

to do (pre game)

questions for players

- player sheets for evil characters
- modern character sheet for Ord
- Does Aeris want to raise his brother before continuing -- name? We're going to need the name if this character turns into a PC, right?
- Ishild proposes a destruction spell to destroy the city? Or, Aeris finds this spell while he's dead? Perhaps the witches can appear to Aeris while he's dead and tell him where this thing is. Also, give Aeris more information about spreading chaos in the city -- e.g., busting open the divine prison, the prison boats.

recap from last time

Last time we decided that (1) Kasskar referred Aeris to Kane and Treasach; (2) Ishild suggested Pendragon, who is a prisoner in Hobnail prison; and that (3) Kasskar, Kane, and Treasach would go to Hobnail prison and get Pendragon out.

The evil NPCs

Kasskar clearly could have known about Treasach from before he left, and have learned that he's returned to town from his contacts. Kane is more trouble -- how does Kane get hooked up with the characters. I wonder if Kane could be the one who hooks Kasskar up with Kelly's character?

Major plot missed opportunity on my part: Keith says Kasskar had contacts, these contacts should have been developed by me and treated as a faction.

Aeris vampire powers

Obviously spreading vampirism. Fear?

Aeris parents

He said he'd like to kill the parents and then bring them back as undead that he controls. He doesn't get "control" as a ritual until level 8 -- 5 games away. So, he'll have to do this as a ritual.

He wants to do this after he brings back his brother though, right? Where will he do this?

So, the ritual descriptions are as follows:

Embalm:

Prepare a corpse for reanimation by removing the stomach, intestines, lungs, liver, and brain; and replacing the blood with embalming fluid. The corpse must be from a person of level less than the caster.

A special forceps is used to remove the brain through the nostrils, and a mechanical pump is used to replace the blood with embalming fluid, which can be an arsenic salt fluid or formaldehyde. The forceps and pump can both be found at hospital morgues.

Lightning in a Bottle:

Store electrical charge from lightning in a Leyden jar, for use with Reanimate. Part of mastering this ritual is learning how to construct Leyden jars.

Reanimate:

Reanimates a corpse. The corpse must have been previously prepared with *Embalm*; must be treated with adrenaline; must be in a natron salt bath, and must be electrically shocked. The lightning can come from a lightning rod, leyden jar, or other mechanism. The corpse must be from a person of level less than the caster.

If a soul has not been recalled to / trapped in the body, the reanimated body will be walking dead that will attack the nearest living. If a soul has been recalled to / trapped in the body, it will control the body unless the body is also *controlled* (a more advanced ritual) by the reanimator.

Control:

Same as Trap, except the caster (not the trapped soul) controls the body's actions. Controlling the body doesn't require any actions.

So the ingredients and where he could get them. Kasskar can put him in contact with some of the relevant people: Jennish Cole and Gregor, who can further put him in touch.

- Embalm:
 - forceps -- hospital morgue
 - machine -- Jennish Cole or hospital morgue
 - arsenic salt fluid or formaldehyde -- Gregor

- Lightning in a Jar
 - Charged Leyden Jar -- Gregor's friend Brunn
- Reanimate
 - adrenaline; natron salt bath -- Gregor would have these things from the tentacle
- Control
 - greencake - Aeris has

Of these, the thing that causes the most suspicion is the natron salt. Gregor will not be aware of anything else it's used for except reanimation, so he'll ask.

Is he missing anything he needs to do this, ingredients? For embalm this is what he needs -- Jennish Cole actually has the pump in his shop. He can get formaldehyde from Gregor the naturalist.

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A special forceps is used to remove the brain through the nostrils, and a mechanical pump is used to replace the blood with embalming fluid, which can be an arsenic salt fluid or formaldehyde. The forceps and pump can both be found at hospital morgues.

For "lightning in a bottle", he can build his own Leyden jars...but to the best of my knowledge he doesn't have any lightning stored right now. He could get charged Leyden jars from Gregor's friend Brunn.

Store electrical charge from lightning in a Leyden jar, for use with Reanimate. Part of mastering this ritual is learning how to construct Leyden jars.

For "reanimate". He'd have to go to the hospital for adrenaline. Natron salt...he's going to have to ask around at the salt market for that and probably be redirected to a specialty shop.

Reanimates a corpse. The corpse must have been previously prepared with *Embalm*; must be treated with adrenaline; must be in a natron salt bath, and must be electrically shocked. The lightning can come from a lightning rod, leyden jar, or other mechanism. The corpse must be from a person of level less than the caster.

To "trap", he needs Greencake, which he has.

Aeris' brother

Looking at Aeris' current powers, at level 6 he doesn't have "trap" as a daily, just "summon". They go to level 7 in game 27 -- next game. So, if he wants to do his brother this game, he'll have to do it as a ritual.

Get a body. If they want, they could go to Herndon to find out where there's a reasonable body -- our they could make one of their own. And then I guess given Aeris' powers of necromancy, it wouldn't be hard to raise the body. Or, do they want to kill someone to get that body?

Then, the question is, what is his brother's personality? What has he been doing as a ghost for the past 15 or 20 years?

Kasskar "streetwise" leadup to Hobnail Prison...or to finding Kane, Treasasch

Do we want the hobnails to hit at Kasskar as soon as he arrives in town, further motivating this visit to Hobnail prison.

