
Subject: XP Tracking

Posted by [Tangaroa](#) on Sat, 14 Jan 2012 01:43:50 GMT

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All XP awarded per character, assuming 4 party members

6 bandits (or eq.)

Happs Bydon, bandit "Sergeant": 150

4 stuffed Kobolds in the radish patch: 100

1 spider: 100

Role-playing bonus: 100

Land Exploration Bonus: 25 XP

Quest completion, Moon Radish Soup: 100 XP

Total this session: 575 XP

Cumulative: 575 XP

Other notes:

I believe Doug recorded all the treasure. Perhaps he can post his tracking sheet to a google doc at some point? Also don't forget to include the 250 gp from the young and earnest Svetlana, for some truly delicious moon radishes.

Subject: Kingmaker - GM notes

Posted by [Tangaroa](#) on Sat, 14 Jan 2012 02:33:27 GMT

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In the cold and rainy month of Calistril, the young Lebedan noble Solske Lebeda was charged by her father to take up the charter to explore and pacify the so-called "Stolen Lands", the bandit and fey haunted land to the south of her home country of Brevoy.

The charter, issued by the Swordlords of Restov and signed by the Brevoyan Regent Lord Noleski Surtova, is nominally to explore these wild lands and stem the growing bandit menace in that region.

With nothing but the authority of her noble position, Solske set off to the Free City of Restov, in southern Brevoy, to claim the charter documents from Lord Mayor Ioseph Sellenimus. She also attended to the purpose of assembling what mercenaries, frontiersmen and adventurers that were desperate, bold, or idealistic enough to accompany her in this pursuit - as partners and equals, since she was given no funds to hire men-of-arms or gear.

Upon reaching Restov on a rainy 2nd of Pharast, Oathday, she witnessed her first Restovian duel between an unnamed bravo and swordlord-in-training Al'dori. The young Al easily disarmed his opponent and sent the man fleeing. Upon observing the man's prowess, Solske approached Al

and invited him to accompany her into the wilds. Al accepted, and it was not long before two observers in the crowd fell in with Solske and Al.

One of these was Kaldiras, a huntsman (priest) of Erastil with a trace of elven heritage and an avowed holy mission to uncover holy sites to his god in the wilderness.

The second of these was Trahia, a mercenary with orcish blood who had wandered to Restov from lands to the west in search of his fortune.

These four went to secure the charter from the Lord Mayor of Restov, but not before tangling with the previous bravo and two of his companions on a quest for vengeance. These foes were easily dispatched with the combined efforts of the group.

After securing the charter, these four on their great adventure set out for Oleg's Trading Post, an old and re-purposed fort in the northern reaches of the stolen lands. They arrived on the 5th of Pharast, Toilday. Not unexpectedly, they found the owners of the trading post, dour Oleg and kind Svetlana Leveton in dire straits, having been the victim of multiple robberies for some number of months.

The group laid succesful ambush for the bandits for the bandits, although Kaldiras sustained rather grievous wounds in the battle. The group managed to capture several bandits, including Happs Bydon. Interrogation proved relatively fruitless, other then some mention of a "Stag Lord" to the south, so the group executed Happs along with the surviving Bandits. After securing the fort's defenses the groups set out to run some errands and track the bandits. They encountered some kobolds of the Sootskin tribe, who were pacified in a relatively peacefully manner, and spider which had been preying upon humanoids, which they dispatched. They explored a few lands surrounding the fort as they traveled. These efforts took several days.

It is the 10th of Pharast now, and the group has returned to the fort.

Subject: Loot Spreadsheet

Posted by [dkeester](#) on Sat, 28 Jan 2012 04:04:51 GMT

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I finally uploaded the loot tracking sheet to Google Docs.

It is at:

<https://docs.google.com/spreadsheet/ccc?key=0Au8Ocnr2KulDdGtqRUQ1QkZPa190MIEwRI9RVk5uU1E>

Subject: Re: Kingmaker - GM notes

Posted by [Tangaroa](#) on Wed, 08 Feb 2012 06:35:13 GMT

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Upon returning to the fort, the companions found that help from Swordlords had finally arrived to bolster the defenses of Oleg's Trading post. Kesten, formerly of House Garesse, and a small band of soldiers were hired by the sword lords to help bolster defenses and discourage pillaging of the strategic trading post. It was noted by Lady Solske that Kesten was rumored to have fallen out of favor with his father after pursuing a low-born woman. Kesten also brought with him several bounties sponsored by the Swordlords of Restov, include one for proof of capture or execution of 6 bandits, and another for a solution to eliminating the Kobold mischief. The Sootscale tribe seems to have been agitated by some sort of recent events, an agitation that has led to them harassing travelers and hunters.

With the fort secured, the heroes proceeded to explore southwest, partially in order to track rumors of attacks by the kobolds. They made contact with the hermit and the potion maker Bokken, who asked for an exotic type of berries deep in the Narlmarches. He also ranted about, but did not name, his brother, a man he claimed deserved death for crimes against the brother's mother.

Further explorations of the southeast region yielded an entrance to an underground cave with a tantalizing but unidentified vein of ore in a shallow cave, and a lightning struck tree under which was buried a robbers cache. The cache contained the molding goods of some poor wizard who had fallen victim to the deprivations of the dead bandit, previously found dead at the bottom of the spider's layer. Wand and spellbook were entrusted to Lady Solske Lebeda.

Upon returning to the fort again, the companions found a group of hopeful homesteaders had assembled outside the fort in a sort of shanty town. Rumor is spreading of the colonizing of the Stolen Lands (again), and many are those with dreams of trying to homestead the green paradise. Still, the travelers are held back by simple living conditions and the remaining banditry activity.

The companions also met Jhod Khavken, a wandering priest of Erastil with some personal demons. Jhod turned out to be on a quest similar to Kaldiras; that is, to seek out and restore lost temples of Erasil. The two resolved to lead the party to a holy site seen in Jhod's dream. However, on the way to the temple the band encountered what would appear to be the farthest northern outpost of the Bandits, led by a vicious woman wielding two axes. The fight for survival which ensued left many a combatant on both sides lying on the floor, but the heroes eventually proved stronger. Interrogation of the bandits revealed two facts - one being further mention of the Stag Lord, the terrible leader of the bandits who is a purported drunk, and who has an old man locked away in the cellar. The second fact is that there have been robberies of bandit stores by some sort of supernaturally tough, small but vicious feyish creature.

After such a mighty victory, the actual clearing of Jhod and Kaldiras' holy site proved a trivial challenge. A cursed bear... a former priest of Erastil... was put to rest. Jhod, who helped in the fight against the bandits, has decided to stay on and keep up the temple and provide healing to the party as needed.

On the return journey, Kaldiras found a magical knife embedded in a tree trunk and the carcass of a slain deer. The priest interpreted this as a blessing and sign of favor from Erastil.

It is the 24th of Pharast, and the group returned to Oleg's trading post. The very first soul they

encountered was a lame hunter who offered a reward for a great dire boar which took his leg- he wishes the beast slain in exchange for magic arrows.

A last note... it would appear that during their travels a small mirror was stolen from the pack of Al D'ori. The theft remains a mystery.

Subject: Re: XP Tracking
Posted by [Tangaroa](#) on Thu, 09 Feb 2012 03:45:52 GMT
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All XP awarded per character, assuming 4 party members

Thorn River Camp:
Kressle: 100
Bandits (8): 270

Cursed Grizzly Bear: 200

Land Exploration Bonus: 175

Role-playing bonus: 100

Quest Completion:
Wanted: Bandits: 100
Temple of the Elk: 100

Total this session: 1045 XP
Cumulative: 1620 XP

Please bring your characters, leveled to 2nd, for the next session.

(I believe you have explored 8 squares in total - Matt, correct me if I'm wrong.)

Subject: Re: XP Tracking
Posted by [like_a_god](#) on Fri, 10 Feb 2012 10:33:33 GMT
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Tangaroa wrote on Wed, 08 February 2012 20:45
(I believe you have explored 8 squares in total - Matt, correct me if I'm wrong.)

I'll double check this this afternoon, though it sounds about right.

like_a_god

Subject: Re: XP Tracking
Posted by [duhwoo](#) on Fri, 10 Feb 2012 14:08:30 GMT
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I thought it took 2,000 XP to level?

Subject: Re: XP Tracking
Posted by [Tangaroa](#) on Fri, 10 Feb 2012 17:14:39 GMT
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Correct, 2000 XP, less then 400 away. I imagine you will level halfway through the session. I'm happy to have that come into effect immediately (although with a small in-game delay, perhaps)... if you have your updated character sheet (or spreadsheet) in hand. Otherwise, you can apply changes the following session.

Subject: Re: XP Tracking
Posted by [dkeester](#) on Fri, 10 Feb 2012 17:19:12 GMT
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I will go ahead and pre-level my character.

We are definitely playing tomorrow?

Subject: Re: XP Tracking
Posted by [duhwoo](#) on Sat, 11 Feb 2012 00:15:33 GMT
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Fort Fritz is ready for tomorrow.

Subject: Re: XP Tracking
Posted by [like_a_god](#) on Sat, 11 Feb 2012 01:15:42 GMT
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like_a_god wrote on Fri, 10 February 2012 03:33Tangaroa wrote on Wed, 08 February 2012 20:45

(I believe you have explored 8 squares in total - Matt, correct me if I'm wrong.)

I'll double check this this afternoon, though it sounds about right.

like_a_god

Alrighty, all the X's on our map I have a total of 11 squares totally explored.

like_a_god

Subject: Re: XP Tracking
Posted by [Tangaroa](#) on Sat, 11 Feb 2012 16:08:37 GMT
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OK, that pushes the cumulative XP to 1695. See you in awhile.

Subject: Re: Kingmaker - GM notes
Posted by [Tangaroa](#) on Fri, 24 Feb 2012 04:20:02 GMT
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Tuskgutter! The name shall forever live in infamy as the Doom of Al D'ori. But, the tale start from beginning...

The companions returned to Oleg's Trading Post to find that all was not well in the small camp outside of town. A small group of disenfranchised youth, with one Lily Teskertin at the fore, had formed a small prostitution ring in the camp so as to procure a living. Kesten, the closest thing to a local authority, found out about activity and with a certain amount of zeal had thrown the small gang in the midden pits. Svetlana learned of these actions and being a kind soul sought to free the enterprising youth and discipline them in a less degrading manner. She found Kesten intractable regarding the matter and instead approached the companions upon their return. A stern discourse by the noble wizardess Lady Solske Lebeda on the value moderation in governance brought Kesten around to see the error of his ways.

Discussion between the companions of how to prevent further chaos, crime, or an over-zealous legal response led to several occurrences of note. One was a bare-bones idea for governing the settlers, consisting of a three-person council to negotiate disputes and punishment, consisting of a councilor/negotiator, Svetlana, an enforcement arm, Kesten Garess, and a yet unnamed religious component (who may turn out to be the priest Jhod Khavken, or perhaps a replacement priest from Restov). Another benefit was a decision for Svetlana and Oleg to take more of an organizational and leadership role in organizing the sanitation and living conditions of the town. Furthermore, the companions took Lily Teskertin into their employ, discovering her experiences as a street waif and vagabond to be complementary to their own. Lastly, the group petitioned the Leveton's to begin the construction of a true Tavern, a process which promises to be laborious if rewarding.

Having organized some form of governance for the temporary town around the trading post, the group equipped Lily and then set out for further exploration. They encountered a glade filled with

unmarked traps, one which caught Al D'Ori in the leg. Unmarked traps being in strict violation of standard hunting practices, they undertook to clear the area of additional hazards to travelers.

During their trip, Lily and Trahia began flirting with one another. The two seemed to get along fabulously, perhaps on account of being two souls with a love of freedom, a bit of chaos and pursuits of a decidedly physical nature.

The companions continued further south to revisit the Temple of the Elk, and started to head even further south. Passing through the Thorn River Camp (of the previously defeated bandits) the group encountered a sounder of boars. Dispatching these creatures was challenging but accomplished swiftly.

However, the rains picked up afterwards and the group found themselves lost. When the rains let up, the group located themselves at the mouth of a bone-littered den, identified as that of none other than Tuskgutter, the infamous boar. Perhaps the sounder dispatched earlier had been his? Lily and Al began to stealthily approach the lair, but Al turned his foot on a bone and stirred the sleeping Tuskgutter.

In a outpouring of porcine fury, Tuskgutter bore down upon young Al D'Ori. Earning his moniker, in one shocking moment Tuskgutter rent the innards of the swordlord and ended the promising young fighter's all too brief life.

His fury spent, Tuskgutter was dispatched by the rest of the companions. After a brief mourning, the group returned with Al's body to Oleg's trading post.

After this turn of events, the companions took a few days to shore their defenses, mourn the dead and then head back out again. During this process, a young fighter Harold D'Ori arrived at the trading post. It turns this man was cousin and childhood friend to Al, and had set out to join him on his adventures. Tragically, he arrived too late. However, in honor to Al D'Ori memory, and no stranger to adventure himself, he offered to take Al's place and honor his memory by helping to pacify the Stolen Lands. The groups, perhaps a bit shocked by the suddenness of events, agreed.

Not soon after the group set out south to encounter two more situations of note: an angry spirit who demanded vengeance upon the Stag Lord, and a lair of Kobolds engaged in a small war with the mites of the Kamelands.

The angry spirit guarded a ruined crossing over the shrike river along the eastern edge of the Kamelands. The ruined crossing consisted of several burnt buildings, a rotting rope that once served as a guideline for rafts, and a small burnt sign that said "Nettle's Crossing". As the companions approached the crossing, a watery, undead spirit arose and demanded the body of the Stag Lord be thrown into the river. The vengeful spirit then retreated back into the waters as the companions retreated.

Approaching the Kobold's lair a few days later. The kobold's seemed to be located in an abandoned mine called the "Oaktop Silver Mine". The companions were accosted by a kobold, Nampak, who took them to see the tribal chieftain. The chieftain, Sootscale, implored the companions to recover a small statues of a horned devil which he referred to as the tribes' god.

The statue had been stolen by a group of mites, who are currently at war with the Sootscale tribe. Nakpik was "volunteered" to lead the heroes to the mites layer, which he has done with great apprehension. The heroes arrived on the 11th of Gozren.

Subject: Re: XP Tracking
Posted by [Tangaroa](#) on Sat, 25 Feb 2012 02:34:03 GMT
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I don't have a the precise breakdown from session 3 (since I didn't write it down immediately), but the current cumulative XP is:

3295 XP

Subject: Re: XP Tracking
Posted by [Tangaroa](#) on Sun, 26 Feb 2012 18:38:01 GMT
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Session 4:
All XP awarded per character, assuming 4 party members

Mites (x18): 450
Advanced Mite: 34
Tick: 200
Centipedes (x3): 150

Quest: Svetlana's ring 100

Kingdom Founding Bonus: 600

RP Bonus: 50

Total this session: 1584 XP
Cumulative: 4879 XP

Please bring your characters, leveled to 3rd, for the next session.

Subject: City - Oleg's Trading Post
Posted by [Tangaroa](#) on Sun, 26 Feb 2012 18:48:02 GMT
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Under Oleg and Svetlana's direction, the city will begin the following construction during the month of Gozren, 4010:

- 1 Claiming Hexes (Oleg's: 1 BP, Adjacent: 1 BP) (One time extra hex claimed - GM Fiat)
- 1 Stables (Free; existing structures)
- 1 House (3 BP)
- 1 Tavern (12 BP)
- 1 Road Square, Grassland (1 BP)
- 1 Farmland, Grassland (2 BP)

This totals 20 BP, or 80,000 gp requested from Brevoy. The swordlords have deep pockets, and are willing to provide more.

City Stats:

Base Value: 1200

Economy: +2

Loyalty: +2

Population: 750

Districts: 1

Subject: Kingdom Status

Posted by [Tangaroa](#) on Sun, 26 Feb 2012 19:05:51 GMT

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The state of the kingdom will be tracked through a spreadhseet. It uses open office - which can be downloaded for free. I will try to re-upload it here occasionally.

File Attachments

1) [20120225.kingdombuilder.openoffice.ods](#), downloaded 189 times

Subject: Re: XP Tracking

Posted by [duhwoo](#) on Mon, 27 Feb 2012 13:46:45 GMT

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looks right to my character spreadsheet -- just 121 XP to go for 3rd level...

Subject: Re: City - Oleg's Trading Post

Posted by [duhwoo](#) on Wed, 28 Mar 2012 03:40:11 GMT

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I believe the "Twin Ax Inn" is actually an inn rather than a tavern. We claim to be living at the inn, and the description for tavern suggests no one would live there. This both makes more sense, *and* saves us 2 precious BP for next month...

Subject: April 7th
Posted by [duhwoo](#) on Thu, 05 Apr 2012 05:19:22 GMT
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Ready to go for this Saturday -- hope all can make it!

NOTE: I'll be in Phoenix 19-24 April...

FRITZ

Subject: Re: April 7th
Posted by [like_a_god](#) on Thu, 05 Apr 2012 09:37:12 GMT
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duhwoo wrote on Wed, 04 April 2012 23:19 Ready to go for this Saturday -- hope all can make it!

NOTE: I'll be in Phoenix 19-24 April...

FRITZ

Fritz and all,

I've updated the calendar to reflect that we probably won't be playing April 21st.

like_a_god

Subject: Re: Kingmaker - GM notes
Posted by [Tangaroa](#) on Fri, 06 Apr 2012 03:35:31 GMT
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Heroes fight... but fools make war.

The companions set forth into the dark, cramped quarters of the mite layer in hopes of affecting and end to the conflict between the two species. Their assault upon the mite lair, however, was met with resistance. Mites are twisted, miserable little fey, and they parody their Seelie kin with gusto. While their cousins espouse the natural world by forming deep bonds with all manner of bird and four legged beast, mites choose instead to embrace all manner of insecta as their allies - in particular centipedes and ticks. In this realm, they excel, as the companions discovered.

With heads scraping against the walls, the companions discovered and dispatched several centipedes the size of a human and their mite handler - vicious foes with a nasty, poisonous bite.

But the terrors of the mite lair were much greater than these chitinous foes - a huge whiptail centipede, grossly distorted in size by the strange diet of mosses and corpses fed to it by the mites, fell upon the heroes as they recouped from their first assault. Arrows, spell and sword were unleashed in equal measure by the companions upon the huge beast. Trahia stood against the beast for a time, until its blows knocked him insensate, after which Harold D'Ori boldly stood against the beast until arrows and magic felled the creature.

Alas, the battle greatly strained the resources of the companions, and they fled the lair to regroup and rest. However, in a decision that was tactically... unique... they chose to encamp upon a hill that lay within a stone's throw of the mites lair.

Incensed at the slaying of their tribes prized pet and presented with such a tempting target, the mites regrouped their forces and fell upon the companions during the night. More than a score of mites attacked, led by a mite mounted upon some sort of overgrown tick.

The fight in the rain and mud of hilly Kamelands stretched into the night, and Pharama's cold breath blew at the companions back. Exhausted and strapped of resources, they fought on bravely. Trahia, Harold and Lily held off the bulk of mites forces; Solski, for her part, ignited a few attempting a flank before running out of spells and resorting to her dagger; and Kaldiras peppered those sneaking up the back of the hill with arrows. Even brave Nakpik wielded his spear against a mite.

The giant tick proved particularly deadly. Trahia sustained numerous wounds from it before felling the creature. Shortly thereafter, the brave but lightly armored half-orc fell to the numerous stinging blows of the mites and their chief. However, Harold moved to stand over the fallen warrior's body while Kaldiras channeled what little healing energy he had left to maintain his flagging companions. The heroes were perhaps saved by the fact that mites, while full of bravado, possessed little in the way of strength of arms or magic. The companions prevailed, and the remaining tribe member broke and fled the battle after their chief was killed and numbers decimated. In the mite lair, the companions discovered the demon statue they sought, some treasure, and the captured kobold Mikmek.

Having had their strength sapped, the heroes made their way north back to Oleg's trading post with Mikmek and Nakpik in tow. On the way, Trahia fell ill with fever - a side effect of the mite's bite. Kaldiras used his healing arts to help the battered half-orc, but only after the disease had ravaged his body. The other companions attended to matters of construction and governance in town.

Subject: Re: Kingmaker - GM notes
Posted by [Tangaroa](#) on Fri, 06 Apr 2012 13:38:23 GMT
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Outline:

-Kobold lair, statue destroyed by Chief Sootscale, kobold shaman (a reincarnated gnome) deposed. Alliance with Sootscale tribe
-Encounter, and flee from, a Will-o'-Wisp on the return journey
-Further into the forest, Kaldiras' holy symbol is stolen.
-Trouble between Svetlana and Kesten over pressing youth into the city guard. A decision to limit whom is recruited into various positions is reached by Svetlana and party.
-On the way to talk to Kesten, the outlying new farms are found to be under attack by bandits. The heroes help in the defense.

Subject: Re: XP Tracking
Posted by [Tangaroa](#) on Fri, 06 Apr 2012 13:57:27 GMT
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Session 5:
All XP awarded per character, assuming 4 party members

Tartuk, Kobold Sorcerer: 300
Surviving a will-o'-wisp: 300
Bandit attack: 270

Role-playing bonus: 200

Land Exploration Bonus: 50 XP

Quest completion, The Sacred Statue: 100
Quest completion, Gathering Fangberries: 100

Total this session: 1320 XP
Cumulative: 6199 XP

Subject: Re: April 7th
Posted by [Berwick](#) on Sat, 07 Apr 2012 05:41:40 GMT
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we still on for noon, or is it 1?

Subject: Re: April 7th
Posted by [Tangaroa](#) on Sat, 07 Apr 2012 05:44:37 GMT
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Noon!

Subject: Re: April 7th
Posted by [dkeester](#) on Sat, 07 Apr 2012 16:35:54 GMT
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Sorry for the late notice guys. I am not going to be able to make it today.

I have Easter weekend stuff that needs to get done.

Feel free to proceed without me if you want.

Subject: Treasure?
Posted by [Berwick](#) on Mon, 09 Apr 2012 01:13:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

2x Short Sword, MW [1x Trahea]
Comp. Longbow (+2 Str)
Heavy Mace
Leather armor
2x chain shirt [1x Trahea]
2x comp shortbow (+1 Str) [1x Haldori]
Banded Mail
Flail, mw [1x Tibs]
4x Potions, Cure Light
30 gp misc. gear (i.e. backpacks, etc)

I will also trade my flail, a non-masterwork version, in to be sold for the party fund or whatever.

My question is, how have you guys been doing treasure splits?

Subject: Re: Treasure?
Posted by [like_a_god](#) on Thu, 12 Apr 2012 09:43:21 GMT
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Berwick wrote on Sun, 08 April 2012 19:13

My question is, how have you guys been doing treasure splits?

We find that it works best if Solske gets first dibs. Whatever she doesn't need the commoners can distribute amongst themselves.

Just kidding

We usually distribute to party members as needed, save what we might need in the foreseeable

future and sell the rest. The money then goes into a collective fund.

like_a_god

Subject: Re: Kingmaker - GM notes

Posted by [Tangaroa](#) on Sat, 14 Apr 2012 14:04:58 GMT

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Outline:

- Fought Akiros and His Bandit foray. Recognized Akiros as an ex paladin
 - Returned to find Kesten Wounded and many of his men slain by the stag lord
 - Ordered construction of a shrine
 - Traveled through the forest south to track the stag lord.
 - Encountered Tyg-Titter-Tut and Perlivash - two faeries that had been harassing the party
 - Travel south to find the stag lords fort. Faeries do reconnaissance to find an owlbear, a "giant", numerous soldiers, akiros and the stag lord, as well as underground chambers.
 - Strange, lifeless regions surround the fort.
-

Subject: Re: XP Tracking

Posted by [Tangaroa](#) on Sat, 14 Apr 2012 14:12:45 GMT

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Session 6:

All XP awarded per character, assuming 4 party members (Kaldiras in abstentia)

Bandits, assorted: 400

Fairy nest: 250

Role play bonus: 200

Not killing a potentially useful NPC bonus: 1

Total this session: 851

Cumulative: 7050

Subject: Re: City - Oleg's Trading Post

Posted by [duhwoo](#) on Sun, 15 Apr 2012 01:55:42 GMT

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the BP spending sheet for Desnus 4010 (the one we completed during session #5 on April 7th) is attached -- and can also be fetched via the URL below:

<http://valhallas.com/Desnus4010_BP_SPENDING.ods>

NOTE: OpenOffice or LibreOffice are required to view...

