

Team Quantum Leap

Timetable, E3 2016

FRIDAY

1800 - SET UP FOR INTERVIEWS

Set: The interview space

Cast: Pure Liao Service

Writer/Contact: See above

1900 - INTERVIEWS ARE GO

(1930 - IAN AND DOM TO FIELD AS TIDEBORN)

2000 - SET UP FOR PLV 1

Set: A schmoozing tent in Anvil

Cast: Rod and Shield Grandmaster - Dawnish enchanter

Archmage of Spring - Navarr (skull staff if we can)

Senator Casinea - Highborn priest (hood)

General Seventh Wave - Highborn Unconquered (light armour)

Writer: Dave Young

Contact: Sam Sutton

2100 - PLV 1 IS GO

+ Pure Liao Service (Ian + Dom unavailable)

2130 - TURNAROUND FOR PLV 2

Set: A thicket in the vallorn, very much divided in half by greenery, a stone with runes on in the centre. **Note sound design** for encounter - a jungle at night, then the echo of a voice recording at a specific point.

Cast: Nick Livesy - Navarr Vate

Writer: Dave Young

Contact: Us, apparently

2230 - PLV 2 IS GO

+ Pure Liao Service (Ian probably unavailable)

2300 - SET UP FOR GILEAN OF TAMARBODE

Set: Almost exactly unchanged. Move the greenery about to make the set less divided in half. Add fungi if such can be found. The conjunction is for 7 people so we need to be able to physically fit that many in the tent now.

Cast: Heather Clayton - Herald of Spring

Ian Horne - Herald of Spring

Writer: Ian Horne

Contact: Ian Horne

Midnight - Gilean of Tamarbode is go

SATURDAY BEFORE DINNER

1030 - SET UP FOR MURIT

Set: Take that jungle and weird it the hell up. Jewels and tat hanging from foliage. I believe there is a plan for puppetry things. Murit is a crafter of wonders and apparently a jungle works fine.

Cast: Murit - An elaborate makeup job apparently.

'a couple of heralds'

Writer: Michelle Taylor

Contact: Michelle Taylor

1130 - MURIT AUDIENCE IS GO

1200 - Lunch

1300 - TURNAROUND FOR SILENT BELL

Set: Complete turnaround. This is the Freeborn marketplace bazaar thing.

Cast: A Freeborn merchant who don't want no trouble. Possibly other Freeborn.

Writer: John Haynes

Contact: John Haynes

1500 - SILENT BELL RUNS

1530 - RESET FOR PLV 3

Set: Just a reset. Exact same place.

Cast: smol!Emperor Ahraz

Leaguish Sailor 1 - prosperous Sarvosi sailor

Leaguish Sailor 2 - prosperous Sarvosi sailor

Cambion Freeborn Magistrate - magistraaaate

Freeborn Family - Freeborn, kit in same ballpark as Ahraz

Writer: Felix

Contact: Felix

1600 - PLV 3 IS GO

+ Pure Liao Service (Ian unavailable)

1630 - Begin striking Marketplace

1700 - CORONATION

1800 - Dinner

SATURDAY AFTER DINNER

1830 - TURNAROUND FOR PLV 4

Set: This is the Navarri equivalent of sitting shiva, Navarri tent of a striding camped in Necropolis, space for grieving family.

Cast: Changeling Thorn - James Webster, no antlers, ugly-crying, youngish
Human or Changeling Vate, a Summer magician, oldish
Human or Changeling Brand, must have Brand on left cheek, prime of life,
Human or Changeling Guide the First, Teleri's Bulldog and legbreaker
Human or Changeling Guide the Second, Navarri Brief Reinforcer
Highborn Egregore, so Highborn that it hurts
Orc Slave, a well-liked old family companion. Remember ***not*** to wrap neck, wrists, ankles

Writer: Felix

Contact: Felix

1930 - PLV 4 IS GO

+ Pure Liao Service

2000 - RESET FOR VOLODNY, A CREEPY OFFICE

Set: This is a volodny's front room. Creepify the previous set, drag out the skulls, change the lighting (and we should be good.

Cast: Volodny in yellow/gold
2 Undead in Varushkan garb

Writer: Felix

Contact: Felix

2030 - VOLODNY IS GO

2100 - RESET FOR GLOOMLADY, A CREEPY SPACE

Set: This is a sad and haunting place within Urizen. The space is already creepified. Lose any overtly Varushkan stuff. Plot writer wants 'one candle' as a light source: pls make the set as dark as is safe.

Cast: Three mages for the Three Sisters. Regret, Sorrow and Consequences. Urizeni kit. Weeping.

Writer: Gerwyn

Contact: Gerwyn

2200 - GLOOMLADY IS GO

2300 - STRIKE READY FOR PUZZLE ROOM ON SUNDAY

Sunday

AM: Puzzle room assisted by Mandala, some takedown access

PM: Strike puzzle room assisted by Mandala, takedown