

to do (pre game)

now testing whether its is fast under an incognito window. not sure why it would be but actually it is a little faster. Foo. asdfasasdfkjasd a total joy in an incognito window.

its fast in this window

questions for players

recap from last time

Finding the phylactery

Recall that last time, Aeris, the sprit of the king Shakkan, and Isaf the Black Worm destroyed the spirit of king Marduk, the founder of the Gradskan royal line in Hollin.

Sometime after the battle, Aeris wakes up on the granite slab in the royal mummy cache -- the black worm is gone. He sees the "evil" king Shakkan and the other survivors bent over him. Looking beyond the kings, Aeris sees that a crowd of other spirits is crowding the entrance to the cache.

Shakkan tells Aeris that at one point during the ritual, they noticed that Marduk's court fool Arlin was gone, but they didn't think anything of it. It was only after that they noticed the phylactery was gone. Now they've sent for Arlin to return, and just as Shakkan is saying this, the crowd at the cavern entrance parts. A spirit in a court jester outfit skips into the cavern, but you can see that despite the skipping, he's deadly tense. He takes a knee in front of Shakkan. He says, "My, umm....lord, I have heard that our great liege Marduk is destroyed...the king is dead, long live the king." You can see that although the fool's head is bowed, he's looking sidelong, left and right, like a hunted animal. The fool says "Now that the great Marduk is dead, who will save you from my lash for being imputent, Shakkan?"

The other kings' spirits laugh grimly. The fool Arlin says, "Now *you* rule Marduk's kingdom...this...spectacular one-room cavern."

You see one of the other kings hand Shakkan the whipping crop that Arlin mentioned, apparently from the spirit-body of Marduk. Shakkan handles it thoughtfully, and just says grimly, "Arlin, tell us where the phylactery is."

Arlin suddenly laughs in delight -- like the crazy Mozart laugh from Amadeus. He says, "Well, I was enjoying the ceremony when a beautiful woman came in, moving from shadow to shadow, I think it was a fairy. I was captivated by her beauty, and I watched as she took the phylactery and escaped, again moving from shadow to shadow. I left the cavern after her, following her out of the Mooncalf. She took it down market street, across the Thoroughkill Bridge, and into Lofton Castle." He gives the shrill Amadeus laugh again. "That woman was *spell binding*!"

Shakkan just say to Arlin, "You will take Aeris to the phylactery." Arlin gets the hunted animal look for a second, but then laughs shrilly again and says, "Aeris, my friend, can we leave now?" If Aeris leaves with Arlin, on the way out of the cavern Arlin stops for an instant by Marduk's pile of spirit dust and you can see from the expression on his face that although he was Marduk's fool, they must have been great friends.

Before Aeris leaves, the kings tell Aeris that they would like to be resurrected, and could help with his efforts.

Arlin leads Aeris out of the Mooncalf. Outside there's a terrible, apocalyptic storm over Hollin. He leads Aeris to Lofton Castle, down into the Raven House forge. There, he sees two spirits, Lacewing and a craftsman. You can see many broken tools there, and then you see that the craftsman is making something disturbing -- it looks like a space-time shell, just like the phylactery. In fact, you see two more of them nearby on a work table. Then looking around you see there are already several of them -- about 20 -- scattered about the room in different places, some on tables and some on the floor. The fool laughs shrilly and says, "Here's the phylactery, Aeris!"

Here, Aeris can figure out which is the right phylactery just using cleverness (I don't know how, although derek is quite good at doing that), or he can play LEE's make a deal with Arlin to get it.

The evil party takes back the phylactery.

When Aeris enters the correct phylactery, he wakes up in his body in the royal mummy cache. His body is now skeletal (better description, or maybe as Derek for one?). The other immortal step back in surprise as Aeri's skeletal body gets up from the granite slab. Many of them gasp.

Des Aeris lead a party back to Lofton Castle to get the phylactery? Besides his evil party, who does he try to recruit?

Need something interesting here (stealth powers -- use sneak attack against the party) in fighting Lacewing? What fairy is the craftsman? Craftsman should use a tong or something as a wapon.