FRITZ

File Attachments

1) [Desnus4010_BP_SPENDING.ods](#), downloaded 101 times

Subject: Re: City - Oleg's Trading Post
Posted by [Tangaroa](#) on Sun, 15 Apr 2012 13:22:43 GMT
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Fritz, another errata for kingdom building: exotic craftsman is missing a +1 to economy bonus in the rules.

And yes, you'll have to sell the magic items less than 4000 gp and hope for a better item next phase.

Subject: 5 May game
Posted by [duhwoo](#) on Sun, 29 Apr 2012 20:28:24 GMT
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Fort Fritz should be good to go for Kingmaker next Saturday. Note that I'm scheduled to work MIDshifts Friday and Saturday nights: thus will I be napping from 7 to 11am, recovering from Friday night's shift -- and again from 6 to 9pm, getting ready for Saturday night's shift. Please be here promptly at noon, and keep in mind we can only go 15-30 minutes or so past 5pm...

At this point, we're sticking to the schedule for KingMaker Saturdays -- May 5th and 22nd -- even though Matt can't make it next week (and maybe not the 22nd): Jake will run Matt's mage. All other players please advise if you can't make it: if we're down *two* players, we might try shifting the assault on the Stag Lord's keep to May 12th. The Stag Lord needs a good drubbing, and it'll probably take all of us to get it done! We'll be starting the session outside the ruins of his keep, after camping in the rain -- and when we go in, remember that we don't know what happens to those who stray from the trail that crosses the clear area between the forest and the walls!

FRITZ

Subject: Re: 5 May game
Posted by [Damon](#) on Tue, 01 May 2012 12:11:10 GMT
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The plan is still to lure a group from the keep to "wander" from the path courtesy of Solsky?

Subject: Re: 5 May game

Posted by [like_a_god](#) on Tue, 01 May 2012 16:02:02 GMT

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Damon wrote on Tue, 01 May 2012 06:11 The plan is still to lure a group from the keep to "wander" from the path courtesy of Solsky?

Yeppers, I believe that we were gonna use the cavalier's mount to help get them curious enough to leave the fort. The hope is that before they realize their error the illusion will lead them off the 'path' so that any danger will be revealed.

like_a_god

Subject: Re: 5 May game

Posted by [Damon](#) on Wed, 02 May 2012 04:10:01 GMT

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noticed may calendar is empty has that been fixed?

Subject: Re: 5 May game

Posted by [like_a_god](#) on Wed, 02 May 2012 09:40:45 GMT

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Damon wrote on Tue, 01 May 2012 22:10 noticed may calendar is empty has that been fixed?

Sorry about that. I've updated the May calendar.

like_a_god

Subject: Re: 5 May game

Posted by [Damon](#) on Wed, 02 May 2012 13:27:18 GMT

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Are you going to be back by the 12th?

Subject: Re: 5 May game

Posted by [like_a_god](#) on Wed, 02 May 2012 16:03:56 GMT

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Damon wrote on Wed, 02 May 2012 07:27 Are you going to be back by the 12th?

Yep, I'll be available on the 12th but not the 5th or the 19th.

like_a_god

Subject: Re: 5 May game

Posted by [dkeester](#) on Wed, 02 May 2012 19:26:46 GMT

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I should be able to make it on the 5th. I won't be able to make it on the 19th.

Subject: Re: 5 May game

Posted by [Berwick](#) on Wed, 02 May 2012 23:16:53 GMT

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I shall be there as well.

Subject: Re: 5 May game

Posted by [Tangaroa](#) on Thu, 03 May 2012 03:00:44 GMT

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Given 3 players on the 19th perhaps it would behoove me do a small side quest on that day for those three players. Hmm... possibilities abound...

Subject: Re: 5 May game

Posted by [dkeester](#) on Thu, 03 May 2012 20:56:49 GMT

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Looks like I spoke too soon. It looks like I am going to have to spend the day at work on Saturday.

Sorry guys.

Subject: Re: 5 May game

Posted by [Damon](#) on Fri, 04 May 2012 04:14:22 GMT

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So if there are just two players do you still want to run?

Subject: Re: 5 May game
Posted by [Tangaroa](#) on Fri, 04 May 2012 19:02:44 GMT
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There are three players: You, Berwick, and duhwoo for both the 5th and the 19th. I'm willing to run a game tomorrow, but I'm thinking there might be some convenient side tracking. I would prefer everyone together for assaulting the fort.

So lets say I run tomorrow and we don't handle the actual assault until next month... there are still a few unresolved quests.

dkeester, can you send me your current character sheet?

Thanks,

Tangaroa

Subject: Re: 5 May game
Posted by [Berwick](#) on Fri, 04 May 2012 19:17:58 GMT
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Family emergency folks. Sorry, but I am going to have to bow out for tomorrow as well. Apologies all, Berwick

Subject: Kingmaker on 12 May?
Posted by [duhwoo](#) on Fri, 04 May 2012 22:09:34 GMT
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I reckon tomorrow (the 5th) is a bust: who can make it on the 12th? Can we just shift a week, and do the assault -- with everybody on hand -- on what would otherwise be an off weekend for KingMaker? I think we are at a good point for skipping a session in Matt's Edge of World game (way better than we are in KM!), and at least we can expect Matt to be there to run Solske...

Chime in soon if that's work-able...

FRITZ

(on the bright side for me, now I can just sleep until I wake up after tonight's MIDshift!)

Subject: Re: Kingmaker on 12 May?
Posted by [dkeester](#) on Fri, 04 May 2012 23:16:22 GMT
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So far that day is looking ok, tentatively.

Since it is Mother's Day weekend I will need to see if we are going to spend it in Colorado Springs with the in-laws.

Subject: Re: Kingmaker on 12 May?

Posted by [Tangaroa](#) on Fri, 04 May 2012 23:36:28 GMT

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Alright, I'll plan on the following weekend.

Subject: Re: Kingmaker on 12 May?

Posted by [like_a_god](#) on Fri, 04 May 2012 23:59:48 GMT

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duhwoo wrote on Fri, 04 May 2012 16:09I reckon tomorrow (the 5th) is a bust: who can make it on the 12th? Can we just shift a week, and do the assault -- with everybody on hand -- on what would otherwise be an off weekend for KingMaker? I think we are at a good point for skipping a session in Matt's Edge of World game (way better than we are in KM!), and at least we can expect Matt to be there to run Solske...

Chime in soon if that's work-able...

FRITZ

(on the bright side for me, now I can just sleep until I wake up after tonight's MIDshift!)

Yep that works for me

like_a_god

Subject: Re: Kingmaker on 12 May?

Posted by [Damon](#) on Sat, 05 May 2012 16:44:11 GMT

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Because I run two businesses, I block out the time between 12:00 and 5:00 every Saturday. so if for some reason we are not playing it is important that I know as soon as possible so I can work instead. I play or I work, that's my life. Damn that sounds sad. anyway count me in.

Subject: Re: Kingmaker on 12 May?

Posted by [Berwick](#) on Tue, 08 May 2012 17:47:34 GMT

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I am a go for the 12th.

Subject: Re: Kingmaker on 12 May?

Posted by [dkeester](#) on Wed, 09 May 2012 00:07:23 GMT

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I can make it on Saturday the 12th, but only until 3:00 PM.

Would it be possible to start at 10:00 or 11:00? Otherwise I will just bail early.

Sorry for being a pain about scheduling this month. Life is what happens when you have other things planned, right?

I will bring a copy of my character for Jacob so that he can run Kaldiras in my absence on the 19th.

Subject: Re: Kingmaker on 12 May?

Posted by [duhwoo](#) on Wed, 09 May 2012 04:37:34 GMT

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for May 12th, Fort Fritz is available anytime betwixt 9am and 9pm, no worries. Each player should reply to let the rest know how early they can start. If there's someone who can't come early, then we just stick to the usual play times, and Doug leaves when he must...

Subject: Re: Kingmaker on 12 May?

Posted by [like_a_god](#) on Thu, 10 May 2012 23:48:44 GMT

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duhwoo wrote on Tue, 08 May 2012 22:37for May 12th, Fort Fritz is available anytime betwixt 9am and 9pm, no worries. Each player should reply to let the rest know how early they can start. If there's someone who can't come early, then we just stick to the usual play times, and Doug leaves when he must...

I could easily make it earlier this weekend, as early as 10am if necessary

like_a_god

Subject: Re: Kingmaker on 12 May?

Posted by [Damon](#) on Fri, 11 May 2012 00:11:55 GMT

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I could start around 10:30 but have a job first thing in the morning so earlier is out for me. Of course you could start a little earlier and fudge Trahia for a half hour or so.

Subject: Re: Kingmaker on 12 May?
Posted by [dkeester](#) on Fri, 11 May 2012 00:36:36 GMT
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10:30 (or 11:00 if Damon needs more time) works for me. That would give us 4 to 4.5 hours to have the raid.

That should be enough time to have a good session, right?

I really appreciate you all working around my schedule conflict. Hopefully next month will be less of a pain.

Subject: Re: Kingmaker on 12 May?
Posted by [duhwoo](#) on Fri, 11 May 2012 01:37:57 GMT
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William sez he can arrive early as well -- now we just gotta hope our erstwhile GM can show up early!

Subject: Re: Kingmaker on 12 May?
Posted by [Tangaroa](#) on Fri, 11 May 2012 20:47:28 GMT
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Alright, 10:30 tomorrow it is.

~Tangaroa

Subject: Re: XP Tracking
Posted by [Tangaroa](#) on Sun, 13 May 2012 01:41:16 GMT
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Session 7:
All XP awarded per character, assuming 5 party members

Quest: 240
-Needles Revenge (assumed completion next session)
-The Stag Lord

-Falgrim Sneeg

Role Play Bonus: 100

Bandits, including the Stag Lord, Auks the Simpleton, Nasroc the Decrepit (the Stag Lords Father), Dovan from Nisroch, and an incidental owlbear: 1869

Finishing Book 1 Bonus: 1

Total this session: 2210

Cumulative: 9260

Welcome to 4th level. Please level appropriately.

Also, Kesten Garess has made 4th level. For city building purposes - his strength has now increased to 18.

Subject: Re: XP Tracking

Posted by [duhwoo](#) on Mon, 14 May 2012 04:19:56 GMT

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Hal's 4th-level character sheet can be seen at <http://valhallas.com/Harold.pdf>

Subject: Re: XP Tracking

Posted by [Tangaroa](#) on Sun, 20 May 2012 00:52:29 GMT

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Session 8:

Thus passes Tibbs: <http://paizo.com/forums/dmtz2c8l&page=13?Kingmaker-Obituaries#604>

On to XP:

Quest: 80

-Slaying the Tatzylwyrms

Hexes fully explored: 100

Calathgar (flower) + mold: 360

Tatzylwyrms: 240

Kundal (Werewolf) + Dire Wolves: 560

Negotiations with Garuum the Boggard: 240

Roleplay Bonus: 100

Dying as a good sport bonus: 20

Total this session: 1700

Cumulative: 10960

Subject: Re: Loot Spreadsheet
Posted by [Berwick](#) on Wed, 23 May 2012 22:05:53 GMT
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Is this the new sheet, I thought I heard you mention that you were uploading an updated version?
I have the loot from last Sat.

Subject: Are we playing on 5/26??
Posted by [dkeester](#) on Wed, 23 May 2012 22:38:05 GMT
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If we are, I will need to check with the wife.

Subject: Re: Are we playing on 5/26??
Posted by [like_a_god](#) on Wed, 23 May 2012 23:11:03 GMT
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dkeester wrote on Wed, 23 May 2012 16:38 If we are, I will need to check with the wife.

We are indeed planning on it. See the Events for May topic here

Subject: Re: Are we playing on 5/26??
Posted by [Damon](#) on Fri, 25 May 2012 16:46:50 GMT
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I can start at 11:00 If you will let me know.

Subject: Re: Are we playing on 5/26??
Posted by [dkeester](#) on Fri, 25 May 2012 20:25:03 GMT
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She says that I can come out and play. Let's plan for the usual noon start, unless anyone else

needs to start early.

Subject: Re: Are we playing on 5/26??

Posted by [duhwoo](#) on Fri, 25 May 2012 23:06:42 GMT

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I wish to start 30 minutes earlier: I have to be at work tomorrow at 5pm, so we'll need to wrap up the game by 4:30pm. I'm hoping to recover some of the time we'll lose by shifting the whole thing a little earlier. Haven't heard from Jacob yet as to whether he can arrive early, but William has already reported he can be at Fort Fritz as early as 11am. Matt shan't be appearing before 12:45, but said we can start without him. I think it would be great if the rest of us can get started by 11:30 -- although it's not a big deal if we can't...

Subject: Re: Are we playing on 5/26??

Posted by [dkeester](#) on Sat, 26 May 2012 00:30:35 GMT

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I shall endeavor to appear at ye olde Fort before the prescribed hour.

Subject: Re: XP Tracking

Posted by [Tangaroa](#) on Sun, 27 May 2012 00:35:17 GMT

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Session 9:

Quest:

- Trolls Blood (completed before even receiving it!): 320 + 1200 gp in potions
- That Damn Turtle: 320 XP + Ring of Feather Falling
- Howl of the Wind: 320 XP + 1200 gp

Hexes fully explored: 100

Advanced Worg + 3 Dire wolves: 640

Trolls, 3: 600

Assisting Narthropple: 480

Crackjaw: 400

Roleplay: 100

This Session: 3280

Cumulative: 14240

The following NPC's leveled and received a stat boost:

Oleg - Wis of 16

Svetlana - Cha of 16

Jubilost has the following stats:

Str 8, Dex 16, Con 14, Int 13, Wis 14, Cha 10

(Edit: Neither Lily or Loy made a level)

Subject: Advanced Race Guide

Posted by [Tangaroa](#) on Fri, 22 Jun 2012 19:36:09 GMT

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The Advanced Race Guide just came out. I've perused the PDF.

Here are my initial thoughts regarding races I would allow for future characters or companions:

- Catfolk
- Changeling
- Grippli
- Kobold (black dragon heritage only)
- Any of the racial subtypes for core humanoid races are acceptable, excepting underground themed ones (half-drow, deep dwarves, deep kin half orcs, lava gnomes)

Any other option from this book would require some significant backstory. Of course, I don not mean to imply that I'm out murder your characters horribly in your sleep - simply that if any future character deaths occur and a raise dead isn't desired, these options would be available.

Subject: Archerfest

Posted by [Tangaroa](#) on Thu, 28 Jun 2012 15:29:27 GMT

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Twang

The sound of an arrow flying through the air; the quiet pad of a hunters feet along the forest floor; the sweet smell of venison stewing...

Aye, it is Archer's Day, the 3rd of Erastus. The holy days of Erastil are simple, but still they can bring together wayward son and distant father or a caring mother and an innocent child in sharing the simple pleasures of life.

Hunters and the hungry will gather together to feast, while the youth will test their bowmanship and hunting skills.

Who will prove to be the sharpest eye, the steadiest hand... who will the Grand Hunter of Archer's Day?

Subject: Re: Archerfest

Posted by [Tangaroa](#) on Thu, 28 Jun 2012 15:34:15 GMT

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(OOC: What sort of events will your characters be organizing? Of course there is an archery tournament and perhaps axe-throwing, but what other activities will you be organizing. With rumors of trolls, folk look to your characters for guidance, hope, and booze.)

Subject: Re: Archerfest

Posted by [duhwoo](#) on Fri, 29 Jun 2012 22:45:21 GMT

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For this year's Dead-Eye Days, the Baron will conduct a summer Biathlon event: horse-mounted participants ride a circuit, timed for best rate, with several way-points that have targets to hit with bow and arrow. Superior archery can make up for slower time on the course. Top two riders can have their mounts war-trained by a professional trainer...

Subject: Re: Archerfest

Posted by [Tangaroa](#) on Wed, 04 Jul 2012 17:00:49 GMT

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So I have a tentative schedule for Archerfest activities; it looks to be a three day ceremony.

Here is the list of official events; small prizes and much prestige to be heaped upon winners of such events. There will be representatives from many lands and groups.

If you have any ideas regarding the list, please feel free to add them.

Day 1:

10-12 Erastil's Explorers

-Organized by Jhod Khavken and Kaldiras

-Teach young settlers skills like shelter building, first aid, bowery, husbandry, farming

7-12 Hunting/Tracking competition

-Organized by Jhod Khavken and Kaldiras

9-6 Faire

-Organized by Oleg and Svetlana Leveton

-Goods, food, alchemical and magical stalls - all day!

1-3 Horseback archery
-Organized by Harold D'Ori
3-6 Archery
-Organized by Kesten Garess and Akiros Ismort
6-9 Nightly Feast, Dance & Song
-Organized by Oleg and Svetlana Leveton
-To include nature's bounty, local circle and line dances, and bardic storytelling.

Day 2:

10-12 Erastil's Explorers
9-6 Faire
7-12 Lumberjack Competitions
-Organized by Corax, representative of the Lumbering Guild
-Includes Axe Throwing, Standing block, Underhand, Tree felling, Single saw, Double saw
1-2 Magic/Illusion show
-Presented by the gnomish community under direction of Jubilost Narthroppe (in abstentia)
2-6 Husbandry show
2-6 Garden show
-Organized the Jhod Khavken and the Church of Erastil
6-9 Nightly Feast, Dance & Song

Day 3:

10-12 Blessings of the Harvest
-Organized by the Erastilian church; a religious ceremony
1-3 Personal duels 1-3
3-6 Grand melee 3-6
-Tests of martial prowess organized by Bricio of Mivon, Joris Bolengir of the Bloodstone Mercenaries, and Kesten Garess. Nonlethal combat only.
6-9 Closing ceremonies; Nightly Feast, Dance & Song

Fritz, can you send me a map of Twinaxe?

Subject: Kingdom Building Notes
Posted by [Tangaroa](#) on Wed, 04 Jul 2012 17:03:28 GMT
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I was hoping we could collate information regarding the Kingdom here.

-Place names: 'official' names of cities and lands
-Names of officials
-Perhaps general news and gossip: what is being built, proclamations and official kingdom on-goings.

Thanks!

Subject: Useful Links

Posted by [Tangaroa](#) on Fri, 06 Jul 2012 19:15:43 GMT

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A link for Kingdom Building:

Kingdom Building Guide

Background on the Stolen Lands:

Stolen Lands Overview

Subject: Re: Kingdom Buidling Notes

Posted by [duhwoo](#) on Fri, 20 Jul 2012 14:56:37 GMT

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Harold drafted a proclamation to establish governance over the county of Axborough (known simply as "The Proclamation of Axborough"):

"By authority of the charter presented from King-Regent Noleski Surtova during the month of Pharast in the year 4711, and subsequent authority issued under that charter, this instrument establishes the independent county of Axborough, which shall consist of all lands within a day's ride by road of the town of Twin Axe, limited to the north by border with the country of Brevoy. A council shall govern the town and county, as set forth in attachment 'A' of this proclamation. The council shall be responsible for establishment and enforcement of laws that will promote the prosperity of Axborough, and the well-being of the citizenry. These laws shall ensure fair taxation and expenditure of revenues, support the protection of personal rights and property, and provide for the defense and security of the region. In addition, the council will guide the economic and political development of the county. The council will be headquartered in the Twin Axe Inn, until appropriate property can be procured for housing the government offices."

This officially establishes the names of "Axbourough", "The Town of Twin Axe" and "The Twin Axe Inn".

Another proclamation is due when our roads lead to farming beyond a day's ride...

For now, Hal refers to the overall lands that the party has explored as "The Charterlands", and the lands beyond a days ride from Twin Axe as "The Frontier" -- but he has mentioned "The Barony of Narlax" as a potential moniker for a new proclamation (once a good road is established all the way past Tuskwater Keep to The Grand Beldame's house).

Harold has recommended the name "Zarzuket's Anvil -- Ironmongery from Z-to-A", for the smithy

-- but the final name is up to Zarzuket. The stable shall always be known as "Oleg's Trading Post". The brothel does not officially exist, but Hal refers to it as "Lily's Pad" -- because he suspect's Lily had something to do with it's establishment -- and that business makes contributions to the community that are the equivalent to paying taxes, in lieu of actually paying taxes (this is meant to keep the council off their case).

The name "Tuskwater Keep" has been used regularly since old antler-head was taken down. Loy's community has not been given a name yet (that's up to them).

Subject: Re: Kingdom Buidling Notes
Posted by [Tangaroa](#) on Fri, 20 Jul 2012 17:50:11 GMT
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Loy & Latricia Rezbin refer to their burgeoning settlement as Tatzlford.

Subject: Re: XP Tracking
Posted by [Tangaroa](#) on Sun, 05 Aug 2012 22:12:01 GMT
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Session 10:

Roleplay: 100
Hexes: 100
Mad Hermit: 440
Thylacine: 40
Delicate Situation: 320
Lizards & Frogs, Oh My: 1040

This Session: 2040
Cumulative: 16280

Subject: Re: XP Tracking
Posted by [Tangaroa](#) on Sun, 05 Aug 2012 22:30:03 GMT
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Session 11:

Roleplay 600
Tracking 200
Horse Archery 200
Archery 200

Logging 200
Magic Competition 200
Duels 200
Grand Melee 400
Womens Circle 200
Grigori the Agitator 320

This Session: 2720
Cumulative: 19000

Subject: Re: XP Tracking
Posted by [Tangaroa](#) on Sun, 05 Aug 2012 23:24:18 GMT
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Session 12:

Quests

Where's Tig 267 +2 kingdom loyalty bonus
King of the Forest 267 1200 gp

Roleplay 200
Hexes 100
Forest Drake 267
Munguk the Giant 533
Lizardfolk Village 2267
Trolls (3) 800

This Session: 4701 (!!)
Cumulative: 23701

The PC's have enough XP to advance to level 6. For the purposes of next adventure, you'll be at the same level until you have a chance to rest. Bring stats for your characters at level 6.

The following NPC's leveled and received a stat boost:
Lily Teskertin: Dex 18

Subject: Loot from 8/4 & 9/15
Posted by [Berwick](#) on Sun, 16 Sep 2012 04:05:17 GMT
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Loot from 8/4

Potion, Cure Serious
Leather Armor +1
Keen Trident +1
Golden Armbands
Jewelry
Feather Token, Tree [Davor]
Ring of Swimming [Solske]
Chainshirt, MW, Broken
Darkwood Longbow, MW
Cloak of Elvenkind, Bloodstained & Tattered

Loot from 9/15

Ioun Stone, +1 Armor [Solske]
Amulet of Natural Armor +2 [Trahea]
+14 BP [Council]
690.84 GP / share [Full share: Trahea, Solske, Kalderis, Hal, Davor; Half Share:(342.42) Akiros, Kesten]
Chest w/ lock
Map, Thylacine Hide (in Giant)(plans to attack our community, except fae)
2000 GP / PC for Lord's favor re: Hargluka [Trahea, Solske, Kalderis, Hal, Davor]
Troll Blood -> Bokken (in exchange for 1200GP in potions)

Also, from Town:

Wand: Daylight (3rd lvl)
Rod: Metamagic Cancelation (11,000GP or 2 BP)
Potion: Remove Fear
Potion: Enlarge
Potion: Fly
Scroll: Barkskin

Subject: Re: Loot from 8/4 & 9/15
Posted by [duhwoo](#) on Sun, 16 Sep 2012 05:19:16 GMT
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Note the 'town' items must be purchased by party members, at normal cost. Buying them will clear slots for new items to be generated next month...

The rod and wand are medium items: instead of buying them, we can make an economy check to

try to get one of them sold off. They would generate 8 BP (lesser items generate 2 BP, but only if their value is over 4,000gp) -- IF we successfully roll above the DC of 35 (our economy bonus will be 24 during the next Economy phase, so we have a 50/50 chance).

Hal will buy the potion of Remove Fear.

Subject: Re: Loot from 8/4 & 9/15
Posted by [Berwick](#) on Thu, 20 Sep 2012 02:18:14 GMT
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Davor is eying that scroll of Barkskin if no one else wants it?

Subject: Re: Loot from 8/4 & 9/15
Posted by [Tangaroa](#) on Mon, 24 Sep 2012 17:34:21 GMT
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Akiros and Kesten pool their money (and use some personal funds) to buy the potion of Fly.

Subject: I can make Saturday (9/29) if we are playing
Posted by [dkeester](#) on Thu, 27 Sep 2012 17:07:51 GMT
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Sorry about missing the last session. We had a guest visiting from out of town.

Subject: Re: I can make Saturday (9/29) if we are playing
Posted by [Tangaroa](#) on Fri, 28 Sep 2012 17:58:04 GMT
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I believe we are on to game this weekend, sans Solske.

