</i> 1d6 + 4 damage (crit 1d6 + 12).		
<i>Effect:</i> The human knife fighter shifts 2 squares after the attack and makes one more attack against the same target or a different one. The knife fighter then shifts 2 squares		
Move Actions		
Peerless Tumbler • Recharge ☒ ☐		
<i>Effect:</i> The human knife fighter shifts 4 squares, ignoring difficult terrain.		
Skills Stealth +10		
Str 14 (+4)	Dex 16 (+5)	Wis 15 (+4)
Con 16 (+5)	Int 12 (+3)	Cha 11 (+2)
Alignment unaligned		Languages Common
Equipment dagger, net		
Monster Manual 2		See Compendium

Human Knife Fighter		Level 7 Elite Skirmisher	
Medium natural humanoid		XP 600	
HP 162; Bloodied 81		Initiative +8	
AC 21; Fortitude 19; Reflex 19; Will 19		Perception +14	
Speed 7			
Saving Throws +2; Action Points 1			
Traits			
Combat Advantage			
A human knife fighter deals 2d6 extra damage against any target granting combat advantage to it.			
Standard Actions			
⊕ Wounding Dagger (weapon) • At-Will			
Attack: crit 19–20; +12 vs. AC			
Hit: 1d6 + 6 damage (crit 1d6 + 12) and ongoing 5 damage (save ends)			
↓ Dance of the Knife (weapon) • At-Will			
Attack: crit 19–20; +12 vs. AC			
Hit: 1d6 + 6 damage (crit 1d6 + 12).			
Effect: The human knife fighter shifts 2 squares after the attack and makes one more attack against the same target or a different one. The knife fighter then shifts 2 squares			
Move Actions			
Peerless Tumbler • Recharge ☒ ☐			
Effect: The human knife fighter shifts 4 squares, ignoring difficult terrain.			
Skills Stealth +11			
Str 15 (+5)	Dex 17 (+6)	Wis 16 (+6)	
Con 17 (+6)	Int 13 (+4)	Cha 12 (+4)	
Alignment unaligned		Languages Common	
Equipment dagger, net			

Human Knife Fighter		Level 9 Elite Skirmisher	
Medium natural humanoid		XP 800	
HP 196; Bloodied 98		Initiative +10	
AC 23; Fortitude 21; Reflex 21; Will 20		Perception +15	
Speed 7			
Saving Throws +2; Action Points 1			
Traits			
Combat Advantage			
A human knife fighter deals 2d6 extra damage against any target granting combat advantage to it.			
Standard Actions			
⊕ Wounding Dagger (weapon) • At-Will			
Attack: crit 19–20; +14 vs. AC			
Hit: 1d6 + 7 damage (crit 1d6 + 12) and ongoing 5 damage (save ends)			
↓ Dance of the Knife (weapon) • At-Will			
Attack: crit 19–20; +14 vs. AC			
Hit: 1d6 + 7 damage (crit 1d6 + 12).			
Effect: The human knife fighter shifts 2 squares after the attack and makes one more attack against the same target or a different one. The knife fighter then shifts 2 squares			
Move Actions			
Peerless Tumbler • Recharge ☒ ☐			
Effect: The human knife fighter shifts 4 squares, ignoring difficult terrain.			
Skills Stealth +13			
Str 16 (+7)	Dex 18 (+8)	Wis 17 (+7)	
Con 18 (+8)	Int 14 (+6)	Cha 13 (+5)	
Alignment unaligned		Languages Common	
Equipment dagger, net			

[Monster Manual 2](#)

[See Compendium](#)

boxers -- exotic

If the characters try to recruit boxers from the docks, maybe they can find:

- Queequeg
- Anthony Quinn, Omar Sharif, or Brighton types from Lawrence of Arabia.
- rasputin

boxer powers

There actually is a paragon path “Pit Fighter” for the PH fighter class, but the powers there don’t kick in until 11th level.

I guess the powers would relate to some special punches or moves; and to some especial toughness.

boxing rings in town

The Kill-courtesy is actually right across the street from the Whipsaw, it has an elevated square ring made from planks, and bleachers that go up all around it. The Stuck Pig is down by the Sanctuary, it has a cage.

gang response

If Kasskar gets this working, existing gangs will come down and try to take some of the profit.

gangs

purposes of gangs

Thus, when criminals are cheated or abused (e.g., a cocaine dealer is swindled by his supplier) they cannot turn to the police and instead rely on powerful gangsters to protect the gangsters' income.

Services that the racketeers may offer may include the recovery of stolen property or punishing vandals. The racketeers may even advance the interests of the client, such as muscling out unprotected competitors.

So, some parts of the city should be press gang free because the gang protect s its territory by killing the press gangs.

violently consolidate territory to avoid violence in the future.

gang attack at the Whipsaw

The victim will be from the Coopers’ Union; the attacking gang will be the Hobnails. Basically

when the Coopers' Union guy goes into the ring, his opponent will stab him instead of boxing and others will try to garrote his neck. Then other Hobnails will come out of the crowd and attack the party. The thing to keep in mind here is they're doing a 2-for-1: they're killing a Coopers' Union guy but they're actually there to attack the party, maintaining their territory. One would hope that Kasskar would step up and fight the Hobnails so his business will not be shut down.