How does the chaos in the city affect the prison, Hobnails, Horst? Presumably this would also be an opportunity for Horst to strike a fatal blow at the admiralty / press gangs...maybe attack burns. Right, Horst's ultimate goal is to drive out the Company, right? So, I guess he's done that from the prison? Maybe he'd like to bust open the other prisons, too. Maybe he wants to bust open the divine prison.

Dule Tree Prison

Kasskar's other nemesis should be there, right? The guy from the prison hulk?

OK, so the building is eastern penn, with halls emanating out from a central building on the river; this is also the site where in ages past the city tried to build a sewer under the river to carry sewage away from the city. However, that's now been co-opted as part of the prison -- it leads to the most disturbing dark cells, where Bane is.

So, major things here

- There would have been many solitary cells that would have driven people crazy -- these people would still be around. Guards would cover the heads of prisoners when transporting them, so some crazy prisoners still were there.
- I guess given the chaos in the city there are riots going on in there
- the structure of the prison -- emanated halls, sewer, banes area
- Main question -- how do you get from the sewer from the main building -- I guess through the sewers, who's entrance may have been enlarged
- in sewers, they meet an exotic sea monster?
- It seems like the tunnel itself is the most interesting site here...maybe the tunnel is crazier

than just a sewer evacuation tunnel -- maybe the builders were crazy. Maybe the Monster can be the main thing of interest down here.

- I guess they see the Dule Tree there -- maybe the rioters have hung some people there
- Unlock Bane's lock - possibly this is another tunnels of doom lock
- meeting the monster in the tunnel -- they don't fight him, just a curiosity -- need a name for this guy
- attacked by Horst

Some guards are now prisoners and have been pretty roughed up / tortured right?

Also, there's an exotic part of the prison where Pendragon is held, right?

I should read up on prison escapes / riots to understand what the scene might be there during the civil war chaos.

Was Heath Prison going to be based on eastern state penn, or alcatraz or what? I think a eastern penn state *on* an island might be the way to go? What about a tower of london type thing?

From the spring of 1813 until March 1815 about 6500 American sailors were imprisoned at Dartmoor. While the British were in charge, the prisoners created their own governance and culture. They had courts which meted out punishments, there was an in-prison market, a theater and a gambling room. Many of the prisoners were black Americans.[1]

Horst

So, Horst looks like Kimbo Slice...but he also has to have gravitas like a Godfather. Two of his companions look like Jeff Monson. Another misc companion can be a kind of snide Christopher Walken type.

Clothes:

Horst: classic top hat, with cleavers

shank: three muskateers moustache, beard, disfigured on one side of the face or obvious glass eye

Shelde: sideburns, leather cap with ear flaps, suspenders..maybe even has a crude pistol

Of course Aeris could help as well, maybe even the other evil characters.

Weapons: garotte returns

They can have some of the powers that the boxers had in the ring.

Scene: this depends on brainstorming for the prison. Maybe they can be told that Bane is in the tower but when they actually get there, they're also trapped by Horst.

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Inspirations for Horst? Khan? Nicholson from the shining? Denzel Washington from American Gangster? Gordon Gecko? The psychic from Total Recall? Ah, the godfather? Crispin Glover? Karloff? Dennis Hopper. Red Foreman's character from RoboCop. Someone faceless or disfigured? Someone who only meets in the dark? Another Daniel Day-Lewis character or dress inspired by gangs of New York -- yeah, this could be great. Christopher Walken. Lee Harvey Oswald -- the guy from Doubt -- I think he could be perfect. Maybe not human, like Jabba? Anthony Hopkins -- cannibalism? Maybe an NFL linebacker or MMA fighter -- maybe from one of the photos I first grabbed for the boxing adventure.

OK, so Kimbo Slice should be the physical type -- write a good description and figure out what gangs of New York style stuff he could wear. The other bulky white fighter (Jeff Monson) in my stack could be one of his companions. Could I find one more guy who would go with those guys...maybe I'll just use Jeff Monson as the general type for the other guy too.

What Warlord power reflects Horst's cultish hold over the hobnails? How does he look -- can he look different than all the other generic looking NPC's I've had.

Horst complains to Kasskar, saying if Kasskar had just died in the Shambles fire -- like he was supposed to -- then they would have this problem at all.

I guess in line with the non-magic nature of the hobnail thread, we'd make Horst an awesome warlord. Do we want this thread to climax with them wiping Kasskar and having Kasskar's animal spirit appear in the prison to save him?

sea monsters

oar fish
dino-saur like
globster

http://en.wikipedia.org/wiki/Montauk_Monster -- "monsters" that are normally animals decomposed in weird ways to look like a monster; I guess instead of decomposed animals, fetus animals would be similarly monster like if they somehow came to full size still looking like a fetus

http://en.wikipedia.org/wiki/Panama_Creature -- in my world perhaps a creature that was decomposing in the water could be kept alive by e.g. natron salt in the water. Ours could be called "lusca".

Maybe they should just see the creature down there instead of having to fight it. Or, maybe it comes out to look at the characters and then runs away before another sea monster attacks them.

generally, "cryptid"

post game summary

Aeris murders the harpooner Eldred and resurrects his brother Jaris in Eldred's body. As Jaris watches, he murders their parents and brings them back as undead under his control. He recruits allies Kane, Treasach, and Pendragon. While freeing Pendragon from Dule Tree Prison, Aeris betrays Kasskar to Hobnails led by the Hobnail kingpin Horst. The Hobnails beat Kasskar into unconsciousness, but Kasskar's animal spirit, the dragon Marwolaeth, appears and destroys them.

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.

treasure given out

to do (post game)

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