Nominally, your group will have some time close to home base. The session would be ideal for personal development, if there are any things that Kaldiras wishes to accomplish.

Subject: Re: I can make Saturday (9/29) if we are playing
Posted by [duhwoo](#) on Fri, 28 Sep 2012 23:51:30 GMT
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Hal wants to make a trip to Restov after council -- he hasn't seen that city since he was tweve! It's

been 6 months since Solske accepted the Stolen Lands commission -- seems politic to check in personally once in a while...

See (most of) you guys tomorrow!

FRITZ

Subject: Re: XP Tracking
Posted by [Tangaroa](#) on Sun, 30 Sep 2012 13:13:53 GMT
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Session 13:

XP Assuming 5 party members
Quests
Slaying Trolls 320 2000 gp (each!)

Roleplay: 40
Trolls, Assorted 3680
Trollhounds 480
Nymph, Stone Witch 640

This Session: 5160 (!!)
Cumulative: 28861

Subject: Re: XP Tracking
Posted by [Tangaroa](#) on Sun, 30 Sep 2012 13:29:50 GMT
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Session 14:
XP Assuming 5 party members:

Hexes 40
Roleplay 120
Skeletons 324
Barrow Wight 480 Ring of Sustenance
Kingdom size 5 320
Establish Capitol City 240

Total this session: 1524
Cumulative: 30385

Please note the ring of sustenance - it was on the hand of a skeleton and I forgot to include it.

Subject: Re: XP Tracking
Posted by [duhwoo](#) on Sun, 30 Sep 2012 22:52:10 GMT
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I recommend the Ring o' Sustenance go to a primary caster with a high perception -- either Kaldiras or Davor. Probably Davor, who can assume a form with Darkvision (thus optimizing effectiveness during those extra hours of night-watch)...

Subject: I can host at my house!
Posted by [Damon](#) on Wed, 03 Oct 2012 09:11:13 GMT
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Can everyone make it?
11794 Billings Ave. Lafayette Co 80026
West of 119 th St.
South of Jasper and Lookout rd.
North of Erie Parkway/ Isabell
East of 287
If you need directions from your area call 303-828-2929

Subject: Re: XP Tracking
Posted by [Damon](#) on Wed, 03 Oct 2012 09:14:05 GMT
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Fine with me. Did we get Trahias level back?

Subject: I can host!
Posted by [Damon](#) on Wed, 03 Oct 2012 09:17:53 GMT
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Can everyone make it?
11794 Billings Ave. Lafayette CO 80026
Call 303-828-2929 for directions.

Subject: Re: I can host!
Posted by [like_a_god](#) on Wed, 03 Oct 2012 09:39:48 GMT
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Damon wrote on Wed, 03 October 2012 03:17Can everyone make it?
11794 Billings Ave. Lafayette CO 80026
Call 303-828-2929 for directions.

Okay I feel like I missed something... Could we clarify the change of location and whatnot for the next Kingmaker?

Thanks

like_a_god

Subject: Re: I can host!

Posted by [Damon](#) on Wed, 03 Oct 2012 14:47:11 GMT

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My understanding is Fritz can't host this Saturday because he has a wedding to go to and can only play for the first hour, so we were going to do an extra Kingmaker this Saturday here at my house since edge of waters would be impractical one down and everyone was free this Saturday for this.

Subject: Re: I can host!

Posted by [dkeester](#) on Wed, 03 Oct 2012 15:54:13 GMT

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I am 80% certain that I can make it.

Subject: Re: I can host!

Posted by [like_a_god](#) on Wed, 03 Oct 2012 16:04:51 GMT

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Damon wrote on Wed, 03 October 2012 08:47My understanding is Fritz can't host this Saturday because he has a wedding to go to and can only play for the first hour, so we were going to do an extra Kingmaker this Saturday here at my house since edge of waters would be impractical one down and everyone was free this Saturday for this.

Ooohhhh..

Well, sadly, I'm not available to play this coming Saturday. However, I'm sure Solske would be fine sitting in her new mage tower doing arcane stuff.

like_a_god

Subject: Re: I can host!

Posted by [Damon](#) on Wed, 03 Oct 2012 16:10:23 GMT

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OK one down, one for an hour and one at 80%.....Jake do you want to run?

Subject: Re: I can host!

Posted by [like_a_god](#) on Wed, 03 Oct 2012 16:29:52 GMT

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Damon wrote on Wed, 03 October 2012 10:10 Jake do you want to run?

And I ruuuunnnnnn I run so farrrr awaaaayyyy....

like_a_god

Subject: Re: XP Tracking

Posted by [Tangaroa](#) on Thu, 04 Oct 2012 23:32:22 GMT

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Yes, there was a trip to Restov and the requisite 1000 gp gem spent.

Subject: Re: I can host!

Posted by [Tangaroa](#) on Thu, 04 Oct 2012 23:33:21 GMT

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Actually, I think I would actually like to forgo this weekend. In the intervening time a midterm has cropped up on me, and I would like to study.

Subject: Re: I can host!

Posted by [Damon](#) on Fri, 05 Oct 2012 01:31:36 GMT

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OK, that means I don't have to try to find the table. It shall remain hidden under junk mail for another week.

Subject: Saturday 13th

Posted by [like_a_god](#) on Tue, 09 Oct 2012 09:38:23 GMT

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Guys,

I've got some out of town peeps coming in this weekend, October 12th to 14th. Sadly, I don't have a lot of idea yet of their itinerary. As such, I just wanted to mention that I may not be able to make it to Saturdays Kingmaker game. I should know by sure on Thursday.

Thanks

like_a_god

Subject: Re: Saturday 13th
Posted by [dkeester](#) on Wed, 10 Oct 2012 15:59:46 GMT
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I will be out of town this weekend for my Anniversary.

Subject: Re: Saturday 13th
Posted by [Tangaroa](#) on Wed, 10 Oct 2012 17:58:31 GMT
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Are we happy with a three person table? I'm still willing to run.

Subject: Kingdom building errata thread
Posted by [Tangaroa](#) on Thu, 11 Oct 2012 13:35:26 GMT
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A thread compiling Kingdom building errata and clarifications:

<http://paizo.com/forums/dmtz2ecs?Kingmaker-Kingdom-Ruler-Com> pilation-of

Subject: Re: Saturday 13th
Posted by [like_a_god](#) on Fri, 12 Oct 2012 01:37:19 GMT
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Greetings!

Just wanted to confirm that I won't be able to make it to the table this weekend. Have a great time!

Matthew

Subject: The Riddle from Zemphyra

Posted by [Tangaroa](#) on Sat, 13 Oct 2012 22:32:10 GMT

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Have you seen it?

Woven of life,
a touch doth prick
And it bars the way,
a beautiful trick

In the spring,
a sweet perfumed smell
In the winter,
now defenses tell

Dark winter now,
but the dark winter lies
Come soon the bloom,
harvest made the Lady's prize

Subject: Re: The Riddle from Zemphyra

Posted by [duhwoo](#) on Mon, 15 Oct 2012 00:51:16 GMT

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a thorny-stemmed rose doth prick, and presents a rosy perfume in spring, yet only thorns remain after the petals fall -- and when in bloom, one plucked makes a fine prize for Lady Maehra!

Subject: Re: The Riddle from Zemphyra

Posted by [Tangaroa](#) on Mon, 15 Oct 2012 05:26:41 GMT

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Close... a stem may yield a rose, but many stems woven together may be called something else.

Subject: Re: The Riddle from Zemphyra

Posted by [duhwoo](#) on Tue, 16 Oct 2012 03:15:31 GMT

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a wreath, perhaps? Holly, rather than rose, I suppose...

in the spring tournaments, Hal will lance such a thing, and present it to his lady!

Subject: Re: The Riddle from Zemphyra
Posted by [Tangaroa](#) on Tue, 16 Oct 2012 04:11:22 GMT
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A noble guess, but no. Whatever it is, 'she' wants it greatly Perhaps your characters could research a bit. Nah, too crazy...

Subject: 10/27
Posted by [dkeester](#) on Sat, 27 Oct 2012 05:23:07 GMT
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I can make it, but I will need to leave at 4:00 PM.

Subject: Re: XP Tracking
Posted by [Tangaroa](#) on Sun, 28 Oct 2012 01:33:26 GMT
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Session 15:
Kingom Size 10 480
Replacing Melianses Trees 320
The Rainbow 1920
Roleplay 100
The Voice (1/2 xp) 640

Cumulative: 33845

Subject: Re: XP Tracking
Posted by [Tangaroa](#) on Sun, 28 Oct 2012 01:35:07 GMT
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Hexes 120
Roleplay 100
Quest: Wrath of the Scythe Tree 400
Quest: Tomb Treasure 400
Quest: A lady's desire 400
Scythe Tree 720
Trap 320
Rat Swarm, 4 480
Quickling 640
Grimstalker 480
Assasin Vine 240
Babohan Sith 640

Cumulative 38785

You'll all be level 7 next time.

Oh, and dkeester will be running a new character, as Kaldiras fell to an evil Babohan Sith fey.

Subject: Hoard from 10/13

Posted by [Berwick](#) on Sat, 10 Nov 2012 14:56:37 GMT

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Apologies for not posting this earlier!

1x Darkwood Composite Short Bow [Lilly]

5x Masterwork Longsword [Harold's Cohorts]

1x Cloak of Resistance +1 [Kaldiris]

1x +1 Mithril Shirt

1x Bloody Courtier outfit, female [lilly]

3x sleep arrows [lilly]

100 arrows [30x Lilly]

1x potion, resist energy (fire) [solske]

1x oil of flame arrow [lilly]

2x scrolls, comprehend languages

1x scroll, see invisibility [solske]

4x masterwork studded leather [Harold's Cohorts]

4x Masterwork heavy wooden shields [Harold's Cohorts]

4x daggers

4x oil magic weapon [2x Kesten, 2x Akiros]

4x oil of silence [2x Kaldiris, 2x Lilly]

4x dose of poison, blue whinnis [lilly]

8x potion, cure light wounds [1x Akiros, 2x Kesten]

4x potion, hide from animals

9x potion shield of faith [5x kaldiris, 4x Trahea]

4x scrolls, gravity bow

4x composite masterwork longbow +3

1x masterwork trident

1x potion, barkskin [Davor]

1x scroll Cure Moderate Wounds [Kaldiris]

1x Scroll, resist energy

1x Darkwood Heavy shield [Davor]

1x Masterwork Hide Armor

2x Trident

2,000 GP in "Bric-a-Brac" [Spent 750 GP? I can't remember who, but I do have it written in my notes]

Subject: Re: XP Tracking

Posted by [Tangaroa](#) on Sun, 18 Nov 2012 18:18:30 GMT

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Hexploration 60
Roleplay 240
Quest: I swear I'm sober 480
Hodag 480
Priestess of Gyronna 480
Cultists of Gyronna 320
Helna Lebeda 240

Cumulative 41085

Remind me to never send y'all in as hostage negotiators...

Subject: December 8th Session/Loot distribution
Posted by [Tangaroa](#) on Sun, 02 Dec 2012 21:56:17 GMT
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At the end of last session there was some selling and divvying of loot; now your party has a large pool of money.

I was hoping that you as a group could work out anything you might wish to purchase before next session, ideally on the forums. I would like all you to have any items you desire sorted out and incorporated into stats (headbands of intelligence, for instance).

In addition, if you want to sell anything else, now would be an ideal time.

You'll be starting finishing out the winter months, so you'll have plenty of time to get most items you wish crafted (The Old Beldame has Craft Weapon, Armor, Wondrous Items, and even Construct). Bokken has Brew Potion and Craft Wand (up to 2nd level for each, unless your party can provide higher level spells). Ergo: most things can be made. If you want (and can afford) a rod or staff, I'll need to roll for it.

I encourage everyone to figure it out ahead of time!

The warning of the druid circle regarding a great force stirring in the south should give your party pause and cause to arm yourself appropriately. You have been warned

Subject: Re: December 8th Session/Loot distribution
Posted by [duhwoo](#) on Tue, 04 Dec 2012 03:52:53 GMT
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Fort Fritz is good-to-go for December 8th. It would be great if everyone checked in -- to verify they are aware of Saturday's game...

I would like to know how much cash there is available. (Hal would like to buy a Belt of Incredible

Dexterity -- 4,000gp!)

FRITZ

Subject: Re: December 8th Session/Loot distribution
Posted by [like_a_god](#) on Tue, 04 Dec 2012 10:39:23 GMT
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duhwoo wrote on Mon, 03 December 2012 20:52Fort Fritz is good-to-go for December 8th. It would be great if everyone checked in -- to verify they are aware of Saturday's game...

I would like to know how much cash there is available. (Hal would like to buy a Belt of Incredible Dexterity -- 4,000gp!)

FRITZ

I'm game.. Still considering what Solske could use. So far I'm thinking another piece of slate to keep up her current running tally of kills. But, I'm sure there is something else too...

like_a_god

Subject: Re: December 8th Session/Loot distribution
Posted by [Berwick](#) on Fri, 07 Dec 2012 22:09:20 GMT
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Aware, and planning on being there...no better way to spend a birthday in my opinion!

Subject: Re: December 8th Session/Loot distribution
Posted by [Tangaroa](#) on Fri, 07 Dec 2012 22:18:22 GMT
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Happy trip around the sun!

Subject: Making a calendar
Posted by [Berwick](#) on Sun, 09 Dec 2012 05:46:24 GMT
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Hey there,

I am just finishing making an "at-a-glance" yearly calender for 4712.

I have listed all the major holidays and celestial events for 4712.

Do you guys want me to list the holidays for other religions? [i.e. rovogug, pharasma, etc?]

Also, I remember us declaring some holidays.

Off the top of my head, we have:

11-13 Desnus 4711: Stagsfall

11 Sarenith 4711: Day of Feasting [I think this was in regards to meeting the representatives of the Outlaw Council, but I certainly could be wrong]

Did we have any other declared festivals?

If not, here are some good days for nomination:

1 Pharast 4711: Day the Charter was issued

19 Pharast 4711: Found & Cleared out the Erastil Holy Temple that Jhod now oversees.

20 Desnus 4711: Found Blue Flower Baby & Brown Mold

26 Desnus 4711: Found & Restored Old Dead Eye Reserve

10 Sarenith 4711: Met Outlaw Council

5 Erastus 4711: Gnome Vassals Arrive

15 Arodus 4711: Lilly's Pad Brothel Opens in Twin Axe

1 Neth 4711: Work Started to restore Tuskwater Keep

Let me know, and I can get this thing ready for publication.

Thanks,

Berwick

Subject: Chronicles of Nar'lax

Posted by [Berwick](#) on Sun, 09 Dec 2012 07:48:28 GMT

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1 Pharast 4711: Charter Issued to Solske, met Al D'ori, Kaldiris, Trahia
5 Pharast: Day of Bones [Pharasma]; Group arrives at Oleg's Trading Post
7 Pharast: Met Sootscale Kobold Tribe
8 Pharast: Killed Spider at Spider Den
10 Pharast: Group back at Oleg's; Kesten arrives
12 Pharast: Met Bokken
13 Pharast: Met Jhod
14 Pharast: Discovered ore vein
15 Pharast: Robber's cache in tree found
17 Pharast: Northern bandit outpost encountered at the Thorn River Camp
19 Pharast: Found & cleared Holy Temple
20 Pharast: Vernal Equinox; Firstbloom [Gozreh]
20-26 Pharast: Planting Week [Erastil]
21 Pharast: Kaldiris found Hunter's Blade in a deer
24 Pharast: Group back at Oleg's
25 Pharast: Met Lilly Taskerton
27 Pharast: Found trapped glade
29 Pharast: Visit Temple of the Elk
31 Pharast: Group at Thorn River Camp; Found Tuskgutter; Al D'ori killed
1 Gozran: Al's body brought to Oleg's
2-3 Gozran: Group at Oleg's
4 Gozran: Met Harold D'Oris
6 Gozran: Found Nettle's Crossing
7 Gozran: Currentseve [Gozreh]
8 Gozran: Encountered Sootscale den
11 Gozran: Found Mite's Lair; Group attack at Night
12 Gozran: Cleared the Mite's Lair
13 Gozran: Group travelled to Oleg's
15 Gozran: Taxfest [Abadar]; Triaxus at Opposition [Astronomical]
21-22 Gozran: Meteor shower
22 Gozran: Pervalash reports Stag Lord Sighting
24 Gozran: Group travels to Moon radish Patch
25 Gozran: Group travels down river
26 Gozran: Group met Pervalash & Tigg
27-29 Gozran: Group travel to Stag Lord's Keep
30 Gozran: Group scouts Stag Lord's Keep
1 Desnus: Group takes down Stag Lord
2 Desnus: Ascendance Day [Norberger]; Explored Hex
3 Desnus: Explored Hex
4-7 Desnus: Meteor shower
4 Desnus: Met Old Beldame
5-7 Desnus: Travel to Old Nettle's Crossing
6 Desnus: Full Moon
8 Desnus: Stopped at Sootscales
9 Desnus: Visited Claw Tree Hill
10 Desnus: Visited Spider Buldge
11-13 Desnus: Stagfall declared at Twinax

13 Desnus: Last Quarter Moon
15 Desnus: Left Oleg's for Tuskwater Keep with Keston & Garrison
19 Desnus: Arrived at Tuskwater Keep
20 Desnus: Left Tuskwater Keep hunting for Tatzlwyrms up Skunk River; Partial Solar eclipse; found Blue Flower Baby and Brown Mold
21-22 Desnus: Travel up Skunk River
21 Desnus: Travel up Skunk River; New Moon; Found Adult Blue Flower
23 Desnus: Group ambushed by Tatzlwyrms
24 Desnus: Travel from Wurm Den to Statue
25 Desnus: Explored Statue Hex
26 Desnus: Spend day cleaning/hunting Old Dead-Eye Preserve
26 Desnus-1 Sarenith: All Slashing/Piercing weapons are Keen
29 Desnus: Found Garum the Boggard; spent the night at the Boggard's; First Quarter Moon
30 Desnus: Spent Day at Great Temple
31 Desnus: NW Hex found decayed body of Breeg Orlavach the Trapper
1 Sarenith: Group travels 1 hex NW
2 Sarenith: Explore that NW Hex
3 Sarenith: Group travels to Oleg's north around the Narlmarches
4 Sarenith: Full Moon; Partial Somalar Eclipse
5 Sarenith: Group fought werewolf; Tibbs killed
5-6 Sarenith: Transit of Castrovel across the Sun
7 Sarenith: Council Meeting
8 Sarenith: Group left the town for the Keep; Trahea orders a composite bow
10 Sarenith: Burning Blades [Sarenrae]; Group arrived at the Keep; Met Outlaw Council; Met Makoa; Makoa died
11 Sarenith: Day of Feasting; Last quarter Moon
12 Sarenith: Travel SE of Keep; Explore that hex; Met Davor; Found Old Crackjaw
13 Sarenith: Travel E 1 Hex; Start to explore it
14 Sarenith: Finished exploring;
15 Sarenith: Travel NW 1 Hex; Start to explore it
16 Sarenith: Finish exploring; Ambushed by wolves
17 Sarenith: Group travels back to Tuskwater Keep
18 Sarenith: Group travels 1 Hex W from Keep
19 Sarenith: New Moon; Explore 1 Hex W of Keep
20 Sarenith: Summer Solstice; Ritual of Star Dust [Desna]; Sunwrought Festival[Sarenrae]; Met Jubilost Narthroppe
21 Sarenith: Explore 1 hex SW of Keep; attacked by Mad Hermit overnight
22 Sarenith: Group travels N
23 Sarenith: Nixie vs. Loggers
24 Sarenith: Ttatzlewyrms Hex
25 Sarenith: Explore Ttatzlewyrms Hex
26 Sarenith: Thylacynae Hex
27 Sarenith: First Quarter Moon; travel
28 Sarenith: Explore Boggard Hex
29 Sarenith: Travel; Trahea's bow is completed
30 Sarenith: Group found shocker lizard pack; explore skunk mouth hex w giant frogs; Davor lost wolf companion
1 Erastus: Group travels to Temple of the Elk to pick up Jhod; Davor conducts animal companion

ritual with the Thylacine
2 Erastus: Group travels to Twinax
3 Erastus: Archerfest [Erastil]; Trahea's Necklace of Fireballs complete
4 Erastus: Full Moon
5 Erastus: Council meeting at Twinax; Gnome Vassels Arrive
6 Erastus: Group leaves for Troll Hunt
7-9 Erastus: Group hunts for Boy down Thorn River
10 Erastus: Group back at Tuskwater Keep
11 Erastus: Last Quarter Moon; Resupply at Tuskwater Keep
12 Erastus: Attack on Lizardfolk; return to Tuskwater Keep
13 Erastus: Hal returns to Twinax; Group travels to Hex I3
14 Erastus: Group explores Hex I3
15 Erastus: Hal returns to Tuskwater Keep; Group explores Hex I4
16 Erastus: Everyone returns to the Keep
17 Erastus: Travel to J3
18 Erastus: Explore J3
19 Erastus: New Moon; Travel to J4; Begin exploring J4
20 Erastus: Finish exploring J4; Met Giant; Travel to J3
21 Erastus: Travel to J2; Fought Forrest King Wurm; Begin exploring J2
22 Erastus: Finish exploring J2, travel to J1
26 Erastus: First Quarter Moon
28-29 Erastus: Meteor Shower
2 Arodus: Council meeting; Start building Mage's Tower
3-4 Arodus: Davor heads out to investigate dead Unicorn
3-5 Arodus: Group heads to Restov
4 Arodus: Full Moon; Group rests at Fort Sorenko
6 Arodus: Party in Restov
7-8 Arodus: Action in Restov
8 Arodus: Kaldiris commissions mithral breastplate
9-12 Arodus: Group returns to NarlAxe
10 Arodus: Last Quarter Moon
11 Arodus: Lilly & Trahea back from western Narlmarch tour
12 Arodus: Davor finds Druid's Circle Messenger; Davor ordered Tree Tokens from Old Beldame
12-13 Arodus: Meteor Shower
15 Arodus: Lilly's Pad Brothel opens in Twinax
16 Arodus: Armasse [Iomedea]
17 Arodus: New Moon
24 Arodus: First Quarter Moon; Bretheda at Opposition
31 Arodus: Full Moon; Blue Moon
6 Rova: Council Meeting at Twinax; Mage's Tower is completed; Claim Hex SE of Thorn River
Bridge; Build Town Dump in Twinax
7 Rova: Ioun Stone delivered for Hal
8-9 Rova: Group set out for Nettle's Crossing
10 Rova: Group at Nettle's crossing
11 Rova: Travel to Kobold's Den (Sootscale); move on south
13 Rova: Group made it to Barrow
14 Rova: Group explored barrow hex
15 Rova: Travel to Keep

16 Rova: Check in with the Keep
 18 Rova: Return to Twinax
 19 Rova: Day of the Inheritor(Iomedea)
 22 Rova: Autumnal Equinox; Swallowtail Festival [Desna]
 22-28 Rova: Harvest Feast [Erastil]
 29 Rova: Liavara at Opposition
 3 Lamashan: Mithril Breastplate delivered for Kaldiris
 4 Lamashan: Council meeting at Twinax; Claim Tuskwater Keep hex; build a farm; generated a scroll of dimension door; Met Berisio
 7 Lamashan: Tree tokens done for Davor
 1 Neth: Council Meeting at Twinax; Start restoring Tuskwater Keep; claim hex se of Bokken's [C7] and build a farm
 2 Neth: Davor delivers tree tokens to Nixie
 3 Neth: Group arrives at the Keep
 6 Neth: Group 1 hits Thorn River Camp
 7 Neth: Group 1 returns to the Keep; Group 2 ambushed, met "The Voice" of "The Queen"
 9 Neth: Group 2 return to the Keep
 12 Neth: Group travels to Twinax
 13-18 Neth: Tatzleford Settlers left, Loggers murdered{Cult of Gyrona}, killed a tree, old keep
 6 Kuthona: Council at Twinax; Built House & Mill in Tuskwater Keep; Sold Ring of Blinking
 7-12 Kuthona: Group travels to Tuskwater Keep
 9-15 Kuthona: Winter Week
 13 Kuthona: Group explores hex [H1]
 14 Kuthona: Group explores hex [I2]; Met Ansegar
 15 Kuthona: Group explores Hex [I1]; fought Hodag
 16-18 Kuthona: Group returns to Tuskwater Keep
 20 Kuthona: Davor, Solske, Trahea, and Red Squadron head to Twinax
 21 Kuthona: Crystalhue[Shelyn]; Ritual of Star Dust [Desna]
 21 Kuthona: Solske, Trahea, Lilly, and Malachi investigate Cult of Gyrona at the Old Farmstead. Davor @ Druid Council Meeting; Hal at dinner with Meara(Fiance); Tor injured; Malachi interrogated Niska the Midwife (Priestess of Gyrona); Helna gives birth to Satyr
 30 Kuthona: Night of the Pale
 1 Abadius: New Year
 3-4 Abadius: Meteor Shower [Asterological]
 3 Abadius 4712:[/b] Coucil meeting at Twinax; Building a Watchtower in Twinax; Claim 1 Hex (the 10th) east of Bokken's Hut, build a road and farm; Met Aieosis the Halfling Bard
 6 Abadius: Vault Day [Abadar]
 23 Abadius: Eternal Kiss [Zon-Kuthon]
 2 Calistril: Council meeting at Twinax; Claim Claw Tree Hex [6D]; Claim Bone Den Hex; Merrymeade [Holiday]
 3 Calistril: Davor consults Thressea the Dryad concerning Solske's nephew the Satyr child
 3 Pharast: Akiton at Opposition [Asterological]
 5 Pharast: Day of Bones [Pharasma]; Aballon at Opposition [Asterological]
 6 Pharast: Council meeting at Tuskwater Keep; Claimed Ruined Temple Hex [D3]; Building Barracks at Tuskwater Keep
 6 Pharast: Hag Blizzard hits Tuskwater Keep; Svetlana poisoned; Mykla the Daggermark assassin discovered and killed
 20 Pharast: Vernal Equinox; Druid's Circle Meeting; First bloom [Gozreh]

20 Pharast - 27 Pharast: Planting Week [Erastil]; Attacked by Huge Fey Bear
25 Pharast: Conjunction of Castrovel and Eox [Asterological]
5 Gozren: Council Meeting at Tuskwater Keep; Claiming Hex [C4]

EDIT: 9 Dec 2012: Added 21 Kuthona 4711

Subject: Re: Chronicles of Nar'lax
Posted by [Berwick](#) on Sun, 09 Dec 2012 07:49:33 GMT
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Hello there,

I am working on this as we go along.