Here are some interesting misdirection powers:

http://community.wizards.com/go/thread/view/75882/25665385/Identity_of_a_Hero:_A_Guide_to_Themes

Also, ninja stuff in the article I saved to my desktop ... smoke bomb there seems particularly good, could be fairy dust or fog or something instead. What about generic rogue or thief -- like a sneak attack?

stuff from before...the fight with inkling:

Powers

- Doppelganger: The fairies delay their attacks until right after someone they want to doppelgang, then adopt their appearance and position (position with change 50/50), making it impossible for the party to know which position the enemy is at until the player's next attack. They can do it as a minor action after their actual attack.
- Perturb: The tinkerbell or jetsam fairies can perturb a fairy attack roll by 1 or 2 to make it hit; or they can perturb a party roll by 1 or 2 to make it miss.
- Raven Forge weapons
 - Some kind of a spear
 - Obsidian Dagger
 - Weapon made from meteor rock...maybe this is the obsidian dagger
 - Armor, or what else?
 - Thrown darts

stuff from before...the evil fairy priests:

Will o the Wisp

this can happen in the first "nunnery quadrangle" room.

The fairies try to split up the party using distracting lights and echo sounds. If they fail the check they become dominated and want to go off in different directions, where they'll be attacked.

dominated: "You're dazed. The dominated creature chooses your action. The only powers it can make you use are at-will powers." dazed: "You grant combat advantage. You can take [basically just one action]. You can't flank an enemy."

So, this attack is useful even if the party isn't split up.

This should be an attack against Will....characters wills are:

- Aeris: 17
- Beowolf: 13
- Gregg: 14
- Kasskar: 14

- Ord: 18

So, let's say the attack is $18 + d20$? That gives Ord 5/50 and less than 50/50 for the other characters. So, probably one of Ord or Aeris will be able to stop the other characters.

But, what attacks them down there? Just the evil fairies or something else? Maybe this is a good time for a gelatneous cube? Maybe Ormir is down one of them?

Lacewing

shadow jump

She can move from one character's shadow (i.e., any adjacent space) to another without being seen, assuming that PC / all the PCs miss a hard perception check. She will do this to become invisible again. If character sees her, he can shout out the location to the other characters.

Characters perception:

Aeris: 5

Kane: 7

Treasach: 2

So, let's make it DC 23 -- very hard?

strike from shadow

She gets combat advantage against the characters for striking from hidden.

will-of-the-wisp

If the check fails, the character is dominated until save.

Ivy and Mayfly

Perturb

Ivy and Nightshade can each perturb an attack or defense roll by 2, immediately after the roll result, by moving into the same square as the target. They can fly as far as necessary.

Fairy Dust (daily)

They can do fairy dust attacks that are burst one or blast three -- let's say is a +7 attack against Willpower...that would give about 50/50. I think everyone who fails should suffer a random Condition until they save.

PC's willpowers:

Aeris: 18

Kane: 16

Treasach: 17

Half-Elf Bandit Captain	Level 8 Skirmisher (Leader)	
Medium natural humanoid	XP 350	
HP 86; Bloodied 43	Initiative +11	
AC 22; Fortitude 20; Reflex 21; Will 20	Perception +10	
Speed 6	Low-light vision	
Standard Actions		
⊕ Longsword (weapon) • At-Will		
<i>Attack:</i> damage, and the captain shifts 1 square.; Melee 1 (one creature); +13 vs. AC		
⊗ Dagger (weapon) • At-Will		
<i>Attack:</i> Ranged 5/10; +13 vs. AC		
<i>Hit:</i> 1d4 + 6 damage.		
⚔ Slash and Dash (weapon) • Recharge ☼ ☼ ☼		
<i>Effect:</i> The captain makes a longsword attack, shifts 2 squares, and then makes a dagger attack.		
⚔ Triggering Slash (weapon) • Recharge ☼ ☼		
<i>Attack:</i> Melee 1 (one creature); +13 vs. AC		
<i>Hit:</i> 1d8 + 6 damage, and one ally shifts 1 square and makes a melee basic attack as a free action.		
Skills Athletics +12, Diplomacy +12, Insight +10, Stealth +14		
Str 17 (+7)	Dex 20 (+9)	Wis 12 (+5)
Con 14 (+6)	Int 11 (+4)	Cha 17 (+7)
Alignment unaligned	Languages Common, Elven	
Equipment leather armor, longsword, dagger x6		
Monster Manual 2	See Compendium	