After the fight, if any Coopers' Union guys survive, press gang thugs will be outside the bar waiting the jump the party as well, since both Coopers' Union and Hobnails have a hard core rivalry with the press gangs.

gang names

Coopers' Union

Hobnails - prison gang...probably there should be two prison gangs to create conflict in the closed space, right?

Longshoremen

Mendicants

Town Cryers

Renderers' League

A deserter gang would be good, it ratchets up the anger against the press gangs.

clan, union, mob, league, band, brotherhood, society, troupe, guild

characters

A Rasputin-type character would seem to me to be a great kingpin, a cult-of-personality type.

Hobnails in the Whipsaw:

- Shank: Top hat and cleavers -- this guy should be some kind of leader character.
- Shelde: Sideburns guy
- Ignatius: Guy in leather cap with ear flaps
- Lucian: Guy with pickaxe
- Hubbard: One guy always busy whetting his knife on a stone.
- ?: tight high collar
- ?: medallion
- close shaved head
- ratty overcoats like redcoats
- three musketeers beard
- skull cap, suspenders, leather vests
- burlap sack mask
- pelt on head

- Anonymous numbered guys 1-n.
- notches on club

Press gang:

- Anonymous guys 1-n?

Powers

- Can one of the guys have a +2 garrotte or has some other magic power for Kasskar? Maybe the character can choose to let go, leaving you prone and stunned from lack of air, save ends. Or, without letting go, maybe just the attack stuns you in addition to the damage.
- Encounter power “Steeled to Violence”: when an enemy scores a melee hit, as an immediate reaction, the character gets a shift free attack against that enemy in response.
- Also, Garrote Strangle and Hamstring Cut below.

Human Gladiator Novice	Level 4 Soldier
Medium natural humanoid	XP 175
HP 55; Bloodied 27	Initiative +6
AC 20; Fortitude 18; Reflex 16; Will 15	Perception +1
Speed 6	
Standard Actions	
⊕ Short Sword (weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +9 vs. AC	
<i>Hit:</i> 2d8 + 3 damage, and the target is marked until the start of the novice's next turn.	
⊕ Hamstring Cut (weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +7 vs. Reflex	
<i>Hit:</i> 2d8 + 3 damage, and the target falls prone. The target is slowed (save ends).	
Triggered Actions	
⊕ Stay Down! • At-Will	
<i>Trigger:</i> An enemy adjacent to the novice stands up.	
<i>Attack (Immediate Reaction):</i> Melee 1 (the triggering enemy); +9 vs. Reflex	
<i>Hit:</i> The target falls prone.	
Skills Acrobatics +8, Athletics +12	
Str 20 (+7)	Dex 15 (+4) Wis 9 (+1)
Con 15 (+4)	Int 9 (+1) Cha 12 (+3)
Alignment unaligned	Languages Common
Equipment carapace armor, short sword	
Dark Sun Creature Catalog	See Compendium

Garrote Strangle

Assassin Attack

You wait for the perfect moment when your foe is within reach, then strangle it with your garrote.

At-Will ✦ **Martial, Weapon**

Standard Action **Melee weapon**

Requirement: You must use this power with a garrote.

Effect: You shift up to 2 squares before the attack.

Target: One creature you are hidden from

Attack: Dexterity vs. Reflex

Hit: 2[W] + Dexterity modifier damage, and the target is grabbed until the end of your next turn.

While the grab persists, the target takes a -2 penalty to attack rolls against you and cannot speak, and you cannot make other attacks.

Level 21: 4[W] + Dexterity modifier damage.

Sustain Standard: The grab persists, and the target takes 2[W] + your Dexterity modifier damage.

Level 21: 4[W] + Dexterity modifier damage.

Published in *Heroes of Shadow*, page(s) 20.

† Hamstring Cut (weapon) • At-Will

Attack: Melee 1 (one creature); +7 vs. Reflex

Hit: 2d8 + 3 damage, and the target falls prone. The target is slowed (save ends).

A character tells Kasskar that he and the gang he's with burned the Shambles

pterodactyl

It looks like this adventure there might be time for the golden boys to take the party to Apogee and fight the pter., so I guess spec it out in case.

after game

The first battle at the Whipsaw between the party and the Hobnails took the whole evening (everyone was tired and we wanted to wrap up around 11:00).

These NPCs lived: Brainard and Godwin, two bareknuckle boxers who were on the party's side. Godwin was the one in the ring who was initially attacked by Kajal.

These NPCs died: Mulebeck (fighting on the party's side) and Kajal (fighting on the Hobnail side); the 5 garrote-welding Hobnails all died.

When we looked at the initial 5th and 7th level "knife fighters" I was using as boxers, their hit points were clearly way too high for what we intended. So, I replaced them with 2nd and 3rd level knife fighters. Godwin and Kajal were 3rd level, Brainard was second level, and then for Mulebeck we used his old 5th level PC packet.

On Durst treasure, Steve rolled a "5" which translated to 140 gp per character, just a little above

what Burns had predicted.

summary

Kasskar tries to turn the Whipsaw's illicit boxing to profit by introducing prize purses and his own hardened fighters. But the Hobnail attacks during the first match, protecting their turf from the party and the boxer Godwin, a member of the rival Coopers' Union. The party wins the grisly fight, but the Whipsaw crowd favorite Mulebeck is killed fighting on their side.