If you see any errors, please let me know.

Subject: Loot from Nov 10 & Dec 8
Posted by [Berwick](#) on Sun, 09 Dec 2012 08:16:40 GMT
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Here is a list of the loot from the Assault of the Hostage Negotiators (10 Nov):

- +1 Keen Spear [Davor]
- Hide Armor [Tor]
- Hide Barding [Marv]
- +1 Breastplate [Nar'lax]
- +1 Heavy Steel Shield
- Dagger, Masterwork
- Holy Symbol of Gyrona (Value: 500GP) [Destroyed? Sold?]
- 76 gp raw coin (gold) [Group]
- +1 Studded leather armor [Sold]
- Great Axe, Masterwork
- 3x Hand Axe
- Hag Shabble (Rags & Robes)(+2 diplomacy/intimidate, cast detect thoughts 1/day)(Value: 3400GP)

Here is a list of the loot from Mycla and the Fey Bear (8 Dec):

- 1x Magical Pear [Owl's Wisdom] [Davor]
- 1x Metamagic Rod of Extend Spell [Maera]
- 2x Potion of comprehend languages [1x Hal; 1x Malachi]
- 1x Teddy Bear Haversack [Maera]
- 1x small alchemist's kit [Nar'lax]

6x vials of Blue Whinnis
3x Wolfsbane [1x Trahea]
1x Sasson Leaf Residue
6x Vial, Large Scorpion venom
2x Vial, Anti-toxin [1x Maera, 1x Hal(used)]
2x Vial, Alchemist's Kindness [2x Trahea]
1x Flash Powder [Solske]
2x Potion Cure Light Wounds [1x Solske]
1x Potion, Invisibility [Solske]
1x Potion, Hide from Animals [Hal]
2x Potion, Reduce Person [2x Trahea]
1x Oil of Silence [Hal]
1x Oil of Magic Weapon [Trahea]
1x Wand, Magic Aura (30 charges)[Solske]
1x Thieves Tools, Masterwork [Trahea]
1x Studded Leather, Masterwork, Small [Gift to Gnomes?]
1x Dagger, Masterwork, Small [Gift to Gnomes?]
5x Dagger, Small [Gift to Gnomes?]
1x Studded Leather Barding, Huge, Exotic (Bear)

NB: Items in Bold are unclaimed, or are partially unclaimed.

Subject: Rumors & Leads

Posted by [Berwick](#) on Sun, 09 Dec 2012 08:45:03 GMT

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21 Kuthona 4711: Davor reports hearing the following from his Druid's council meeting:

The Archdruid still in parts unknown to the west studying unusual planar activity.

The Boggards are moving out of the swamp lands (Hooktongue Sluagh?). Something has stirred them up.

Giant Tribes & the Tiger Lord Barbarians have drawn a truce

The Great Beast that Sleeps stirs. The trees have felt it moving.

Centaurs are ill at ease with taking actions against the Varnhold invaders. May need assistance.

Murmurs of reports about First World / Eldest amongst Fey

The Warg "Howl of the Wind" has reportedly gone missing.

3 Calistril 4712: Davor reports speaking with Theressea the Dryad about the Satyr youngling. She reported that his aura showed blue streamers, indications of Eldest ancestry. She suggested to pray that his father never showed up. Helna...what have you done?

Old Lead: Wanted Poster for Shambling Mound Sap

Old Lead: Are we doing anything with developing the Blue Flower (Calithigar?)/Brown Mold Combo we found near the Skunk River? Thinking a possible manufacturing outlet for our kingdom

if we can corner the market on cold food storage.

Subject: Re: Chronicles of Nar'lax
Posted by [duhwoo](#) on Thu, 13 Dec 2012 00:54:55 GMT
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like!

note, however, that the barracks built in Pharast were in Twinaxe rather than Tuskwater Keep...

Subject: Re: Loot from Nov 10 & Dec 8
Posted by [duhwoo](#) on Thu, 13 Dec 2012 01:55:23 GMT
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DESTROY the holy symbol -- screw Gyrona!

We discovered the hard way that Akiros has no backup weapon -- MWK great axe would take care of that.

Kesten uses a heavy steel shield: how 'bout he gets a +1 version?

Harold will carry some Wolfsbane...

I assume all PCs have a potion of CLW -- if not, take the one above.

Add 2 MWK daggers to Hag rags, makes 4,002 gp in value-- contribute to realm for 1BP.

Net value of potions is 1,220gp: combine that with previously contributed 5 MWK longswords (1,500gp), MWK trident (300 gp), 4 MWK leather (600 gp) and 4 MWK shields (600 gp) -- another BP!

Sounds OK?

Subject: Re: Loot from Nov 10 & Dec 8
Posted by [Tangaroa](#) on Sat, 15 Dec 2012 00:01:27 GMT
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Akiros prefers one handed weapons. He will decline the greataxe, but he will take your concerns under consideration next time he goes shopping with his personal funds.

Of course, he prefers longswords. He is, in fact, focused in their use. If you provide him with one of those as a backup he would gladly take it (I believe Hal has a few extra hanging around).

Subject: Re: Chronicles of Nar'lax
Posted by [Tangaroa](#) on Sat, 15 Dec 2012 00:07:56 GMT
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Quote:10 Sarenith: Met Makoa; Makoa died
13-18 Neth: killed a tree

Highly amusing

Subject: Re: Loot from Nov 10 & Dec 8
Posted by [duhwoo](#) on Sat, 15 Dec 2012 10:28:23 GMT
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Hal does have one longsword -- I believe it was carried by the late Stagord: Masterwork and Cold Iron it is, too. A fine backup weapon, and Akiros can switch to it when needed against those fey who are otherwise resistant. Hal will gladly give the longsword to Akiros, and use either his +1 rapier or Masterwork Aldori Dueling Sword instead.

Subject: Re: Chronicles of Nar'lax
Posted by [duhwoo](#) on Sun, 16 Dec 2012 11:01:52 GMT
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some become vegetarians because they really LOVE animals -- others go vegetarian because they really HATE plants!

Subject: Re: Kingdom Status
Posted by [duhwoo](#) on Mon, 17 Dec 2012 02:12:41 GMT
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<<http://valhallas.com/NarlAxe.jpg>>

The link is to a map of NarlAxe, with major roads and farmed hexes noted, as it stands on the 1st of Desnus 4712 (where we should start play on January 5th, 2013). Note this is a subset of the exploration map maintained by Matt, identifying hexes *claimed* (build point spent) by the Barony of NarlAxe so far...

I expect to establish the village of "Templeton" during the month of Desnus. Note the temple is equidistant from TwinAxe and Tuskwater Keep on the new road -- and it is a full three hexes (36 miles) from either town. It would be a hard day's ride to the temple of Erastil -- at least two hours longer than the trip to the midway point on the Highway to Hal (which is a pretty full day already). Harold is making sure the word is out throughout the barony, that attempting to make it from either town center to the temple in one day is an effort suited only for strong riders on good horses, leaving well before dawn (especially in winter) so as to complete the trip before dusk. Best not to be an hour away, still traveling through the forest when the sun goes down! Slower travelers --

especially those on foot -- are advised to camp near a farm outside the forest, and start the portion of the road that goes through the woods in the morning. Even mounted riders are advised not to start that portion of the trip after the middle of the day. Leaving from Templeton and traveling to either town is a little easier: the main road through the settled farmlands is pretty safe these days, and there's typically plenty of local traffic even well after sunset...

FRITZ

Subject: Re: XP Tracking
Posted by [Tangaroa](#) on Sat, 05 Jan 2013 03:09:26 GMT
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Session 18:
Roleplay 240
Hag Blizzard 640
Mycla the Assasin 640
The Bear 1280
Quest: Slay the Bear 400

Cumulative 44285

Quest reward:
reward: +4 stability, loyalty, economy; reduce unrest to 0

Subject: Re: Chronicles of Nar'lax
Posted by [Tangaroa](#) on Sun, 06 Jan 2013 03:09:27 GMT
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1 Desnus Council; Constuction of Templeton begins
2 Desnus Explore A3
3 Desnus Explore A2
4 Desnus Explore A1
5 Desnus Explore B1; Discovered tiger lord cairn with highly ornate and ancient ring of swimming
6 Desnus Explore B2
7 Desnus Explore C1
8 Desnus Explore C2
10 Desnus Arrive in templeton; priests of Erastil at the growing temple of Erastil begin tutoring Malachi in advanced archery lessons. Wedding plans (to occur at Templeton and be officiated by Jhod) are discussed.
13 Desnus Return to Tuskwater keep; followed by resupply.
14 Desnus Explore H5

15 Desnus Explore H6; discover a ford
16 Desnus Explore H7
17 Desnus Explore G8
19 Desnus Explore I5, the mudbowl. Fight a Tendriculos and recover 15 mushrooms for the Beldame
20 Desnus Explore I6
21 Desnus Explore I7
25 Desnus Return to Tuskwater Keep
5 Sarenith Council; planning for wedding; more hexes claimed
21 Sarenith Wedding commences in templeton, with several guests coming as far as from Taldor and Andoran. Ceremonies are interrupted due to attacks by swarms of bees and twisted, half-plant spriggans, orchestrated by a bleachling gnome, who seems to have escaped. After the battle a strange fog settles over the city. The fog claws at the mind and brings a strange pall to the city.

Subject: Re: XP Tracking
Posted by [Tangaroa](#) on Sat, 19 Jan 2013 03:33:16 GMT
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Session 19:
Tendriculos 240
Quest: Rattlecap Mushrooms 400
Hexploration 220
Spriggans, 3 640
Awakened Bee Swarms, 3 640

Cumulative 46452

Quest Reward You've returned 14 mushrooms to the Old Beldame so she can make her "tea". (You dirty, dirty hippies...) In return, she paid your party 2100.

Subject: Re: XP Tracking
Posted by [Tangaroa](#) on Sun, 03 Feb 2013 01:50:12 GMT
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Session 20:
Roleplay 240
Spriggans x6 400

Elementals 400
Treat 1200
Misc 400

Cumulative 49056

Subject: Re: XP Tracking
Posted by [Tangaroa](#) on Sun, 03 Feb 2013 01:51:33 GMT
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Session 21:
Defeating the Spriggan Army 240
Bee Swarms (2) 960
Gnome Druid 1280
Will o Wisp 640

Cumulative 52185

Yay, level 8 for everyone! You win!

Subject: Re: Chronicles of Nar'lax
Posted by [Berwick](#) on Sun, 03 Mar 2013 07:29:08 GMT
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25 Sarenith Battle of Tuskwater Lake (with Spriggan army)
26 Sarenith Made it to Candlemere Tower, evaded will o' wisps, saved Velasa Faniel, returned to Tuskwater Keep, headed out immediately for the cave with a planar rift to the Fellnight.
27 Sarenith Arrived at the Cave.
30 Sarenith Infiltrated castle of Princes Rhoswhyn; attacked and defeated the Princess. Claimed the Crook of Cildhureen and the Visionary Lens; used the Crook to seal the demiplane off from the prime plane.
01 Erastus Returned to the Kamelands
03 Erastus The party returns to the Tuskwater Keep, for the festival.
03 Erastus Archerfest

Subject: Loot from 2 Mar 2013
Posted by [Berwick](#) on Sun, 03 Mar 2013 07:52:33 GMT
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Found in Cave
Screamer Fungus Plant [Davor]
Violet Fungus Plant [Davor]

321 GP
9x Dose of Giant Spider Venom [Lilly]
Shambling Mound Sap [QUEST ITEM]
Owlbear Cub
6x Studded Leather Armor
6x Wooden Shield, Light
6x Dagger
6x Shortbow
6x Longswords
84x Arrows
96 GP
Gloves of Climbing and Swimming [Trahea]
Blue Sapphire Gem (1000gp)

Found on Body in Cave
Chain Shirt +2
Longsword +2
Cursed Ring of Animal Friendship (Made from Hair from Unknown Fey Queen)
2x Potion, Speak with Animal
Jar of Restorative Ointment [Maera]
Vial Antitoxin
2x Smoke sticks
2x Thunderstone [Davor]
Tanglefoot Bag
146 GP
2x Hand Axe, MW [Trahea]
Wand of Lightning Bolt, 33 charges, C.LVL 5

Found in Fellnight Keep
Gray Bag of Tricks [Davor]
Figurine of Wonderous Power, Silver Raven
Scroll of Fireball [Solske]
Pan Pipes
2x Candle of Truth [Malachi]
615 GP
Diamond (500 GP) [Solske]
Pouch of Dust of Illusion
Elixir of Love
Elixir of Truth
2x Dose, Green Blood Oil
2x Hand Axe, Small
2x Chain Shirt, Small

Found in Armory of the Fellnight Keep
6x Hand Axe, MW, Small
+1 Short Sword, Small
+1 Mighty Cleaving Great Axe, Small
+1 Light Crossbow, Small

+1 Fae-bane Cold Iron Longsword [Hal]
Morning Star, MW
+1 Quarterstaff, Spell-storing (Dispel Magic) [Trahea]

Looted from the Princess
Crook of Cildhureen [Solske]
Looking Glass [Artifact]
3x Potion, CMW
Headband of Alluring Charisma [Maera]
Ring of Protection +2 [Trahea]
3x Dose Green Blood Oil
5750 GP

Crook of Cildhureen
Aura moderate illusion CL 9th
Slot none; Price 16,800 gp; Weight 4 lbs
Description
A twisted and gnarled black oak staff which draws upon the shadow plane.

major image (1 charge)
shadow conjuration (2 charge)
shadow evocation (3 charge)

When casting shadow conjuration or shadow evocation (from either the staff or your own spells) you make expend a charge to add +10% to the substance of the spell, up to +50%
Construction
Requirements Craft Staff, major image, shadow conjuration, shadow evocation; Cost 8,400 gp

Visionary Lens
Aura strong divination, enchantment, and illusion; CL 20th
Slot none; Weight 50 lbs
Description
An ornate mirror 4 ft in diameter, framed in gold and embellished with silver. The frame depicts dozens of stylized eyes from fey creatures that alternatively open or close.

Additional research is needed to understand the mirrors powers fully...

Destruction
This has not been researched as of yet...

Subject: Re: Loot from 2 Mar 2013
Posted by [Damon](#) on Sun, 03 Mar 2013 21:52:52 GMT
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Jake, Would you allow magical qualities from one weapon to be transferred to another weapon at a significant reduction in price? like from a +1 mighty cleaving small great axe to an orcish double

axe? at maybe the cost of 6 small MW hand axes and one +1 small short sword?
and could a +1 small light crossbow be converted into a hand crossbow for a Half orc?

Subject: Re: Loot from 2 Mar 2013
Posted by [Damon](#) on Sun, 03 Mar 2013 21:56:12 GMT
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I would like to trade in my MW great sword for the +2 longsword as it has a slightly better chance of hitting, the crit range is the same, it is half the weight, and the plus evens out the Damage dice difference?

Subject: Re: Loot from 2 Mar 2013
Posted by [Tangaroa](#) on Mon, 04 Mar 2013 14:59:29 GMT
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Fritz and I were talking about that. You can use the Transfer Enchantment spell from 3.5.

You can pay a cleric 450 gp to do this, or you can buy the 150 gp scroll for Solski and she could do it; note that the axe being cold iron means there will be an additional 2000 gp to enchant the blade.

Also, I would recommend against putting mighty cleaving (or spell storing) on the double axe. You would be better off putting some sort of effect that occurs every turn - otherwise you aren't getting the most out of your two weapon fighting. Mighty cleaving is better for a single-headed weapon. Same with spell storing; spell-storing is one-shot and wasted on a double weapon. Energy damage or holy are good, for instance. Also check out furious, being that you're a barbarian.

Of course, I am not stopping you; just suggesting

Subject: Re: Loot from 2 Mar 2013
Posted by [Damon](#) on Mon, 04 Mar 2013 15:31:36 GMT
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What would be the cost of getting both speed and keen on both blades of my orc axe....70,000gp?

Subject: Re: Loot from 2 Mar 2013
Posted by [Tangaroa](#) on Mon, 04 Mar 2013 15:46:09 GMT
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Speed is a +3 enchantment, but would only be applicable once. Putting it on both heads would not be useful. Boots of Speed do the same thing and are cheaper but only work 10 rounds/day, where speed is permanently on.

Keen can be put on both blades; although, IMHO, you are better off taking the feat Improved Critical after you get a BAB +8 (so you would take it at level 9, unless you take an intervening level of fighter).

A +1 keen speed/+1 keen double axe would be:
Head 1: 2,000 cold iron + 50,000 (+1 keen speed)
Head 2: 2,000 cold iron + 8,000 (+1 keen)

This would total 62,000.

Subject: Re: Loot from 2 Mar 2013
Posted by [duhwoo](#) on Mon, 04 Mar 2013 20:36:24 GMT
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I've always felt keen is too expensive for it's benefit on an ax -- 19-20 instead of just 20 is not worth 6,000gp. Keen rapiers and scimitars are an OK investment for Keen...

The description for Mighty Cleave suggests it only works when using the Cleave standard action -- so if three foes are adjacent. I think that's too situational, and we would get better value selling the item and using the proceeds for a +1 on one head of the orc double-axe (that sets it up for further enhancement). Maybe one of the gnomes from our gnome community will buy the "small greataxe", and it'll help defend the kingdom one day...

Despite what Jake sez, I would like to see the Spell Storing transferred from the quarterstaff to the other head of the double-axe (along with the +1). That would at least get this great ability we found into play -- and I'm sure we can put it to good use. I suspect we'll always find other uses for 6,000gp before adding a 2nd enchantment to the 2nd axehead otherwise.

my 2 coppers...

Subject: Re: Loot from 2 Mar 2013
Posted by [Damon](#) on Mon, 04 Mar 2013 21:35:03 GMT
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For my next feat I thinking of improved critical or power attack...cheaper than Keen. But a plus to both of the heads would make a difference. What does everybody think about my trading the great sword for the +2 longsword? and would the kingdom be willing to fork out some dough for some pluses on the axe heads..... or can I start getting a paycheck like the other fighters?

Subject: Re: Loot from 2 Mar 2013
Posted by [Damon](#) on Mon, 04 Mar 2013 21:37:50 GMT
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only more \$. Lilly wants a muff like Solskis.

Subject: Re: Loot from 2 Mar 2013
Posted by [duhwoo](#) on Tue, 05 Mar 2013 02:59:12 GMT
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I would rather see the enchantment from the +2 Longsword transferred to one head of Trahia's double-axe, and the +1 with Spell Storing transferred from the quarterstaff into the other head. As I understand it, both heads are already Cold Iron and Masterworked, thus 2,000gp to prep the Cold Iron plus 280gp for the transfer spell -- for each head -- would get the above done for 4,560gp. I think the realm would be well-served spending that gold from the treasury for our champion's weapon.

Harold is spending 2,700gp for a similar transaction, transferring +1 FeyBane to a custom Cold Iron Aldori Dueling Sword.

Doug: if our GM approves these transfers, please subtract 7,260gp from party treasure and report the remaining balance.

Any other requests?

Subject: Re: Loot from 2 Mar 2013
Posted by [Damon](#) on Tue, 05 Mar 2013 03:56:15 GMT
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or possibly +2 from the chain shirt and +2 longsword to replace the great sword?

Subject: Re: Loot from 2 Mar 2013
Posted by [duhwoo](#) on Tue, 05 Mar 2013 05:25:29 GMT
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The armor enhancement cannot be applied to a weapon:

"In a ritual that takes a full ten minutes to complete, transfer the enchantments of one magic item into the vessel of another. If both targeted objects are enchanted, the ritual instead swaps their enchantments. The following rules apply for purposes of determining what qualifies for the transfer:

The two objects must be compatible as far as the enchantments are considered. For example...attempting to transfer an absorbing shield into a suit of masterwork chainmail would fail. DM's discretion and common sense applies.

The receiving vessel must be of masterwork quality or otherwise prepared to receive an enchantment.

Only magical enhancements are transferred. Properties derived from the mundane nature or special materials of the objects are unaffected. So attempting to transfer a +1 adamantite longsword into a masterwork bastard sword would only transfer the +1 enhancement bonus, with the latter becoming a +1 bastard sword and the former becoming a masterwork adamantite longsword.

Exceptionally powerful items are immune to the spell. Examples include artifacts, named relics, epic items (though an epic version of the spell that can affect epic items is certainly possible), or anything else the DM deems invalid for story reasons."

Anyway, I would hate to see a fabulous +2 languishing on a little-used backup weapon.

Also, I think the +2 Chain Shirt would fit the Inquisitor nicely -- bumping up his AC *and* his movement rate...

Subject: Re: Loot from 2 Mar 2013
Posted by [Tangaroa](#) on Tue, 05 Mar 2013 18:28:32 GMT
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I have no qualm with your desires. Carry on.

Subject: Re: Loot from 2 Mar 2013
Posted by [duhwoo](#) on Wed, 06 Mar 2013 02:40:18 GMT
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Jacob: Beauty, mate! As long as we're making use of Transfer Enchantment, I see two others I'd like to have done:

+1 Mighty Cleaving Great Axe, Small -- to Trahia's greatsword, for 280gp? Is that compatible?
+1 Light Crossbow, Small -- on a regular-sized masterwork light crossbow, for Solske or Maera (335gp for MW Lt. X-bow, +280gp for xfer).

Let me know if we can get those 2 transfers done as well...

Damon: if you're OK with having one ax-head becoming +2, and the other ax-head being +1 with Spell-Storing -- I reckon that's approved. If you still want something other than that, let us know...

Doug: With those two transfers, plus the one to Hal's weapon, you can scratch the +2 Longsword, the +1 Q-staff with Spell Storing, and the Cold Iron Longsword with FeyBane. Those are replaced with the by-products of the three transfers (2 masterwork Longswords -- one is Cold Iron -- and 1

masterwork quarterstaff). If GM approves the other two transfers above, there will also be a MW Small Great Axe, and a MW Small Light Crossbow.