Elf Noble Guard		Level 4 Soldier
Medium fey humanoid		XP 175
HP 55; Bloodied 27		Initiative +7
AC 20; Fortitude 16; Reflex 18; Will 14		Perception +4
Speed 7		Low-light vision
Traits		
Wild Step		
The elf ignores difficult terrain whenever it shifts.		
Standard Actions		
⊕ Longsword (weapon) • At-Will		
<i>Effect:</i> Melee 1 (one creature); +9 vs. AC		
<i>Hit:</i> 1d8 + 7 damage.		
<i>Effect:</i> The elf marks the target until the end of the elf's next turn.		
⊕ Hobbling Strike (weapon) • Recharge ☒ II		
<i>Attack:</i> Melee 1 (one creature); +9 vs. AC		
<i>Hit:</i> 2d8 + 8 damage, and the target is immobilized until the end of the elf's next turn.		
<i>Miss:</i> Half damage, and the target is slowed until the end of the elf's next turn.		
Triggered Actions		
Elven Accuracy • Encounter		
<i>Trigger:</i> The elf makes an attack roll.		
<i>Effect (Free Action):</i> The elf rerolls the triggering attack roll and uses the second result.		
‡ Engaging Strike (weapon) • At-Will		
<i>Trigger:</i> An enemy that is marked by the elf and is adjacent to it shifts or makes an attack that doesn't include it as a target.		
<i>Attack (Immediate Interrupt):</i> Melee 1 (the triggering enemy); +9 vs. AC		
<i>Hit:</i> 1d8 + 7 damage, and the target is immobilized until the end of its turn.		
Skills Acrobatics +10, Athletics +8		
Str 12 (+3)	Dex 17 (+5)	Wis 15 (+4)
Con 15 (+4)	Int 12 (+3)	Cha 11 (+2)
Alignment unaligned		Languages Common, Elven

Aeris and Gerholt attack the Oracle

Who would Aeris like to raise from the dead to attack the Oracle? Maybe some heavyweights?

Oracle Adepts: Aliester, Mari, Ludlum, Celia, Avens

Aeris knows that Aliester, Indvik, and Mari are the adepts who were at the Oracle when the party went there before. Indvik is the one who went with Haas through the Hereward portal.

The adepts summon spirits to protect the Oracle, and also the white tornado.

- Sumerian demon, with lines of beads, rectangular beard, wings with “features” that look

like they're textile rectangles, cylindrical hat with multiple levels, sandals, skirt. Same thing with a cow's head, back of long hair in a net.

- electrical elemental.
- flying devils?
- spirit like the crow?

a character like Hellboy, or a spy naked devil, angels, stone faced guardians like the Hereward portal guardian? What standing defenses would be there? Wren is there. The adepts should summon a swirling mist with spirits in it, maybe like Raiders of lost ark -- it should have face melting. Maybe they can open a portal that sucks characters in. Hole that open in the floor or wall and something on the other side tries to pull the character in? They could come out of the bookshelves.

white flying pillar the adepts summon. Summon spirit with chain used as whip. Summon electrical spirit. When they die, they get pulled back into their spirit world, clawing on the ground as they're pulled away -- they try to grab a nearby victim. Spiriti howl power. Sumerian demon, with lines of beads, rectangular beard, wings with "features" that look like they're textile rectangles, cylindrical hat with multiple levels, sandals, skirt. Same thing with a cow's head, back of long hair in a net.

If Wren summons a spirit, I guess the them would be like Islamic.

A spirit like the Crow?

Find Firestorm, Yawning Graves, Thunderstatement

Something else fun and surprising?

Aeris's undead minions overrun the city

post game summary

The Gradskan kings' jester Arlin leads Aeris's spirit to the Raven House forge. There, they find the fairy Polaris has crafted twenty decoy phylacteries identical to his own, but finds his own with Arlin's help. Reawakening in his now skeletal body, Aeris leads his party to retake the phylactery at the forge, where they kill Polaris and the fairy thief Lacewing.

treasure given out

to do (post game)

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