So, copy-and-pasting the initial list, and deleting all the stuff we're keeping, I show the following to be sold:

6x Studded Leather Armor
6x Wooden Sheild, Light
6x Dagger
6x Shortbow
6x Longswords
Cursed Ring of Animal Friendship (Made from Hair of a Fey Queen)
2x Hand Axe, Small
2x Chain Shirt, Small
6x Hand Axe, MW, Small
+1 Short Sword, Small
3x Dose Green Blood Oil
2x Dose, Green Blood Oil
Morning Star, MW
Quarterstaff, MW
Longsword, MW
Cold Iron Longsword, MW
Great Axe, Small MW (hopefully)
Light Crossbow, Small MW (hopefully)

-- and the following still need disposition into the party:

Blue Sapphire Gem (1000gp) [keep as party treasure]
2x Smoke sticks [Maera wants one -- anyone else?]
Tanglefoot Bag -- sell, unless somebody wants it...
Pan Pipes -- are these magical? [Hal]
Diamond (500 GP) [to Solske, for StoneSkin spell component?]
Pouch of Dust of Illusion [Hal wants this]
Elixir of Love -- sell, unless somebody wants it...
Elixir of Truth [Hal wants this]
3x Potion, CMW [one each to Hal, Trahia, and Solske]

Subject: Re: Loot from 2 Mar 2013
Posted by [Tangaroa](#) on Wed, 06 Mar 2013 04:51:36 GMT
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duhwoo wrote on Wed, 06 March 2013 02:40+1 Mighty Cleaving Great Axe, Small -- to Trahia's greatsword, for 280gp? Is that compatible?

OK, but as you pointed out before it won't be very useful as Trahia doesn't have the Cleave feat and he can't use the Mighty Cleaving property. Nor, in fact, does anyone you know in the kingdom (beyond the odd Bloodstone merc passing through)

Quote:+1 Light Crossbow, Small -- on a regular-sized masterwork light crossbow, for Solske or Maera (335gp for MW Lt. X-bow, +280gp for xfer).

Yes.

Quote:
Tanglefoot Bag -- sell, unless somebody wants it...

Lily would want it, after she sneaks in and steals a peek at your loot. She wouldn't mind a few of those poisons either.

Quote:
Pan Pipes -- are these magical? [Hal]

No, they are not magical per se - rather they channel the natural magic for satyrs or fauns. They are still considered a masterwork instrument. (100 gp, +2 circumstance to Performance(Wind))

Subject: Re: Loot from 2 Mar 2013
Posted by [Damon](#) on Wed, 06 Mar 2013 14:40:15 GMT
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So i guess I have to reveal my plans. The MW Great Sword can't be used with the Two Weapon Fighting feat so I wanted the +2 long sword to replace it so assuming I survive to next level I was going to train with my Bloodstone Merc brothers and take a level in fighter giving me a feat and a bonus feat plus a feat for 9 th level which I was going to take Power Attack, Cleave, and Improved Critical. Then I would be able to use my two weapon fighting with my magiced orc axe or with the long sword and either the +1 short sword or the +1 dagger, both of which I already have. Making Trahia a force to be recond with,...or at least more affective at selling his life.

Subject: Re: Loot from 2 Mar 2013
Posted by [Tangaroa](#) on Wed, 06 Mar 2013 15:28:09 GMT
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I missed the 3rd feat. 1 for fighter, 1 for level 9. Where is the third one from?

Also, keep in mind that improved critical is chosen on a weapon by weapon basis - so you would have to buy it separately for longsword, short sword and double-bladed axe.

Subject: Re: Loot from 2 Mar 2013

Posted by [Damon](#) on Wed, 06 Mar 2013 15:51:31 GMT

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Ah. right I was thinking 1st level fighter gets two feats but one is a normal level adjustment so yea just two so probably if we put +1 mighty cleave on a weapon if the orc axe then I'll take power attack and cleave if we just put a plus on the orc axe but I get the long sword I'll take power attack and improved critical for long sword.

Subject: Archerfest Redux

Posted by [Tangaroa](#) on Wed, 06 Mar 2013 16:25:23 GMT

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Now that you've dealt with the minor issue of an extra-planar invasion, Archerfest is upon you!

It is time to renew the vows of family, friends and duty. Moreover, it's occasion for a royal wedding!

So pull out your best dress clothes and make sure your half-orc initiates, raven familiars, baby satyrs, faerie dragons, and partners come dressed in their best.

Here is a tentative list of events for Archerfest:

Religious Ceremonies Jhod will be leading his yearly ceremonies

The Royal Wedding Again led by Jhod, the blessed matrimony of Harold D'ori and Maera Orlovsky.

The Faire Various vendors will be present, organized by the Leveton's.

Military Parade in honor of the military victories in the Narlmarches and their leaders wedding, the King's Lancers will be in full regalia

Livestock & Agricultural Show Jhod will be leading this, in coordination with the Leveton's

Archery The pièce de résistance of the holiday - the archery competition - perhaps to be led by Malachi this year?

Magic Show The Gnomish Council for Co-prosperity and Economic Development (GCCED), in coordination with the Druid Velossofaniel, will be holding a illusion/fireworks show.

Fish Bake The Sootscale Kobolds are coming to hold a fish bake. What could possibly go wrong?

Maze At the recommendation of Lily, the Sootscales will be building a maze complete with crossbows with padded bolts and confetti fireballs. Fun for the whole family!

Quadrille and folk dance Iosis Vemarelian, a poet and bard who has of late graced your kingdom,

will call and play traditional instruments to various folk dances for young lovers.

Grand Melee Considered recruiting grounds for up and coming soldiers, the Grand Melee will be hosted by the Bloodrock mercenaries this year.

The Fey who KNOWS what the fey will get up to this year!

Note that winners of last years competition have been invited to be a judges at this years competition - Solski, the King, Trahia.

Any other suggestions for events are welcome.

Subject: Re: Loot from 2 Mar 2013
Posted by [duhwoo](#) on Wed, 06 Mar 2013 20:01:24 GMT
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I think Improved Critical is a better feat than Cleave. I favor Trahea going for Improved Critical and Power Attack, sticking with the double ax. Hal will give Trahea a spare MW Cold Iron Longword for a two-weapon-fighting backup weapon.

If nobody already has Cleave, and won't get it for a couple of levels (if ever), then I prefer to sell the Mighty Cleaving weapon.

Subject: Re: Archerfest Redux
Posted by [duhwoo](#) on Thu, 07 Mar 2013 04:49:09 GMT
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Hal will ask Sergeant Badinov to run the Biathlon this year, running a course based on the event Hal ran last year. The groom expects to be too busy to to run it himself.

Subject: Re: Archerfest Redux
Posted by [Berwick](#) on Fri, 08 Mar 2013 01:08:49 GMT
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Methinks that Davor will spend the time summoning a new animal companion. An Elk, hopefully, or a wolf.

Subject: Re: Loot from 2 Mar 2013
Posted by [duhwoo](#) on Fri, 08 Mar 2013 19:47:16 GMT
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On second thought, I see how Damon's thinking works with the Mighty Cleave ability: it would give

him the possibility of multiple attacks even if he moves. If he's primarily using any kind of ax, the value of Improved Critical is diminished anyway -- and if he winds up having Mighty Cleave on his main weapon, the Cleave feat becomes a better option at next level.

So how 'bout this: transfer +1 and Mighty Cleave to one head, with +1 and Spell Storing going to the other head, and keep the +2 sword as a backup weapon (no transfer). Essentially what Damon wanted, with the addition of +1 and Spell Storing to the other head of his double ax. A total of four transfers (+1 to regular crossbow, FeyBane to Hal's sword, plus both ax-heads) -- three of them going to Cold Iron. That'll run 1,120gp for spells, 6,000 for prepping 3 Cold Iron weapons to take enchantment. Add in cost of the brand new MW Cold Iron Aldori Dueling Sword (420gp with tips), for a total of 7,560gp.

Subject: Re: Loot from 2 Mar 2013
Posted by [Damon](#) on Sat, 09 Mar 2013 00:59:45 GMT
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I'm not a Barbarian.....I just play one at the table.

Subject: Re: Archerfest Redux
Posted by [duhwoo](#) on Thu, 14 Mar 2013 05:25:20 GMT
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Fort Fritz is ready for ArcherFest this Saturday (March 16th)

Subject: Re: XP Tracking
Posted by [Tangaroa](#) on Sat, 16 Mar 2013 16:03:21 GMT
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Session 22:

Shrieker
3 violet fungus
advanced shambling mound
spiders, giant (9)
centipede swarm
ettercaps (3)
satyr
spriggan (x6)
Princess Rhoswhyn
Pixies (x2)
Unique Pixie
Earth Elemental

Quest:Shamblesap;

Reward:

You've returned shamble mound sap to Bokken, the alchemist. In return, he has crafted 4 potions of cure moderate wounds and 1350 gp.

Total XP 8720

Cumulative XP 60,905

Subject: Re: XP Tracking
Posted by [Tangaroa](#) on Sun, 17 Mar 2013 01:29:08 GMT
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| | |
|--------------------------|------|
| Traps, CR1 x2, Nonlethal | 80 |
| Traps, CR2 x2, Nonlethal | 120 |
| Traps, CR3 x2, Nonlethal | 160 |
| Traps, CR4 x1, Nonlethal | 120 |
| Traps, CR5 x1, Nonlethal | 320 |
| Traps, CR6 x2, Nonlethal | 480 |
| Ansegar | 320 |
| Roald Orlovski | 1280 |
| Boars, x2 | 640 |
| Hexploration | 120 |
| Roleplay | 240 |
| Total | 3880 |

Cumulative 64785

Subject: Treasure and the results of exploring Varnhold - 3/30/2013
Posted by [Tangaroa](#) on Sun, 31 Mar 2013 02:12:05 GMT
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As you search the town, you'll find a smattering of items - most of them are clearly local possessions of the townsfolk and you feel a vague sensation of stealing from the dead as you handle most of the itmes.

Treasures of the citizens of Varnhold -
In the Potter's house:
Hand crafted flagons and platters chased in platinum, 300 gp

In the Church of Erastil
You find a hidden cache of wands and scrolls:

wand of cure serious wounds (CL5, 11 charges)
three scrolls of remove paralysis
a scroll of restoration
a scroll of break enchantment
a scroll of breath of life
two scrolls of raise dead.

(Your fairly certain the town wouldn't begrudge you using these items to help in your quest to ascertain their fate).

In the weaver's house

You notice a half-starved calico cat named Dragon hiding beneath the loom and watching the party warily. When coaxed out, you can speak with animals. If questioned, it can relate, "My feeders left me in the red-sun time when they heard the new bird song. I was busy eating a bit of fish and did not follow them out. My feeders did not come back and I am now quite hungry for some more fish!" The red-sun time is the evening and the new bird song is some sort of music, perhaps, but you can make no further headway with the animal's description.

In the Waterhorse, the town inn

In the inside door of the inn, the word "NOMEN" is etched in the door with a dagger. On a corner table, lie books that clearly belonged to Maestro Ervil Pendrod: *Iobarian Prehistory*, *The Centaur Skyles of Central Casmaron*, *The Untold Heritage of the Taldan Armies of Exploration*, and *Secrets of the Rashalka Mounds*.

Among these works is an incomplete ethnography of the indigenous tribes of the Iobarian steppes--Pendrod was working on a section on the Rashalka centaurs and speculated that a local tribe called the Nomens is an offshoot of the greater Rashalka population that broke away and relocated to the area of Varnhold at some time in the distant past. Mixed in with the books are a number of charcoal sketches of a heavy jade bracelet bearing peculiar markings that Maestro Pendrod has attributed to the premigration Nomen centaurs.

At the bottom of the stack sits a letter dated 2 months ago from Maegar Varn and addressed to Maestro Pendrod. This letter describes a Willas Gunderson's discovery of the jade "bracelet" on the banks of a "river of local provenance" and requests Pendrod's presence for further study of the artifact. The "bracelet" itself, however, is nowhere to be found.

A search of the inn's guest rooms reveals that only one of them was inhabited at the time of the vanishing. An investigation of the personal effects that remain indicate its occupant was Ervil Pendrod. Among the more mundane possessions in his travel trunk is a small library of further reference works. These tomes seem to be of less immediate relevance to his current work, but a search locates a centuries-old geography book created by one Carmyn e'Brothasa, chronicler of Taldor's Third Army of Exploration into the north. One passage is marked by Maestro Pendrod and reproduced nearby.

Pendrod's own handwriting in the margin of the text contains a simple but strange note:

"Vordakai--perhaps a Nomen centaur god?" The book, frustratingly, does not provide a location to the semi-mythical island mentioned in the text, nor does it provide any further clues to Pendrod's cryptic margin note. The name "Vordakai" is a difficult one to recognize, but a deep student of history might know more.

The inn's till holds 37 gp, 52 sp, and 114 cp.

Maestro Pendrod's collection of books could be sold to a bookdealer for as much as 900 gp, though they might question how you came by books that bear the professor's own sigil as well as that of the Kitharodian Academy on the inside cover. The academy would probably pay a reward for the return of all of Maestro Pendrod's books and papers.

Pendrod's masterwork viola, recognizable as the work of the master craftsman Azores of Wispil, is found beneath his bed. It is worth 1,600 gp, although again the academy would probably offer a reward for its return.

In a house half-buried in the side of the hill:

Lying among the debris strewn about by the spriggan's search of the house is a small wooden box about the size of a wizard's spellbook. Lying near it is a book that has been torn in half at the spine. The book is about three-quarters filled with handwriting in Skald (Lily speaks Skald, if nobody else can translate) - this is Willas's journal. It records his career as a ranger in the company of Maegar Varn and includes a description of several skirmishes that occurred between the colonists and a tribe of barbaric centaurs that inhabit the hills east of Varnhold. The journal names the tribe as the Nomen centaurs.

The last journal entry is dated approximately 2 weeks before the beginning of the adventure and relates a mundane scouting report of Varnhold Pass. You locate a page partially torn from the journal. The top of the page is dated 2 months ago and simply says, "Found bracelet by the river." The rest of the page has been torn away.

The next page bears a single large rune inscribed in charcoal, an archaic Ulfen symbol to ward off bad luck.

The same house also holds what appears to be a magical Folding Boat. Looks pretty useful...

In the Stockade and Blockhouse

1 build point worth of building supplies

On the Spriggans, you will find:

6,550 gp in assorted coins and jewelry (clearly looted from the town)

Also:

11 small chain shirt

11 small masterwork halberd

11 small masterwork heavy crossbow

44 small daggers

220 small crossbow bolts

11 potions of cure light wounds

potion of cure moderate wounds
6 potions of water breathing
+1 small mithral agile breastplate
+1 small seeking heavy crossbow with 20 bolts
+1 small greatclub (currently warped)

In an armory in the blockhouse you find (all items medium)

12 suits of padded armor
a masterwork breastplate
seven light wooden shields
20 spears
three short swords
two handaxes
a shortbow
two longbows
four light crossbows
2 heavy crossbows
a +1 morningstar
200 arrows
220 crossbow bolts.

In a wizards room, you find a damaged spellbook with a few readable spells:

Spellbook

2nd--fox's cunning, bear's endurance, keen edge
1st--alarm, feather fall, obscuring mist, shield, shocking grasp, sleep

In the bag of holding carried by the leader of the spriggans you find a few items which are clearly not from Varnhold:

3,500 gp in gems
Half of a pair of Friend Shield rings
Wand of spectral hand (17 charges)

Two magic items of note:

Longsword

+2 defending longsword with the crest of House Varn on its pommel guard

Longbow

an exquisite darkwood and ivory +2 thundering composite longbow (+4 Str). Davor identifies the workmanship of this longbow as being similar to that of several of the centaur tribes of Iobaria. An Knowledge (nature) check may reveal more.

In the governor's quarters

There is a map showing the land in a 24 mile radius around Varnhold - several spots are marked.

(Parenthesis give information on the equivalent kingdom structure)

-Varnhold Pass (Watchtower)

-Kiravoy Bridge (Bridge & Farmland)

- Spider Lairs
 - Blood Furrows - the lair of a Bulette
 - Talon's Peak - ruined ancient tower and nesting ground of a Roc (Ruined watchtower)
 - A Centaur Tribe
 - The Mud Flats - an area of hot springs and, unsurprisingly, mud flats.
-

Subject: Re: XP Tracking
Posted by [Tangaroa](#) on Sun, 31 Mar 2013 03:27:19 GMT
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Session 24
Crow Swarms, Qty. 6 960
Giant Chuul 640
Hexploration 510
Dire Wolves 640
Spriggans 2640
Leader of the Spriggans 1280
Roleplay 120
Total 6790

Cumulative 71575

Subject: Re: Treasure and the results of exploring Varnhold - 3/30/2013
Posted by [duhwoo](#) on Sun, 31 Mar 2013 04:49:33 GMT
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a folding boat! Wow! Hal is very excited about that! Maera is keen on the Wand o' Spectral Hand.

Good news about the map showing the Roc's nest -- we may accomplish that quest for the Roc egg after all...

I hope there's a new spell or two for Solske in that spellbook...

I reckon we oughta take the calico with us -- he may be too domesticated to feed himself!

Is that +1 small greatclub the one that got warped?

Subject: Re: Treasure and the results of exploring Varnhold - 3/30/2013
Posted by [Tangaroa](#) on Sun, 31 Mar 2013 11:11:07 GMT
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The roc nest looks to be at a foreboding location - the ruined tower it rests in is at the crest of

some peaks. Clearly magic was used to build the tower, and get to it.

Tor will volunteer to feed the cat.

The spriggan item list above was edited to reflect the current state of items.

Subject: Re: Treasure and the results of exploring Varnhold - 3/30/2013

Posted by [Damon](#) on Sun, 31 Mar 2013 16:15:18 GMT

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Trahia would like to trade 3 cure moderate wounds potions and 2 cure light wounds potions for the cure serious wand as this might let him withdraw and cure faster and get back in the fray and would like to trade +1 composite longbow (4) for the +2 Composite longbow (4) thundering. As I recall deflection bonuses do not stack correct? if thats the case I have a +2 ring of protection and 3 sheild of faith potions +2 so I wouldn't need the potions.

Subject: Re: Treasure and the results of exploring Varnhold - 3/30/2013

Posted by [Tangaroa](#) on Sun, 31 Mar 2013 16:42:53 GMT

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Would you like to make the Knowledge (nature) check on the bow?

Subject: Re: Treasure and the results of exploring Varnhold - 3/30/2013

Posted by [duhwoo](#) on Sun, 31 Mar 2013 19:04:15 GMT

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Damon: you are correct about the deflection from Shield of Faith not stacking with Ring of Protection -- I believe all PCs have a Ring of Protection +1, except yours at +2. I would like to hand Trahea's 3 potions of Shield of Faith to Johd, Tor, and Sgt Badinov. Badinov would also like the MWK breastplate, if nobody minds too much. Hal would like to have Sgt Badinov carry Varn's Defender, until we can return it to Varn's family.

Trahia is the only one strong enough to use either of the bows. We can sell the +1 ST bow when we get back to F.U.N.K.C. (Harold rolled a '3' for his Knowledge: Nature check on the bow...)

Trahia might as well carry the Wand of CSW, *and* keep the healing potions he has, for fine tuning: there's plenty of potions to go around.

Our Inquisitor to Erastil is the natural choice to carry the scrolls from the Church of Erastil, and the +1 morningstar.

How much can the Bag of Holding hold? (what Type is it?) Can we fit most of the rest of the stuff into the bag?

We can 'tweet' the council to send some men, along with the Blue Squadron, to come get the Build Point of supplies, and the armor and weapons. Perhaps we can sell the small stuff to the gnomes, so they can outfit a militia of their own.

Subject: Re: Treasure and the results of exploring Varnhold - 3/30/2013

Posted by [Tangaroa](#) on Sun, 31 Mar 2013 19:40:05 GMT

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Right, out with the Spriggans, in with the Humans.

It will take a week for your men to get here, over the pass.

The Bag is type IV (1500 lbs/250 ft³)

Subject: Re: Treasure and the results of exploring Varnhold - 3/30/2013

Posted by [Tangaroa](#) on Sun, 31 Mar 2013 19:51:54 GMT

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The other bow - you are talking about the Stag Lord's bow?

Subject: Re: Treasure and the results of exploring Varnhold - 3/30/2013

Posted by [Damon](#) on Sun, 31 Mar 2013 21:18:23 GMT

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I rolled a twenty.

Subject: Re: Treasure and the results of exploring Varnhold - 3/30/2013

Posted by [Damon](#) on Sun, 31 Mar 2013 21:19:47 GMT

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I don't remember how I came into the +1 bow.

Subject: Re: Treasure and the results of exploring Varnhold - 3/30/2013

Posted by [Tangaroa](#) on Sun, 31 Mar 2013 21:31:46 GMT

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It's a +1 composite longbow - with +2 strength on it, maybe (although you might have upgraded it)

- that would be the Stag Lords.

If your total knowledge check was 20, then you don't know anything more about the bow.

Subject: Re: Treasure and the results of exploring Varnhold - 3/30/2013

Posted by [Damon](#) on Mon, 01 Apr 2013 02:23:01 GMT

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can we have the seeking ability transfered to my bow?

Subject: Re: Treasure and the results of exploring Varnhold - 3/30/2013

Posted by [Tangaroa](#) on Mon, 01 Apr 2013 03:06:00 GMT

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The closest city with the magic to do a transference is Restov - perhaps 2 days of hard riding on a light horse, and another two days to locate someone to do the transference. So, you'll probably want to wait unless you have magic to get you there faster.

Also, you couldn't transfer enchantments to a weapon that already has them, or transfer properties piecemeal. You would want to start with a fresh masterwork composite longbow.

Subject: Re: Treasure and the results of exploring Varnhold - 3/30/2013

Posted by [duhwoo](#) on Mon, 01 Apr 2013 05:24:20 GMT

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The type IV Bag of Holding can carry about as much as the U-Haul trailer at this link! Yay! The bag weighs 60 lbs, so I reckon it's something a horse would carry -- or maybe Trahia...

When we get back to Twin Axe, I would like that Seeking property to go to Malachi's bow, instead of one of Trahia's secondary weapons -- the inquisitor would get more value out of it.

As for this abandoned town: Hal would like to stay until his men arrive -- we secure the town until Blue Squadron and some Twin-Axers can secure it longer-term. We'll explore the hexes around it over the course of the week -- with an eye towards annexing Varnhold into F.U.N.K.C., if the original inhabitants don't return. Perhaps we'll get a chance to communicate with the local centaurs, and establish

a better rapport than our predecessors. We'll go try to rescue the proper residents when we can be more confident they'll have homes to return to...

Subject: Re: Treasure and the results of exploring Varnhold - 3/30/2013

Posted by [Damon](#) on Mon, 01 Apr 2013 13:07:59 GMT

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If the people we left in camp came to town then they could probably keep things under control till the lancers arrived and we could go try and rescue the towns people earlier, before they are eaten.

Subject: Re: Treasure and the results of exploring Varnhold - 3/30/2013

Posted by [Damon](#) on Mon, 01 Apr 2013 14:51:02 GMT

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They changed the wording on cleave. Am I to understand that I can only use the feat when making a single attack and it can't be used with my four plus bite attack?

Subject: Re: Treasure and the results of exploring Varnhold - 3/30/2013

Posted by [Tangaroa](#) on Mon, 01 Apr 2013 15:36:37 GMT

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Yep. Cleave was changed from 3.5. It's a standard action now - good for moving up and swinging at an extra guy in a crowd, but not quite the wade through the masses it once was.

Subject: Re: Treasure and the results of exploring Varnhold - 3/30/2013

Posted by [Damon](#) on Mon, 01 Apr 2013 15:58:04 GMT

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forgot to note what spell we stored in the ax.???

Subject: Re: Treasure and the results of exploring Varnhold - 3/30/2013

Posted by [like_a_god](#) on Mon, 01 Apr 2013 16:19:00 GMT

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Damon wrote on Mon, 01 April 2013 09:58 forgot to note what spell we stored in the ax.???

Solke offered ya Scorching Ray

like_a_god

Subject: Re: Treasure and the results of exploring Varnhold - 3/30/2013

Posted by [Damon](#) on Mon, 01 Apr 2013 20:01:04 GMT

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Right 3d6 scorching ray.

Subject: Re: Treasure and the results of exploring Varnhold - 3/30/2013

Posted by [Tangaroa](#) on Mon, 01 Apr 2013 20:07:09 GMT

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4d6 fire, actually

Subject: Re: XP Tracking

Posted by [Tangaroa](#) on Sun, 14 Apr 2013 01:34:10 GMT

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Hexploration 60

Xill 2560

Soul Drinker 960

Quest: The Ghost Stone War 1440

Quest: Skybolt 1440

Roleplay 120

Total 6580

Cumulative 78155

You have made it to level 9. Congratulations!

Your party gained a variety of treasures from the encountered phase spider. I'm sure someone will post the rest online but there are a few specific items of interest to Solske:

Headband of Intellect +2.

The associated skill on it is Knowledge (Planes)

Scroll of Haste

Scroll of Blink

You also found one of the special preconstructed spellbooks

Special rules:

When a spellcaster who prepares spells uses a spellbook or formula book with a preparation ritual, as long as he prepares at least three spells (not including cantrips) or formulae from the spellbooks, he gains a temporary boon granted by the ritual. The boon lasts until its effect is spent (as specified by the boon description) or the spellcaster prepares spells again (at which time it can be reapplied by preparing at least three spells from the book). A spellcaster can only take the effect of one preparation ritual when she prepares spells, no matter how many spellbooks with preparation rituals she uses to prepare spells.

A superscript "S" (S) indicates a spell from the caster's specialty school, whereas a superscript

"OP" (OP) indicates a spell from the spellbook creator's opposition school.

This spellbook is full and you cannot add any more pages to it.

Quote:

Arctic Call (Level 11 Evoker)

Fine vellum sheets fill these two well-worn books. Beautiful illustrations depict the effects of each spell, many with a distinctly arctic theme. Though the pages and their wintry illustrations are of high quality, the protective leather case that encloses both books smells and feels greasy, as if the hide has been crudely waterproofed with animal fat.

Protection Fire trap modified to inflict cold damage (Reflex DC 17) (Expendable)

Opposition schools: Illusion, necromancy (no cantrips from these schools in this book)

Value 4,335 gp (5,985 gp with the preparation ritual)

Spells

6th--contingency S, freezing sphere S, repulsion

5th--cone of cold S, mage's private sanctum, permanency, teleport, wall of force S

4th--ice storm S, shout S, stonewall, symbol of revelation [UM], wall of ice S

3rd--arcane sight, dispel magic, elemental aura S [APG], fire trap, heroism, lightning bolt S, phantom steed, seek thoughts [APG]

2nd--bull's strength, false life OP, glitterdust, hideous laughter, make whole, resist energy, rope trick

1st--detect secret doors, endure elements, enlarge person, feather fall, mage armor, magic missile S, obscuring mist, shield, shocking grasp S

0--standard plus breeze

Preparation Ritual

Rime Bite (Su)

You infuse your spell with a biting cold that few can withstand. Spend this boon as a free action when you cast a spell with the cold descriptor. Any damage from that spell ignores all resistance to cold, but does not ignore immunity to cold.

Subject: Re: XP Tracking

Posted by [Damon](#) on Tue, 23 Apr 2013 00:35:09 GMT

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as I recall someone said zen archer is the only monk class that doesn't have to be lawful?

Subject: Re: XP Tracking

Posted by [Tangaroa](#) on Tue, 23 Apr 2013 00:56:46 GMT

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This certainly seems like an odd place to ask that question... the Kingmaker XP forum?

And it's the Martial Artist you're thinking of, from ultimate combat. They give up Ki Pool, but have good stunning fists/hand to hand abilities.

Subject: Re: XP Tracking

Posted by [Damon](#) on Tue, 23 Apr 2013 03:03:58 GMT

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Trahia was working intensely with the bloodstone mercenaries every chance he got. would you be adverse to him taking a level of monk / martial artist?

Subject: Re: XP Tracking

Posted by [Tangaroa](#) on Tue, 23 Apr 2013 11:08:56 GMT

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Well, I see the martial artist as something learned by getting in enough bar fights. (unlike monks, with their training montages).

I won't rule it out, although it seems odd. A martial artist's thing is running around with little more than a loincloth and their bare fists. When they do wear armor, they lose a fair bit. Although your characters girlfriend would enjoy the partial nudity, I'm not seeing it in my mind's eye. I assume you want to do this for the saves, bonus feats, and evasion, and ignore the other monk abilities (flurry of blows, fast speed, etc.)

Bloodstone mercs are primarily rogues, rangers and fighters, with a few clerics for support. They do have some neat cross training stuff, but they like their armor

Subject: Re: XP Tracking

Posted by [Tangaroa](#) on Sun, 28 Apr 2013 02:23:10 GMT

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Session 26

Wyverns 1440
Advanced Dread Zombie Cyclops (8) 5120
Elasmosaurus 960
Beach Entrance (Investigation) 160
Trapped Room 960
Roleplay 160
Subtotal 8800

Cumulative 86995

Treasure included 889 in ancient coinage and jewelry, +2 grayflame longsword, ring of freedom of movement, silver raven figurine of wondrous power.

Subject: Councilor Advancement
Posted by [Tangaroa](#) on Sun, 28 Apr 2013 02:35:35 GMT
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For the purposes of kingdom building, advancements and items have left your councilors with the following stats:

The Grand Beldame Int 23 (Include +2 from headband)
Lily Dex 18
Svetlana Cha 18
Kesten Str 18
Jhod Wis 21 (includes +2 from headband)

The elasmosaurus has declined to join the council.

Subject: Re: XP Tracking
Posted by [Tangaroa](#) on Sun, 12 May 2013 23:16:57 GMT
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Session 27

Willas the Spectre 640
Cephal Lorentus the Dread Zombie Wizard 1280
Graveknight Champion 1920
Piscodaemon 1920
Vordakai 3840
Subtotal 9600

Cumulative: 96555

Subject: Re: XP Tracking
Posted by [Tangaroa](#) on Sun, 26 May 2013 15:55:24 GMT
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Session 28

Huge Water Elemental 640
Greater Water Elemental 1280
Advanced Soul Drinker (x2) 1920
Quest: Fate of Varnhold 1440
Quest: Varnhold's Treasure 1440
Subtotal 6800

Cumulative 103355

Congratulations and welcome to the the 10th Level Level Level Level Level Level Level

Some additional notes on quest rewards:

Master Ervil Pendrod would like an escort back to Tuskwater Keep. Xamanthe Silverfire would like an escort back to her tribe.

Fate of Varnhold: the city of Varnhold has agreed to join the "FUNK"

You agreed to return the treasures of Varnhold - I will list these below. This also netted you a +1 Loyalty bonus to your kingdom.

An explicit treasure list in case they've become co-mingled with the rest of the loot:

Treasures of the citizens of Varnhold -

In the Potter's house: Hand crafted flagons and platters chased in platinum, 300 gp
In the weaver's house: The cat, Dragon.
In the Town Inn downstairs: Books of Maestro Ervil Pendrod: Iobarian Prehistory, The Centaur Skyles of Central Casmaron, The Untold Heritage of the Taldan Armies of Exploration, Secrets of the Rashalka Mounds, and an incomplete ethnography of the indigenous tribes of the Iobarian steppes
In Pendrod's room: more reference tomes.
In the Inn's till: 37 gp, 52 sp, and 114 cp.
Pendrod's Masterwork Viola
From the spriggan's hoard: 6,550 gp in assorted coins and jewelry
In the armory:
12 suits of padded armor
a masterwork breastplate
seven light wooden shields
20 spears
three short swords
two handaxes

a shortbow
two longbows
four light crossbows
2 heavy crossbows
a +1 morningstar
200 arrows
220 crossbow bolts.

You do get to keep one buildpoint worth of supplies

Subject: Re: XP Tracking
Posted by [duhwoo](#) on Mon, 27 May 2013 03:13:52 GMT
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I think the only item from the list above that we even used was the MWK breastplate -- Master Sergeant Badinov will readily return that, so I don't think we'll have any problem restoring everything to original owners...

Subject: Re: XP Tracking
Posted by [Tangaroa](#) on Mon, 27 May 2013 03:36:55 GMT
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Yes, I thought so. Did you mix the gold in or keep it separate?

Subject: Re: XP Tracking
Posted by [duhwoo](#) on Mon, 27 May 2013 04:28:35 GMT
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everything was dumped into the big Bag o' Holding, so I reckon money probably got pretty well mixed together...

officers tend to become nearly compulsive record-keepers, so Hal would have a pretty good log of what came from where, and how much money and stuff needs to be returned.

Subject: Loot Roll
Posted by [Berwick](#) on Mon, 27 May 2013 05:50:06 GMT
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Loot from 25 MAY 2013:

Looted from Vordekai's Corpse & Minions:

Cloak of Resistance +3 [Trahea]

Headband of Mental Prowess (Int +2, Cha +2)(K: Planes) [Hal]

Phylactery (Value: 3500 GP)[UHAUL]

Magic Jar (Soul Jar)[UHAUL, with the others]

EYE OF ABADON (Red Gem) [Malachi is safeguarding this]

+1 Full Plate (LARGE)

+1 Great Axe (LARGE) [Trahea]

Looted from the Throne Room:

Many Stone Tablets (written in Old Giant)(Value: 10,000GP)(1,000 lbs)

42x Soul Jars (Full of the remaining townsfolk)

Gems, Coins (Value: 67,395 GP)(Less 5,000 GP in gems for resurrection costs)

Ring of Friendshield (Matched to Ring found in Varnhold)

Ring of Protection +2 [Malachi]

Cloak of Resistance +1 [Tor]

Gloves of Swimming and Climbing

3x Dust of Dryness

+1 Cold Iron Magical Beast Bane Flail [Trahea]

All Tools Vest [Sold in Brevoy for 900GP]

Lesser Metamagic Rod of Bouncing [Solske]

Bracers of Armor +4 [Maera]

Belt of Might Con +4 [Trahea]

Lyre of Building [Hal]

Scroll: Enervation (Wizard, Lvl 4) [Solske]

Vordekai's Spellbook [Solske]

Jingasa of the Fortunate Soldier [Hal]

Bane Baldric [Malachi]

Used on the Adventure:

1x Scroll of Resurrection [Used on Jhod]

Items in **BOLD** are unclaimed

Items in *ITALICS* have been edited.

EDIT LEGEND:

1: 22 June 2013: Cloak of Resistance +1 to Tor

Subject: Character Sheets

Posted by [Berwick](#) on Sat, 08 Jun 2013 14:25:59 GMT

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Hey guys, I was thinking that we could use a thread to post current character sheets so that it is easier for the group if we miss game.

So, here is a pdf of Davor at level 10. If any of you spot anything that I missed or need to change, please do not hesitate to inform me.

File Attachments

1) [Davor lvl 10.pdf](#), downloaded 173 times

Subject: Re: XP Tracking

Posted by [Tangaroa](#) on Sun, 09 Jun 2013 14:45:02 GMT

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Session 29

| | |
|-----------------------------|------|
| Huge Water Elemental | 640 |
| Greater Water Elemental | 1280 |
| Advanced Soul Drinker (x2) | 1920 |
| Quest: Fate of Varhnhold | 1440 |
| Quest: Varhnhold's Treasure | 1440 |
| Roleplay | 80 |
| Total: | 6800 |

Session 30:

| | |
|---|-------------------|
| Quest: Rescuing Xamanthe | 1440 +2 stability |
| Quest: The Nomen Problem | 1440 |
| Advanced Dread Zombie Cyclops | 1280 |
| Mudmen (16) | 2560 |
| Squares Explored | 150 |
| Roc | 1920 |
| Quest: Roc Egg | 1440 |
| Defense of Tatzlford | 1280 |
| Ameon (leader of the Pitax's expeditionary force) | 1280 |
| Trolls 9 | 2880 |
| Hargulka | 960 |
| Roleplay | 240 |
| Total: | 16870 |

Cumulative: 124385

Subject: Re: Kingdom Status

Posted by [duhwoo](#) on Mon, 17 Jun 2013 05:43:45 GMT

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<<http://valhallas.com/F-U-N-K-C.jpg>>

The link above updates the map, now known as the "Federated Union of Narlmarch and Kameland Communities" (now that we're a duchy) -- and adds the lands gained during Erastus

and Rova 4712. There are 5 areas: Axeborough (12 hexes), Narlborough (3 hexes), Varnborough (13 hexes), Tatzleborough (2 hexes), and Tuskborough (5 hexes). Eventually, Westborough will manage the area west of the Narlmarch woods.

Subject: Re: Kingdom Status

Posted by [like_a_god](#) on Mon, 17 Jun 2013 09:37:28 GMT

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Awesome work Fritz!!!

like_a_god

Subject: Re: Loot Roll

Posted by [Berwick](#) on Sun, 23 Jun 2013 02:19:53 GMT

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8 June 2013:

Loot from the Battle of Tatzleford

+1 Thundering Morningstar (Large)
+1 Breastplate (Large)
Minor Ring of Energy Resistance (Fire) [Hal]
Potion: Cure Moderate Wounds
+1 Chainmail [Badinov]
+1 Shortsword
+1 Shortsword
Composite Shortbow (+2), Masterwork
250 GP

Subject: Re: Loot Roll

Posted by [Berwick](#) on Sun, 23 Jun 2013 02:31:16 GMT

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22 June 2013

Loot from Quest Completion:

+12,000 GP Elasmosaurus for the Taxidermist [UHAUL]

Loot from Giants and Guards of Fort Draelev

Painting, Elven Maid [Lilly] (Value: 250 GP)
Mangled Wizards Book (4 pages of Spells)[Solske]
Spells: Gust of Wind, Hydraulic Torrent (APG), Resilient Sphere, Wall of Force
Green Dragon Hide Satchel [Davor] (Value: 200 GP)
6x Potion, Shield of Faith +3
6x Potion, Cure Moderate Wounds
6x Composite Longbow +3, Masterwork
20x Arrow
6x Longsword, Masterwork
+300 GP
-10 GP [Solske]
2x Potion, Cure Light Wounds
Potion, Aid
Potion, Poison Resistance

Subject: Re: Loot Roll
Posted by [Tangaroa](#) on Sun, 23 Jun 2013 17:25:58 GMT
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Vordakai's Spellbooks - (In Cyclopean!)

9th-astral projection, dominate monster, gate, mage's disjunction, soul bind, wail of the banshee

8th-create greater undead, dimensional lock, greater planar binding, horrid wilting, mind blank, trap the soul

7th-control undead, finger of death, greater scrying, greater teleport, project image, limited wish

6th-create undead, eyebite, planar binding, geas, greater dispel magic, true seeing

5th-break enchantment, dominate person, magic jar, permanency, seeming, telepathic bond, teleport, waves of fatigue

4th-animate dead, bestow curse, charm monster, dimensional anchor, dimension door, enervation, fear, phantasmal killer, solid fog

3rd-arcane sight, dispel magic, displacement, gentle repose, magic circle vs. evil, major image, nondetection, ray of exhaustion, suggestion, tongues, vampiric touch

2nd-blindness/deafness, command undead, detect thoughts, false life, ghoul touch, hideous laughter, invisibility, locate object, see invisibility, spectral hand, resist energy

1st-alarm, charm person, chill touch, comprehend languages, detect undead, grease, identify, mage armor, protection vs. good, ray of enfeeblement, unseen servant, sleep

0 - all except evocation and transmutation

Subject: Re: XP Tracking

Posted by [Tangaroa](#) on Mon, 24 Jun 2013 00:45:51 GMT

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Session 31:

Quest: The Monster of Lake Hooktongue 3840

CR 7 Basilisk 640

CR 10 Water Orm 1920

3 hexes 90

CR 7 (x6) Giant 3840

CR 4 (x4) Guards 960

Total: 11920

Cumulative 136305

Subject: Trahia --> boggard?

Posted by [duhwoo](#) on Sun, 07 Jul 2013 14:45:10 GMT

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this idea amuses me -- and may be useful for our next mission!

Subject: Re: Loot Roll

Posted by [Tangaroa](#) on Sun, 07 Jul 2013 18:58:33 GMT

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The following includes all gear recovered from the keep at Fort Drelev, including those given during the adventure.

potions of cure serious wounds (4)
potions of cure moderate wounds (4)
potion of protection from energy (fire)
potion of protection from energy (electricity)
potion of darkvision
potion of lesser restoration
potion of cat's grace
potions of fly (4)
scroll of dispel magic
scroll of locate creature
scroll of neutralize poison
scroll of speak with animals

bag of holding type I
+4 mithral agile breastplate
+2 defending longsword
masterwork throwing axes (3)
belt of physical might +4 (Constitution and Strength)
cloak of resistance +2
ring of protection +2
rod of splendor
masterwork breastplate (x9)
masterwork heavy steel shield (x9)
masterwork composite longbow
arrows (200)
masterwork longsword (x9)
Staff of fire (10 charges, full)
masterwork dagger (x2)
cloak of resistance +3
ring of protection +2
deck of illusions (contains both jokers and all hearts and spades, misses the 8 of diamonds).
1 glamered chain shirt
masterwork silver dagger
cloak of resistance +1
ring of protection +1
stone of alarm
shortsword +1
belt of great dexterity +2
elixir of fire breath
ring of evasion (mate to the ring found in the barbarian cairn near the Narlmarches; the two can co-exist on the same hand).

Gold, Gems, Jewels, Wine, Clothing
27,341

The following items were originally stolen from Lord Numesti by Drelev

+2 breastplate
+2 longsword
masterwork composite longbow (+3 str)
masterwork dagger

Subject: Re: Loot Roll
Posted by [Tangaroa](#) on Sun, 07 Jul 2013 19:26:50 GMT
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Imeckus Stroon's Spellbook:

7th--forcecage, grasping Hand

6th--analyze dweomer, chain lightning, conjure black pudding, disintegrate, forceful hand, globe of invulnerability, greater dispel magic, stone to flesh, wall of iron

5th--cloudkill, dismissal, fire snake, lightning arc, sending, spell absorption, telekinesis, teleport, wall of force

4th--enervation, dimension door, fire shield, greater false life, ice storm, resilient sphere, river of wind, scrying, stone shape, wall of fire, wall of ice

3rd--blink, distracting cacophony, fireball, fly, gaseous form, lightning bolt, protection from energy, slow, vampiric touch, water breathing, wind wall

2nd--alter self, darkvision, detect thoughts, false life, fire breath, levitate, locate object, make whole, masterwork transformation, pyrotechnics, scorching ray, spontaneous immolation

1st--adjuring step, alarm, air bubble, animate rope, burning hands, ear-piercing scream, liberating command, mage armor, magic missile, ray of enfeeblement, shield, shocking grasp

0 -- all except enchantment, illusion

Subject: Re: Loot Roll

Posted by [Tangaroa](#) on Sun, 07 Jul 2013 19:32:16 GMT

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This is gear from a previous adventure, put here for record keeping

Headband of Intellect +2 (Knowledge (Planes)) [Solske]

Scroll of Haste [Solske]

Scroll of Blink [Solske]

Scroll of Magic Missile (3rd) [Maera]

Inlaid chest, platinum, worth 5,000 GP

Wand of Dimesion Door with 22 Charges [Hal]

Spellbook, Artic Call [Solske]

We also borrowed some equipment from Jhod:

- Healing Kit [Davor]

- 2x Potion of Hide from Undead

- 1x Potion of Remove Fear

- 1x Potion of Protection from Evil

- 2x Potion of Magic Weapon

He asked that we return anything unused, and replace anything that is used or lost.

A preconstructed spellbook, Arctic Call [Solske]

Special rules:

When a spellcaster who prepares spells uses a spellbook or formula book with a preparation ritual, as long as he prepares at least three spells (not including cantrips) or formulae from the spellbooks, he gains a temporary boon granted by the ritual. The boon lasts until its effect is spent (as specified by the boon description) or the spellcaster prepares spells again (at which time it can be reapplied by preparing at least three spells from the book). A spellcaster can only take the effect of one preparation ritual when she prepares spells, no matter how many spellbooks with preparation rituals she uses to prepare spells.

A superscript "S" (S) indicates a spell from the caster's specialty school, whereas a superscript "OP" (OP) indicates a spell from the spellbook creator's opposition school.

This spellbook is full and you cannot add any more pages to it.

Quote:

Arctic Call (Level 11 Evoker)

Fine vellum sheets fill these two well-worn books. Beautiful illustrations depict the effects of each spell, many with a distinctly arctic theme. Though the pages and their wintry illustrations are of high quality, the protective leather case that encloses both books smells and feels greasy, as if the hide has been crudely waterproofed with animal fat.

Protection Fire trap modified to inflict cold damage (Reflex DC 17) (Expend)

Opposition schools: Illusion, necromancy (no cantrips from these schools in this book)

Value 4,335 gp (5,985 gp with the preparation ritual)

Spells

6th--contingency S, freezing sphere S, repulsion

5th--cone of cold S, mage's private sanctum, permanency, teleport, wall of force S

4th--ice storm S, shout S, stonewall, symbol of revelation [UM], wall of ice S

3rd--arcane sight, dispel magic, elemental aura S [APG], fire trap, heroism, lightning bolt S, phantom steed, seek thoughts [APG]

2nd--bull's strength, false life OP, glitterdust, hideous laughter, make whole, resist energy, rope trick

1st--detect secret doors, endure elements, enlarge person, feather fall, mage armor, magic missile S, obscuring mist, shield, shocking grasp S

0--standard plus breeze

Preparation Ritual

Rime Bite (Su)

You infuse your spell with a biting cold that few can withstand. Spend this boon as a free action when you cast a spell with the cold descriptor. Any damage from that spell ignores all resistance to cold, but does not ignore immunity to cold.

Subject: Re: Loot Roll
Posted by [Tangaroa](#) on Sun, 07 Jul 2013 19:42:16 GMT
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This is gear from a previous adventure, put here for record keeping

Wedding presents presented to Harold and Maera

Bokken - Wand of Cure Light Wounds
Akulina Zhupana/Church of Calistra - A fine dress (noble outfit)
Edrist Hanvaki - A fine gem - elemental gem (air)
Jubilost Narthropple - A fine set of maps of the Stolen Lands
Tig - A basic shortbow and 20 arrows
Zaruket - A Mithral Buckler
Akiros Ismort - A fine table
Loy Rezbin/Tatzlford - one 6 BP building anywhere in the kingdom
The Grand Beldame - Bead of Newt Protection

...and quite a bit of hogs meat.

Subject: Re: Loot Roll
Posted by [Tangaroa](#) on Sun, 07 Jul 2013 19:53:06 GMT
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This is gear from a previous adventure, put here for record keeping

Treasures from exploring Varnhold that the party could keep:

wand of cure serious wounds (CL5, 11 charges)
three scrolls of remove paralysis
a scroll of restoration

a scroll of break enchantment
a scroll of breath of life
two scrolls of raise dead (one has been already used)

Loot from the Spriggans:

3500 gp
11 small chain shirt
11 small masterwork halberd
11 small masterwork heavy crossbow
44 small daggers
220 small crossbow bolts
11 potions of cure light wounds
potion of cure moderate wounds
6 potions of water breathing
+1 small mithral agile breastplate
+1 small seeking heavy crossbow with 20 bolts
+1 small greatclub (currently warped)
+2 defending longsword with crest of House Varn on the pommel
+2 darkwood thundering composite longbow (+4 strength) [Skybolt]
Bag of Holding type IV
Wand of spectral hand (17 charges) [Maera]

Mage's Spellbook

2nd--fox's cunning, bear's endurance, keen edge
1st--alarm, feather fall, obscuring mist, shield, shocking grasp, sleep

Subject: Re: XP Tracking
Posted by [Tangaroa](#) on Sun, 07 Jul 2013 20:02:20 GMT
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Session32:

Giant Barbarians (x3) 2880
Seebor 1280
Adv Black Pudding (x2) 1920
Quintessa the Bard 1920
Baroness 480
Baron Drelev 5120
Imeckus Stroon 3840
Guards (x9) 2160
Satinder Morne 480
Freeing Lord Terrion Numesti 480

Freeing Drelev +4 bonus to kingdom loyalty
Total 20560

Cumulative: 156865

MY GOD, THEY'VE MADE LEVEL 11 ALREADY.

The world trembles.

Subject: Trahia the Lizardfolk
Posted by [Tangaroa](#) on Sun, 07 Jul 2013 20:25:20 GMT
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The energies that Davor summoned to reincarnate Trahia resonated strongly with the nearby swamp; when Davor emerged from his rebirthing cocoon he was changed much more anyone would have imagined - he is now Trahia the Lizardfolk.

This has gained him the following:

+2 bonus to constitution (other stats unchanged)

15 ft move speed in water (this gives a racial +8 to swim checks)

bite (1d4) (this replaces the bite from the race trait)

two claws (1d4)

+5 natural armor bonus

Hold Breath (Ex) A lizardfolk can hold its breath for a number of rounds equal to 4 times its Constitution score before it risks drowning.

Needless to say, Lily is very unnerved by the new transformation and seems to be distant in the days following.

Any old armor will not fit; new armor will need to be custom made at 4x the price (this is base cost, not special materials, masterwork, or magic cost).

Subject: Re: Trahia the Lizardfolk
Posted by [Tangaroa](#) on Sun, 07 Jul 2013 20:26:54 GMT
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On a side note, Perlivash the Faerie Dragon has some excellent places to pick up Lizardfolk ladies...

Subject: Re: Councilor Advancement
Posted by [Tangaroa](#) on Mon, 08 Jul 2013 01:09:10 GMT
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As of session 32:

Lily: Dex at 21
Oleg Levetion: Wis at 19
Kesten Garess: Str at 20

Subject: Re: Trahia the Lizardfolk
Posted by [duhwoo](#) on Mon, 08 Jul 2013 23:41:27 GMT
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Hal will "tweet" news of Trahia's change-of-race back to the council, asking them to ensure the arrival of our new Lizardman friend is thoroughly publicized and generally well-known before we return -- I don't want any unwarranted attacks on council members! Trahia's distinctive double-ax should serve as a good discriminator to help folks distinguish Trahia from any regular lizardmen they may come across. Also, as an educational aside, let it be known that unlike typical Boggards, lizardfolk are generally neutral, NOT evil. Diplomatic and trade relations with the Hooktongue lizardfolk community is highly likely for the foreseeable future!

Subject: Re: Loot Roll
Posted by [duhwoo](#) on Tue, 09 Jul 2013 04:54:16 GMT
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The loot from Drelev looks like quite a haul, and there will be a pretty good payday for the party -- BUT, we have a couple of basic issues to deal with:

1. there are numerous mercenaries around town that need to be managed;
2. Ivoreti has already reached his grubby paw this direction, and he may be a little unhappy about the loss of his vassal.

One thing Hal does NOT want is a bunch disgruntled mercs heading for Pitax -- only to come back this way on Ivoreti's dime! Hal believes we should hire or recruit as many mercs as we can -- put 'em to work for our side instead of Ivoreti's.

Recruiting is preferred, but only for those men who are suitable for settling in F.U.C.M.E.A (pronounced foos-mee-ah) and becoming part of our communities and our militia. The little Barony militia of 100 men that fought the spriggans during the summer is now growing into a Duchy militia 500 strong. That process only started a couple of months ago, and it takes several months to recruit, train, and organize 400 guys - especially in a tiny country like ours. Filtering in a number of more experienced soldiers could be a real boon to our army -- and it might be a nice change of pace for those mercenaries who seek a more steady livelihood. They would become part of our forces, and their wages part of the build points spent by the council on the militia.

However, a lot of guys become mercenaries because they just are not well-adjusted or satisfied

servicing a community: those we will have to pay with gold. We need to learn their typical wages, and set aside enough of the 27,000gp noted above to employ these mercenaries protecting this frontier. As you know, Hal gives bonuses for good performance, so tack that on.

So the question for the GM is: does the module tell you how much these guys get paid? Or can you figure it out and let us know?

Subject: Re: Loot Roll

Posted by [duhwoo](#) on Tue, 09 Jul 2013 06:42:09 GMT

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Numesti can keep his stuff.

Hal is interested in one of the Rings of Protection +2, the +2 Defender, and the Rod of Splendor (for Maera). The Belt of Physical Might should go to Trahia, of course -- but Harold would like the Belt of Mighty Constitution that Trahia currently wears. I believe the Inquisitor would benefit most from wearing the +4 mithril breastplate and the other Ring of Protection +2 (unless he already has one), and he already has the Belt of Incredible Dexterity +2. The Staff of Fire clearly goes to Solske, who also has the Ring of Evasion. I reckon the Bag of Holding should be carried by the Druid, who whilst scouting may come across heavy items that needs to be grabbed. The Stone of Alarm is something the druid could place cleverly during his scouting missions, and the Cloak of Resistance +3 may provide that extra boost to a save if a particularly dangerous trap or encounter occurs whilst he is wandering about alone. Maera has the Deck of Illusions.

Lily might be interested in the glamoured +1 chain shirt. Does Lily have a Ring of Protection +1? Or a cloak of resistance? Or perhaps Tor would like one of these?

That's most of the big-ticket items, although there is a Cloak of Resistance +2 up for grabs if anyone doesn't already have one. The +1 short sword and all the masterwork stuff should be sold off.

I believe we should keep all the scrolls and potions, distributing as follows:

potions of cure serious wounds (4) [Davor, Malachi, Solske, & Trahia]
potions of cure moderate wounds (4) [Harold, Malachi, Solske, & Trahia]
potion of protection from energy (fire) [Trahia]
potion of protection from energy (electricity) [Hal]
potion of darkvision [Solske]
potion of lesser restoration [Malachi]
potion of cat's grace [Hal]
potions of fly (4) [2 for Solske, 2 for Trahia]
scroll of dispel magic [Malachi]
scroll of locate creature [Maera]
scroll of neutralize poison [Malachi]
scroll of speak with animals [Hal]

Below is everything else on the list, with my proposed disposition:

bag of holding type I [Davor]
cloak of resistance +3 [Davor]
stone of alarm [Davor]
+2 defending longsword [Hal]
ring of protection +2 [Hal]
deck of illusions [Maera]
rod of splendor [Maera]
elixir of fire breath [Maera, for Perlivash]
+4 mithral agile breastplate [Malachi]
belt of great dexterity +2 [Malachi]
cloak of resistance +2 [Malachi]
ring of protection +2 [Malachi]
belt of physical might +4 [Trahia]
Staff of fire (10 charges, full) [Solske]
ring of evasion [Solske]

+1 glamered chain shirt [Lily?]
ring of protection +1 [Lily? or Tor?]
cloak of resistance +1 [Lily? or Tor?]

SELL:

masterwork silver dagger
masterwork breastplate (x9)
masterwork heavy steel shield (x9)
masterwork composite longbow
masterwork dagger (x2)
arrows (200)
masterwork longsword (x9)
masterwork throwing axes (3)
shortsword +1

These are just my recommendations -- feel free to chime in!

Subject: Re: Loot Roll
Posted by [duhwoo](#) on Tue, 09 Jul 2013 06:43:50 GMT
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I had not noted the wedding gift from Bokken -- Hal now has a Wand of CLW on his sheet!

Subject: Re: Loot Roll
Posted by [Tangaroa](#) on Wed, 10 Jul 2013 00:02:13 GMT
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The NPC's will take care of their own gear. Feel free to sell off whatever you don't use and not

worry about them.

There is a lesser metamagic rod of bouncing Solske is currently carrying around. Given that it is only used for single target spells (such as Castigate, Terrible Remorse, etc.), perhaps you might consider giving it to your local friendly Inquisitor. It seems he might get more mileage out of it than Solske (who prefers, you know, fireballs).

Subject: Re: Loot Roll

Posted by [duhwoo](#) on Wed, 10 Jul 2013 05:21:18 GMT

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You've previously mentioned the NPC's taking care of their own magic: I just forgot.

Hal would like to keep the +1 glamered chain shirt for use as sleepwear, if there are no objections...

I also note Malachi received a +2 Ring of Protection from Vordekai's treasure, so Hal would like to take one of the new ones (for Meara), and put her +1 Ring of Protection into the pile to be sold.

I've spreadsheeted the unclaimed items that we should sell, plus those from a couple of previous battles, and pasted below:

COST
EACH-QTY-NET VALUE
2000 x 2 = 4,000 gp ring of protection +1
1000 x 1 = 1,000 gp cloak of resistance +1
0322 x 1 = 322 gp masterwork silver dagger
0350 x 9 = 3,150 gp masterwork breastplate (x9)
0170 x 9 = 1,530 gp masterwork heavy steel shield (x9)
0302 x 2 = 604 gp masterwork dagger (x2)
0315 x 9 = 2,835 gp masterwork longsword (x9)
0315 x 6 = 1,890 gp masterwork longsword (6 more taken from gaurds we killed outside Drelev's brothel)
0308 x 3 = 924 gp masterwork throwing axes (3)
1360 x 3 = 4,080 gp shortsword +1 (this includes 3 shortswords +1 from the battle for Tatazlford)
0700 x 3 = 2,100 gp masterwork composite longbow (taken from gaurds we killed outside Drelev's brothel)
net COST of the above items would be: 22,435
net GP from sale of above items: 11,217.5

If we take 2,119 from the above, that leaves a 9,098gp budget for the project to hire and recruit mercenaries -- let's see how far that gets us!

if we add the 2,119 from above to the 27,341 taken from Drelev's "Gold, Gems, Jewels, Wine,

Clothing", plus 290 netted from the giants and guards outside the brothel, along with 250 from the battle for Tatzleford, we get an even 30,000gp in cash to distribute to the 5 PCs.

THUS, each PC gets 6,000gp to spend however they want! PAYDAY has arrived!

Hal will ask the Grand Beldame to transfer the +1 glamer into his +1 Mithril breastplate, which I believe costs 280gp (money Hal already had). He will also ask her to upgrade the Cloak of Resistance he purchased from her when they first met -- a year-and-a-half ago -- bringing it to +2, for 3,000gp. Finally, if she would, please upgrade my +1 shield to +2, using the remaining 3,000gp from my payday.

Subject: military forces of F.U.C.M.E.A.

Posted by [duhwoo](#) on Wed, 10 Jul 2013 18:14:13 GMT

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According to the Book of River Nations, a company of 100 men (a unit of 100 men is traditionally referred to as a company) costs 1 point of consumption -- and the "mercenary" special ability sez 1,000gp can be spent in lieu of that point of consumption. Since Hal wants to outbid Pitax for the service of the mercs in Fort Drelev, he'll boost that by 20%, for 1,200gp/month. If there are 100 men willing to serve Hal at a 20% premium, a project budget of 9,098gp should sustain that company of mercenaries for 7 months, with nearly 700gp leftover to spend on bonuses and sundries over that time. (Hal has a reputation for fair and generous to maintain, after all...)

How many mercenaries are in Fort Drelev? Of those, how many are willing to serve Hal? Of those willing to serve, how many are *suitable* for service in a decent community (major scumbags will be rejected)? Can Hal recruit a full company from the mercs in Fort Drelev? Are there even more mercenaries than that? Hal will recruit two companies if there are enough willing and suitable mercenaries around, even though his project money will only last half as long. Eventually, these forces will be paid for through kingdom consumption, but with the recent annexations there are no consumption points available for the next few months.

Subject: Re: Character Sheets

Posted by [duhwoo](#) on Mon, 15 Jul 2013 05:30:36 GMT

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I've updated Hal to 11th level, and Maera to 9th:

<<http://valhallas.com/Harold11.pdf>>

<<http://valhallas.com/Maera9.pdf>>

Subject: Solske 7.18.2013

Posted by [like_a_god](#) on Fri, 19 Jul 2013 01:04:22 GMT

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Greetings!

Here is Solske's info. She has been advanced to level 11!

like_a_god

File Attachments

1) [Solske 7.18.2013.pdf](#), downloaded 274 times

Subject: Re: military forces of F.U.C.M.E.A.
Posted by [Tangaroa](#) on Fri, 19 Jul 2013 14:44:33 GMT
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Being the river kingdoms, most of the mercenaries have either already a) fled back to Pitax or b) fled south back to the other River Kingdomw or c) headed west to find work in Brevoy.

In truth there is no shortage of armed men in the River Kingdoms - and so it's going to be nigh impossible to supply-starve Pitax. Ultimately, you would have to attack them economically or military - in particular, disposing of their King is the traditional way of destabilizing a powerbase in the River Kingdom.

However, starting to build up your military forces is not a terrible plan. You can guarantee tensions will start to run high after the liberation for Drelev.

Subject: Re: Trahia the Lizardfolk
Posted by [Damon](#) on Sat, 20 Jul 2013 15:46:13 GMT
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It's an orcish Double Ax, will I loose my bonus and is it now an exotic weapon for me?

Subject: Re: Trahia the Lizardfolk
Posted by [Tangaroa](#) on Sun, 28 Jul 2013 03:03:51 GMT
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No, you keep all your training, skills, feats and mental stats.

Subject: Re: XP Tracking
Posted by [Tangaroa](#) on Sun, 28 Jul 2013 03:05:41 GMT

Azhuitul 640
Ochre Jelly 320
Dragonfly (x8) 2560
Boggard Warden (x8) 7680
Sepoko 3840
Quest: Dragonfly Cloak 3840
Quest: Garuum's Revenge 3840
Clearing the Hooktongue +4 bonus to kingdom economy
Total 22720

Cumulative 179585

Subject: Re: Loot Roll
Posted by [Tangaroa](#) on Sun, 28 Jul 2013 03:32:43 GMT
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From July 27th, 2013:

After breaking up the violent M'botuu Boggard tribe, stripping their leaders and raiding their treasury you can find the following:

potions of cure moderate wounds (3)
potions of cure serious wounds (24)
potion of sanctuary
wand of cure moderate wounds (24 charges)
wand of poison (9 charges)
+2 hide armor
+1 hide armor (8)
+1 frost morningstar
+2 light wooden shield
unholy symbol of Gogunta
masterwork handaxe (8)
masterwork trident
sunray frog venom (as per black adder venom); DC 11; 1/rd. for 6 rds.; 1d2 Con, 1 save, 120 gp/dose (64)
Druid's Vestements
Feather Tokens, Anchor (2)
Elixir of Swimming (4)
Harp of Charming
The boggards treasury (from their raid victims): 9477 gp in gold, gems, and items.

However, you'll actually have to search the tribal village to find a lot of this. Luckily, it's currently deserted with treasure holds intact due to the antics of Harold and Maera - as well as a prisoner.

In addition, Garuum the boggard will provide the following to the group once they return Sepoko's head:

Ebony Fly
5000 gp

Subject: Re: Loot Roll
Posted by [duhwoo](#) on Mon, 29 Jul 2013 03:21:45 GMT
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If there are no objections, Harold would like the +2 armor and +2 shield. Then he will pay for Transfer Enchantment, to have the +2 from the armor transferred into his breastplate (adding one more +1 hide to the pile of +1 hide armors). Also, he will pay for another Transfer Enchantment, to have the +2 from the shield transferred into Maera's mithril buckler.

I recommend Malachi carry the wand of Cure Moderate Wounds, and the Druid' Vestments should obviously go to Davor. Davor is also the only one who can use the wand of Poison.

Each of the 5 PCs can take 5 potions of Cure Serious Wounds, except Harold will take just 4, since he usually has Ablative Barrier up. Meara would like to carry the 3 potions of Cure Moderate Wounds.

I reckon the 2 Feather Tokens and 4 Elixers of Swimming should be stored in the Folding Boat.

Harold destroys the unholy symbol of Gogunta

That leaves the following to sell:

potion of sanctuary -- sell for half at 25gp
9 sets of +1 hide armor (1,165ea x 9 = 10,485gp) -- sell for half at 5,242gp
+1 frost morningstar is worth 18,308gp -- sell for half at 9,154gp
8 times masterwork handaxe (306ea x 8 = 2448gp) -- sell for half at 1,224gp
masterwork trident (306gp) -- sell for half at 153gp
64 doses of sunray frog venom at 120 gp/dose) -- sell for half at 3,840gp (*if* we can sell all 64 doses...)
Harp of Charming (7,500gp) -- sell for half at 3,750gp

combine the total from the above (23,570gp) with the 9477 gp from the boggards treasury = 33,047gp! That's 6609gp for each of the 5 PCs!

another fine payday!

Subject: Re: Loot Roll
Posted by [duhwoo](#) on Tue, 30 Jul 2013 02:18:34 GMT

reviewing some of Jacob's post above, there is a considerable bit of un-allocated stuff to sell.

ARMOR:

+1 Full Plate (LARGE) worth 2,650gp
+1 Breastplate (LARGE) worth 1,350gp
Selling both for half nets 2,000gp...

WEAPONS:

+1 Thundering Morningstar (Large) is worth 4,308gp -- selling for half nets 2,154gp
TWO +1 Shortswords, worth 1,310gp each -- selling both for half nets 1,310gp
SIX +3 Masterwork Composite Longbows worth 700gp each -- selling all 6 for half nets 2,100gp
SIX Masterwork Longswords worth 315g; each -- selling all 6 for half nets 945gp
that's a total of 6,509gp for the weapons...

The most valuable unallocated items are the Rings of Friend Shield -- worth 50,000! Selling the pair at half that gets 5,000gp for each of the 5 PCs! So if nobody objects to selling all of the items above, we can each add 6,702gp to our payday!

Keep in mind there will be another 1,000gp each when and if we track down Garuum the Boggard...

Subject: Re: Loot Roll

Posted by [duhwoo](#) on Sat, 03 Aug 2013 04:50:39 GMT

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I forgot that I transferred the Glamer ability from that wretched Daggermark bard's chain shirt into Hal's breastplate! That means it was transferred into one of the hides when Hal had the +2 from that (now +1) hide armor swapped into the mithral breastplate -- so that hide was worth an additional 2,700gp when sold: halved and divided by 5 means each PC gets an additional 270gp to spend. Between the M'botuu Boggard tribe and the older stuff, that brings the total from the above two posts to 13,581gp (6,609 + 6,702 + 270)

Hal is gonna buy 4 potions of Remove Blindness/Deafness (totaling 3,000gp), and 4 Snapleaves for Maera (totaling another 3,000gp). In addition, Hal will commission a new aldori dueling sword made entirely out of adamantine (3,020gp), and he will pay to have Transfer Enchantment cast to get the +2 Defender ability into the new adamantine sword. As for the remaining 4,000gp or so of Hal's share, 500gp will go for Christmas bonuses for his men and the men of the duchy militia. Another 500gp or so will go towards providing Maera a slightly more lavish and royal lifestyle, befitting a duchess -- and Hal will save about 3,000gp for ready cash.

so there.

Subject: Re: Kingdom Status
Posted by [duhwoo](#) on Sat, 03 Aug 2013 05:30:54 GMT
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my latest update to the map -- now includes the Redborough and Kalborough, taking us to Calistril of 4713...

<<http://valhallas.com/FUCMEA.jpg>>

Subject: Re: Loot Roll
Posted by [duhwoo](#) on Sat, 03 Aug 2013 19:21:59 GMT
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Garuum has awarded us an Ebony Fly (sold for 5,000gp) *and* 5,000gp cash -- that's another 2,000gp for each PC!

With the 3,000 saved from before, Hal now has 5,000gp -- enough to ask the BelDame to upgrade the same cloak she upgraded to +2 last month to +3 this month...

Subject: Re: Loot Roll
Posted by [duhwoo](#) on Sun, 04 Aug 2013 00:39:56 GMT
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As noted during the game today, while I have recently tallied up loot items to be sold, and divided it to the PCs, I ignored straight cash to be divvied up!

I do not believe we distributed cash from the "Gems, Coins (Value: 67,395 GP)(Less 5,000 GP in gems for resurrection costs)" from Varnhold and Vordekai's keep, or 250gp from the battle for Tatzleford...

I know I never passed out the 12,000gp in cash from the taxidermist (for the sea monster we killed), and I completely ignored "Gold, Gems, Jewels, Wine, Clothing" worth 27,341gp from Drelev's keep!

Maera's old Headband of Alluring Charisma can be sold as well, for another 2,000gp.

$62,395 + 250 + 2,000 + 27,341 + 2,000 = 93,986$ -- another 18,797gp for each PC!

Harold will purchase a Necklace of Adaptation (9,000 gp), and 2 cracked vibrant purple prism loun Stones (totaling 4,000 gp). Maera will buy a scroll with 10 instances of "Carry Companion" (1,500gp), a scroll with 10 instances of "True Strike" (250gp), and 2 Runestones of Power (totaling

4,000 gp). The remaining 41gp will go towards gifts from the royal couple, to be given during Crystalhue and the new year.

Subject: Re: XP Tracking
Posted by [Tangaroa](#) on Sat, 17 Aug 2013 02:27:02 GMT
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Session 34
Hexes Explored 150
Naga 5120
Boggard 640
Fey Pranksters 1920
Chuul 1920
Quest: Saving the Bogstrider 3840
Total 13590

Cumulative 193175

Subject: Re: Loot Roll
Posted by [Tangaroa](#) on Sat, 17 Aug 2013 04:37:54 GMT
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Session 34, August 3rd (Sorry for the delay)
Art of various flavors: 1650
Belt of Mighty Constitution +2
Silver Ring of Jumping (+5 competence bonus to acrobatics)
Headband of Mental Prowess (+2 charisma and wisdom)
Mwk. Handaxe
Mwk. Trident
Potions of Cure Serious Wounds (3)

Waterproof Spellbook:
0th - all
4th - stone shape
5th - fabricate, transmute rock to mud
6th - control water, move earth

Subject: Re: Loot Roll
Posted by [duhwoo](#) on Sun, 18 Aug 2013 18:15:54 GMT
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MAJOR ERRORS! (2 of 'em actually...)

I distributed 27,341 gp cash ("Gold, Gems, Jewels, Wine, Clothing") from Drelev *twice* -- once in my 9 July post, and a 2nd time in my 3 August post -- but I accidently *dropped* 10,000gp! as well (in the math of the 3 August post, I put 2,000gp instead of 12,000gp from the taxidermist). MY BAD!

Thus, I distributed about 17,000gp more than I should have.

Hal took 9,098gp from Drelev equipment sales in advance for paying mercenaries -- let's say we count 7,900gp of that (already paid 1,200 for the month of Kuthona) as having been part of what was distributed (and then we'll pay-as-we-go with the mercs): that leaves about 9,000gp in excess distribution in the August 3rd post. But there were thousands of gold in the "party loot" spreadsheets on Google Docs that we haven't really been using (I found some unclaimed +1 magic items -- even a +1 Keen trident! -- and numerous MWK items), a lot of which has not been carefully distributed. I say we just count that as the remainder of what I erroneously distributed on August 3rd, calling the forgotten "party loot" spreadsheets a wash -- and forget the spreadsheets. That's probably not too far off, and saves us ret-conning items purchased from the erroneous distribution.

Now Hal just has to pay the merc company in Trahia Falls for Abadius and beyond...

To that end, looking at the loot from session 34, Hal wishes to sell the Ring of Jumping (netting 1,250) and the two MWK weapons (netting 303gp) -- and combine those proceeds with the 1,650gp from the artwork. With 100gp of his own money thrown in, that'll provide enough money to pay the mercs for two months: Abadius *and* Calistril. (The Belt of Mighty Con went to Maera, and I believe Trahia took the Headband of Mental Prowess...)

FRITZ

Subject: Re: Loot Roll

Posted by [duhwoo](#) on Sun, 18 Aug 2013 18:56:18 GMT

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for bringing him acid glands from giant slugs, Bokken is rewarding the party with 18 made-to-order potions -- that's 4 potions for each of the 4 PCs who were on that mission, and two for Malachai (who missed out on the trip). These can be any potion-able spell up to 3rd level from the Acolyte NPC spell list -- remembering that only spells that can be cast on others can be made into potions.

Here are the most likely spells Bokken can potion-ize: Cure Serious Wounds (we already have plenty), Daylight, Deeper Darkness, Neutralize Poison, Remove Curse, Remove Disease, Tongues.

I'm leaving it to each player to decide what 4 potions they will add to their character -- Hal is getting Oil of Daylight, Neutralize Poison, Remove Curse, and Tongues.

Subject: Re: XP Tracking

Posted by [Tangaroa](#) on Mon, 19 Aug 2013 04:59:21 GMT

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Session 35

And thus passes Davor - temporarily! Why didn't he summon something to die in his place?
Hmmm...

Adv. Giant Dire Saber Tooth Cat 3840

Quest: Speartooth 3840

Chimera (3) 1920

Aurumvorax (2) 3840

Bog Mummy's (3) 1440

Quest: Bog Mummy Terror (?) 3840 +1 kingdom stability

Poor, poor murdered slugs 2880

Quest: Wanted: Slug Spit 3840

Total 25590

Cumulative 218765

Subject: Re: Loot Roll

Posted by [Tangaroa](#) on Sun, 22 Sep 2013 04:44:03 GMT

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Session 35:

The Kingdom Treasury Disperses 12,000 gold crowns for the slaying of the saber tooth cat.

The following is found in the sabertooth den:

masterwork breastplates (x6) 2100

masterwork heavy steel shields (x8) 1360

masterwork longswords (x12) 3150

masterwork composite longbows (+3 Str) (x10) 7000

+1 animal bane composite longbow 8400

efficient quiver 1800

arrows of animal slaying (x3) 6846

brooch of shielding 1500

Amongst the detritus of manticores victims, you find:

Wand of lightning (28 charges)
Bracers of Armor +5

In the Aurumvorax lair you find:
4920 in gold and jewelry
Ring of Climbing 2500
+2 defending dagger 8302
+1 small ghost touch shortsword 8310
small masterwork silver daggers (x6) 1932

For returning the ~500 lb corpse of a slug, Bokken will brew/procure:
18 potions (level 1-3) of your choice.

Subject: Armies of FUCMEA
Posted by [Tangaroa](#) on Wed, 25 Sep 2013 03:15:32 GMT
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Some questions for the group:

- 1) Can Duhwoo provide me a roster of currently standing armed forces in FUCMEA?
 - 2) Who in the group might have an interest in helping to raise regiments, in particular exotic or special forces? If you have ultimate campaign, there is are a lot of specialized rules for such activities.
-

Subject: Re: Armies of FUCMEA
Posted by [duhwoo](#) on Wed, 25 Sep 2013 04:00:36 GMT
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Order-of-Battle information is attached to this post...

Duke D'Ori is probably pretty busy managing the current forces -- he will ask the druid to see about a forest army: either organized druids, protecting nature; or perhaps a force of fey...

I also have planned a company of healers, led by Jhod.

File Attachments

1) [MILITIA_OOB_Kuthona4712.docx](#), downloaded 88 times

Subject: Re: Armies of FUCMEA
Posted by [Tangaroa](#) on Sat, 28 Sep 2013 15:22:41 GMT
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The local leader of the Bloodstone Swords will take command of your merc regiment if you want.

His stats:

Joris Bolengier

Her currently has 7 ranks in P(Soldier)

Subject: Re: XP Tracking

Posted by [Tangaroa](#) on Sun, 24 Nov 2013 01:05:58 GMT

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Session 36

Level 12!

Hexploration 120

Ettin 640

Black Sisters (3) 9840

Iron Golem 5120

Bloody Skeletal Champions (10) 3840

Boulder Trap 1920

Icebox Trap 1920

Barbarian Tribesmen (12) 2880

Total 26280

Cumulative 245045

Subject: Re: Loot Roll

Posted by [Tangaroa](#) on Sun, 24 Nov 2013 01:11:29 GMT

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Session 36:

Temple of Armag

barbarian artefacts 1500

Greatswords +1 (x10) 23500

Composite Longbow +1 (+4 str) (x10) 28000

200 arrows 10

breastplate (x10) 2000

Black sisters of Gyronna

+2 keen daggers (x3) 54906

mwk breastplate (x3) 1050

spell pouches (x3) 6

unholy symbols (destroyed)

Subject: Re: Loot Roll

Posted by [duhwoo](#) on Sun, 24 Nov 2013 19:45:44 GMT

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Although some of us were eager to grab those +2 Keen Daggers, I reckon they should all be sold with the rest of the loot, and then the money distributed -- makes for a more even split of wealth. Each PC is then more likely to get something they'll actually use, rather than sequestering a bunch of the loot value on a few non-melee-types keeping daggers that most likely will never be used to any good effect...

Matt and Will, let me know if you object to selling the +2 Keen Daggers that went to Solske and Davor. (Those characters will carry them until we return to a place where we can sell them...)

Subject: Loot from 12-7-2013

Posted by [dkeester](#) on Sat, 07 Dec 2013 23:04:34 GMT

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from Zoric the Divine Guardian of Gorum:

+1 light fortification hide armor

+1 anarchic spear

Armag:

10 breastplates

10 +1 great swords

10 +1 composite longbows w/+4 str modifiers

200 arrows

Ovinrbaane (great sword - detect magic fails)

3 potion cure serious wounds

+3 full plate w/masterwork armor spikes

+2 keen battleaxe

+2 amulet of natural armor

+2 belt of physical might (str & con)

ring of protection +2

+4 cloak of resistance

headband of inspired wisdom +2

+3 light fortification hide armor w/+2 dragon bone armor spikes

+3 heavy steel shield of arrow catching

55395 gp worth of gold and gems

+2 belt of incredible dex

+2 headband of vast int

2 salves of second chance

+2 bracers armor

bag of holding type 2

quiver of 50 +1 arrows

50 +1 bolts

+2 belt of giant str

necklace of fireballs type 2

2nd level pearl of power
one dose restorative ointment
ring of counterspells (enervation)
full wand of heroism
horseshoes of speed

Subject: Re: Loot Roll
Posted by [Tangaroa](#) on Sun, 08 Dec 2013 01:00:45 GMT
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Session 37:

from Zoric the Divine Guardian of Gorum:
+1 light fortification hide armor 4165
+1 anarchic spear 18302

Armag, skeletons and tomb:

55395 gp worth of gold and gems
breastplate (x10) 2000
Greatswords +1 (x10) 23500
Composite Longbow +1 (+4 str) (x10) 28000
200 arrows 10
Ovinbaane (great sword - detect magic fails) ????
3 potion cure serious wounds 2250
+3 full plate w/masterwork armor spikes 11000
+2 keen battleaxe 18310
+2 amulet of natural armor 8000
+2 belt of physical might (str & con) 10000
ring of protection +2 8000
+4 cloak of resistance 16000
headband of inspired wisdom +2 4000
+3 light fortification hide armor w/+2 dragon bone armor spikes 24515
+3 heavy steel shield of arrow catching 16170
+2 belt of incredible dex 4000
+2 headband of vast int 4000 <http://www.d20pfsrd.com/magic-items/wondrous-items/wondrous-items/r-z/salve-of-the-second-chance>
2 salves of second chance 3200
+2 bracers armor 4000
bag of holding (Type II) 5000
quiver of 50 +1 arrows 2302
50 +1 bolts 2302
+2 belt of giant str 4000
necklace of fireballs (Type II) 2700
2nd level pearl of power 4000
one dose restorative ointment 4000
ring of counterspells (currently loaded with enervation) 4000
wand of heroism (CL 5th, 50 charges) 11250

horseshoes of speed 3000

Subject: Re: XP Tracking

Posted by [Tangaroa](#) on Sun, 08 Dec 2013 01:08:37 GMT

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Session 37:

Zorek, Divine Guardian of Gorum 5120

Bloody Skeletal Champions (10) 3840

Armag 10240

Quest: Tripartite Quest 11520 (saving the Numesti clan: Lord Terrion, Kisandra, and Tamary Numesti)

Total XP 30720

Cumulative 275765

Subject: Re: Loot from 12-7-2013

Posted by [like_a_god](#) on Sun, 08 Dec 2013 02:30:47 GMT

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Didn't we agree that all of this is Solske's?

Subject: Re: Loot from 12-7-2013

Posted by [duhwoo](#) on Sun, 08 Dec 2013 16:50:17 GMT

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yup -- then the charterholder has the task of selling most of the items, and distributing the wealth fairly across the party. (Artifact not included.)

I saw somewhere that a good way to keep major loot distribution more fairly even is to identify and separate any items that should count as party loot, and "sell" ALL items not identified as party loot -- even stuff individual characters definitely want -- then distribute the gp value evenly. After that, characters who want specific items "buy" them at half price out of their share. If they decide they would rather spend the money for something else, the items actually gets sold. Downsides could include: really big-ticket items that the overall party might need later could get sold off because the character that would be expected to "buy" it chooses to blow it off in favor of buying something else; or such an item might be cost more than any one individual can afford after splitting; or one character having to buy items at the expense of other needed items. (Suppose the Paladin must spend every dime he has to buy the +5 Holy Sword, because without it the adventure has no chance of success -- but that expense means he has no armor or other defenses, and he dies and the sword is lost because he's not properly prepared...)

Under this concept, we've been doing it wrong all this time -- but I would say the party is better equipped overall, despite some imbalances that may have occurred in net distribution.

Just an idea...

Subject: Re: Loot from 12-7-2013
Posted by [Tangaroa](#) on Mon, 09 Dec 2013 15:58:54 GMT
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I've also copied this treasure list to the "master treasure thread" Berwick started.

Subject: Re: Loot Roll
Posted by [duhwoo](#) on Wed, 18 Dec 2013 03:03:45 GMT
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.
Based on the attached spreadsheets, if all the loot from before Armag's tomb (19,600gp), plus all the stuff from Armag (34,830gp), is sold (except for a few obvious party items), each of the 5 PC's share is 54,430gp!

The following items should be purchased back at half price (indicated in parentheses) by any PCs that want them:

+2 amulet of natural armor 8000 (4,000)
+4 cloak of resistance 16000 (8,000)
2nd level pearl of power 4000 (2,000)
ring of counterspells (currently has Elevation) 4000 (2,000)

Hal will buy the following items:

Wand of Heroism (CL 5th, 50 charges) 11250 (5,625)
Horseshoes of Speed 3000 (1,500), and
necklace of Fireballs (Type II) 2700 (1,350).

Hal is also buying a Suzerain Scepter (20,000gp), and Mnemonic Vestments for Maera (5,000gp)

Thus, Hal is spending 33,475gp, saving 20,955gp for future use...

we also have some party items:

party Ovinbaane (great sword - detect magic fails) ????
party 3 potion cure serious wounds 2250
party 2 salves of second chance 3200
party bag of holding (Type II) 5000
party one dose restorative ointment 4000

FRITZ

File Attachments

- 1) [TigerLord-loot.xlsx](#), downloaded 107 times
 - 2) [BeforeArmag-loot.xlsx](#), downloaded 123 times
-

Subject: Re: XP Tracking
Posted by [Tangaroa](#) on Sat, 28 Dec 2013 23:58:58 GMT
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Session 38
Irlglaunt 5120
Fetchling Cleric 15 7680
Shae (x3) 3840
Ankou Rogue 15360
Rusalka Witch 10240
Total XP 42240

Cumulative 318005

Yes that does mean it's time for 13th level! Already! Guess all these big-time quests are paying off for you...

So, don't forget to level up before next game

Subject: Re: Loot Roll
Posted by [Tangaroa](#) on Sun, 29 Dec 2013 00:27:19 GMT
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Session 38: Servants of Count Ranalc

Another artifact:

+4 aldori dueling sword "Briar" - looks nothing so much like a cross between a sword and sharpened thorn. It actually reforms slightly when Harold touches it, to better suit his needs.

You also find:

- A lesser metamagic rod of maximize spell (14000)
- +2 headband of wisdom (4000)
- +1 full plate (2800)
- Ring of Sacred Mistletoe (6000)
- 10,700 gp in other miscellaneous gear and gems

Two artifact swords in the space of 3 adventures... what's up with that ?

Subject: Re: Loot Roll

Posted by [duhwoo](#) on Sun, 29 Dec 2013 17:57:41 GMT

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.
Value of the items adds up to 26,800gp: sell for half (13,400), add in 10,700 (24,100), and divide by 5, to give each party member 4,820gp -- which does not leave Solske enough from her share to buy the Maximize rod at half price! Hal considers that purchase essential, so if the wizard needs 2,180gp to help buy the Maximize rod, just ask...

With 955 gp left over from last collect (after 20K spent for Permanancy spells last session -- 7,500 each for Tongues and Greater Magic Fang, plus 5,000 for See Invisibility), the D'ori couple has 5,775 to spend (minus 2,180 if Solske needs it). Maera will definitely get a Page of Spell Knowledge with Magic Missile (1,000gp)!

Hal and Maera will teleport to Restov several times over the next month or two, hoping to work with the Swordlords in researching the Aldori blade named "Briar"...

Subject: Fort Drelev Addition

Posted by [Tangaroa](#) on Sat, 04 Jan 2014 01:41:37 GMT

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Here are the rules from the AP considering Fort Drelev (aka Trahia Falls). There are a few caveats I didn't see before regarding rebuilding the place.

Fort Drelev

N (formerly NE) small town

Corruption +4; Crime +0; Economy +1; Law +1; Lore +1; Society -2

Qualities Notorious, Strategic Location

Danger 10; Disadvantages Impoverished

Populace

Government overlord

Population 1,360 (1,200 human, 44 half-elf, 59 dwarf, 29 elf, 22 halfling, 20 half-orc, 5 other)

Notable NPCs

Baron Hannis Drelev (NE male human fighter 6/rogue 6) (Deceased)

Baroness Pavetta Stroon-Drelev (NE female human aristocrat 8) (Deceased)

Advisor Imeckus Stroon (LE male human evoker 12) (Deceased)

Baron's Mistress "Lady" Quintessa Maray (CN female human bard 10) (Deceased?)

Lord Terrion Numesti (NG male human fighter 6/rouge 3)

Madam Satinder Morne (CN female human cleric of Calistria 5/rogue 1)

Marketplace

Base Value 3,150 gp; Purchase Limit 3,750 gp; Spellcasting 4th
Minor Items +2 greataxe; Medium Items --; Major Items --

Kingmaker

Kingdom Increases Economy +10; Loyalty +10; Stability +7

City Grid Borders 3 land, 1 water

Buildings Barracks, Brothel, Castle, House (2), Inn,
Pier, Shop (2), Shrine, Smith, Stable, Tavern, Temple,
Tenement (4), Watchtower

Special Before Fort Drelev's Kingdom Increases can apply,
20 BP must be spent to hire new workers and rebuild
structures to recover from the dreadful condition Baron
Drelev left the town in. Paying this BP cost also removes
the town's Impoverished disadvantage, which immediately
adds two minor item slots, increases the town's base value
by 1,750 gp, increases its purchase limit by 3,750 gp, and
decreases Corruption and Crime by 1.

Subject: Re: Fort Drelev Addition

Posted by [duhwoo](#) on Sat, 04 Jan 2014 03:42:58 GMT

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Having connected to Trahia Falls in Calistril, Hal will want to spend the 20BP required right away in Pharast -- and we had 41BP leftover that month as it is, so the recovery won't be a problem! In Gozran, Hal will spend some BP to upgrade Tenements to Houses...

Subject: Re: XP Tracking

Posted by [Tangaroa](#) on Sun, 05 Jan 2014 02:07:26 GMT

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Session 39:

Fetid Spore (x6) 7680

Gaetene 5120

Pitax Herald (x7) 3040

Pitax Warden (x8) 3840

Total XP 19680

Cumulative 337685

Subject: Re: Loot Roll

Posted by [Tangaroa](#) on Sun, 05 Jan 2014 02:54:26 GMT

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potion of cure light wounds (x21) 1050
potion of fly(x7) 5250
potion of invisibility(x7) 2100
+1 chain shirts(x7) 8750
+1 shortbow(x7) 16310
20 arrows (x8) 8
darkwood buckler(x7) 1421
mwk. Rapier(x7) 2240
feather token, whip(x7) 3500
potion of cure moderate wounds(x16) 4800
+1 greatsword(x8) 18800
+1 full plate(x8) 21200
potion of cure serious wounds(x2) 1500
+2 chain shirt(x1) 4250
+2 buckler(x1) 4205
+1 humanbane composite longbow [+2 Str](x1) 8600
+2 cloak of resistance(x1) 4000
efficient quiver(x1) 1800
bracers of archery(x1) 25000
gold 3465

Subject: Re: Loot Roll

Posted by [duhwoo](#) on Sun, 05 Jan 2014 04:42:14 GMT

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Hal votes to set aside the 7 potions of Fly and Invisibility, and the two potions of Cure Serious Wounds, as party treasure. The attached spreadsheet shows selling everything else yields 13,285.60gp to each PC -- PLUS a potion of Fly and a potion of Invisibility for each PC (with the remaining two potions of Fly and Invisibility, plus the two potions of Cure Serious Wounds, going into the U-Haul as party treasure)...

Hal must spend 7,000gp on getting raised and restored, leaving 6,285 to spend on continuing the employment of the Trahia Falls mercenaries through the month of Neth.

File Attachments

1) [WereRat-loot.xlsx](#), downloaded 126 times

Subject: Re: Loot Roll

Posted by [Tangaroa](#) on Tue, 07 Jan 2014 19:20:10 GMT

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Not splitting the costs for the raise dead? Was there every an explicit party choice about that that I don't remember?

Subject: Re: Loot Roll

Posted by [duhwoo](#) on Tue, 07 Jan 2014 22:14:11 GMT

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We didn't discuss the matter; I just figured the guy who died pays for his own recovery...

Maera will buy a couple of scrolls of Friend Shield, for 300gp.

Subject: Re: Loot Roll

Posted by [Tangaroa](#) on Sat, 01 Feb 2014 02:37:20 GMT

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Session 40

Lesser metamagic rod of quicken
water clock (2500)

50 uses of "glowing water" - each use does one of the following when added to the base component

1. makes alcohol delicious (2x value)
 2. better antitoxin (+7 instead of +5)
 3. better poison (+2 to poison dc)
 4. better potions: either extend, or if curative empower
 5. better splash weapons: +2 damage on direct hit, +1 splash damage
-

Subject: Re: XP Tracking

Posted by [Tangaroa](#) on Sat, 01 Feb 2014 02:43:37 GMT

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Session 40:

The Gardener 5120

Will o Wisps 8960

Quest: Releasing Evindra 15360

Total XP: 29440

Cumulative: 367125

It is also worthwhile that you have gained another useful ally: the Nereid Evindra. She has extensive knowledge of the Faerie Queen, Nyrrissa. And she married Malachi, guaranteed to be a good time.

Subject: Re: XP Tracking
Posted by [Tangaroa](#) on Sat, 01 Mar 2014 04:53:56 GMT
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Session 41
Treants (x4) 3840
Adv. Smiladon x 7 17920
Misbegotten Troll 20480
Kingdom Size 50 1440
Total XP 43680
Cumulative 410805

You also have gained the necklace of lovelies - it has no magic power anymore, as you have freed the pixies from it, but it still strongly radiates magic of the first world and seems to resonate with briar.

Subject: Re: Loot Roll
Posted by [Tangaroa](#) on Sat, 01 Mar 2014 05:09:22 GMT
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Session 41:
1. Large Full Plate +4 (19150)
2. Large +3 vicious ranseur (32310)
3. Ring of Animal Friendship (10800)
4. Necklace of Lovelies (empty) - everyone gets a to roll twice on a single d20 once in the next week.

Subject: Re: Loot Roll
Posted by [Tangaroa](#) on Mon, 03 Mar 2014 02:09:45 GMT
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Session 42:
From the Mammoth Graveyard:
Gold & Platinum & other Jewelry (13450)
Mwk. Studded Leather (165)
Dragonhide Breasplate (700) Type: Black
Mwk. Cold Iron Greatsword (400)
Wand of Mnemonic Enhancer (33 charges) (13860)
Divine Scroll of Summon Monster VI (1650)
3 doses of dust of disappearance (3500x3 = 10500)
Potion of Rage (CL3rd) (750)
Staff of Frost (20700)
15 build points (quest reward)

From the lair of Minognos-Ushad:

Gold & Platinum & Other Jewelry (11440)
17 +2 icy burst arrows (10983)
Winged Shield (17,257)
Rod of Wonder (12000)
+2 loyalty bonus (quest reward)

Subject: Re: XP Tracking
Posted by [Tangaroa](#) on Mon, 03 Mar 2014 02:14:42 GMT
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Session 42
Minognos-Ushad 20480
Quest: Eater of Kings 15360
Hexploration 180
Crag Linnorm 7680
Quest: The mammoth's shame 15360
Tjtal 59060
Cumulative 469865

That means... level 14!

Quest rewards included 15 BP worth of ivory donated by the mammoth, and +2 loyalty bonus to kingdom.

Subject: Re: Councilor Advancement
Posted by [Tangaroa](#) on Mon, 03 Mar 2014 02:43:29 GMT
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As of session 42, councilors have the following stats (including magic items)
Jhod Str 10, Dex 8, Con 13, Int 12, Wis 24, Cha 14
Kesten Str 21, Dex 8, Con 14, Int 10, Wis 12, Cha 16; 12 ranks in profession soldier
Oleg Str 11, Dex 9, Con 10, Int 12, Wis 20, Cha 8
Svetlana Str 8, Dex 9, Con 10, Int 11, Wis 12, Cha 20
Beldame Str 5, Dex 9, Con 11, Int 26, Wis 15, Cha 12
Lily Str 10, Dex 22, Con 12, Int 14, Wis 8, Cha 15

Also:
Joris Bolengier Str 19, Dex 14, Con 14, Int 10, Wis 8, Cha 14, 12 ranks in profession soldier

Subject: Re: Loot Roll

Posted by [duhwoo](#) on Mon, 10 Mar 2014 22:29:30 GMT

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Per the attached spreadsheet, Davor, Malachi, and Trahia get 7,158gp each. Solske and Hal took major chunks of treasure, so they are not included in the math for what's leftover.

This is after giving the Staff of Frost and Wand of Mnemonic Enhancer to Solske, and the Winged Shield to Hal (and selling Hal's +2 Darkwood Shield), plus using 50,000gp to buy back the Ring of FriendShield for Hal&Maera.

File Attachments

1) [Summer4713loot.xlsx](#), downloaded 104 times

Subject: The Old Beldame

Posted by [Tangaroa](#) on Mon, 24 Mar 2014 03:12:31 GMT

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After all this time, I was rereading the AP and they actually give the real name of the Old Beldame. I just missed it the first time:

Elga Verniex

At this point, I'll just have her refuse to answer to it.

Subject: Re: XP Tracking

Posted by [Tangaroa](#) on Sat, 12 Apr 2014 04:29:08 GMT

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Session 43

Tree that Weeps 10240

Kob 2560

Giant (x5) 6400

Mastadon (x5) 6400

13 headed hydra 2560

Quest: Escorting the Refugees 5760 +2 loyalty

Quest: Chasing the Wind 3840 12000 gp

Quest: Wanted, Kob Moleg 15360 +2 stability

Quest: Whiterose Mystery 15360

Zomok 15360

Total: 83840

Cumulative 553205

Subject: Re: XP Tracking
Posted by [Tangaroa](#) on Sun, 13 Apr 2014 00:22:56 GMT
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Session 44
Tournament victory 11520
Battle of Seven Armies 3520
Quest: Drunken Joust 15360 +2 economy
Quest: Catching a Cheat 15360 ((15) +3 flaming burst arrows, 2 arrows of plant slaying, 5 arrows of magical beast slaying, 2 arrows of fey slaying, 3 adamantine arrows
Building XP bonus 14400
Quest: Rushlight Tournament 15360 rod of lordly might, staff of healing
Total: 75520
Cumulative: 628725

Subject: Re: Loot Roll
Posted by [Tangaroa](#) on Sun, 13 Apr 2014 00:32:09 GMT
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Session 43
+1 hide armor
masterwork greatclub
Kob's Crown (headband of mental prowess [Int (ride) and Cha] +2)
Quest reward gold for retrieving a horse: 12000
Zomok: 25000 gp
Stone of Alarm
(maybe a few things I'm forgetting that Davor's notes could fill in?)

Session 44:
Rod of Lordly Might
Staff of Healing (another prize from the tournament I forgot to mention earlier)
15 +3 flaming burast arrows
2 fey slaying arrows
2 plant slaying arrows
5 magical beast arrows

Subject: Re: XP Tracking
Posted by [Tangaroa](#) on Sat, 07 Jun 2014 18:16:54 GMT
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Session 45
King Irovetti 20480
Quest: Rescuing the Diva 15360

Weretiger Rogue 5120
Gedovius, gargoyle torturer 5120
Ogre Mage 7680
Pitax Warden 2880
Total 56640
Cumulative 685365

Everyone is level 15!

Subject: Re: Loot Roll
Posted by [Tangaroa](#) on Sat, 07 Jun 2014 20:35:05 GMT
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Session 45:

potion of bull's strength (6)
potion of cure moderate wounds (12)
potion of enlarge person (6)
potion of shield (6)
full plate +1 (6)
greatsword +1 (6)
large mithral breastplate +2
large keen greatsword +2
large composite +1 longbow with 20 arrows
cloak of resistance +2
pot. Remove disease (3)
pot. Protection
leather armor +3
ring of invisibility
ring of protection +3
full plate +1 (3)
chain shirt +1
rapiers, mwk (9)
shortbow +1 (+2 composite) (3)
greatsword +1 (3)
arrows 500
cold iron arrows 75
alch silver arrows 75
studded leather +4
amulet of natural armor +2
ring of protection +3
amulet of mighty fist +1
belt of physical might (str & dex) +2
brooch of shielding
potions of haste (2)
potions of invisibility (2)
chain shirt, mwk (2)

potions of lesser restoration (4)
scroll of heal
scroll of restoration,
scroll of teleport,
wand of hold monster (CL 10th, 13 charges)
+5 moderate fortification mithral breastplate
rod of razors
amulet of natural armor +5
boots of speed
cloak of resistance +5
ring of protection +5
mindrender baton
Misc. gold from quest and items 106500

Subject: Re: XP Tracking
Posted by [Tangaroa](#) on Sat, 12 Jul 2014 18:31:54 GMT
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Game 46
Elder Water Elementals 12800
Quest: Pixie's Sisters 30720
Treant 12800
Quest: Chasing Lightning 30720
Total 87040
Cumulative 772405

Subject: Re: Loot Roll
Posted by [Tangaroa](#) on Sat, 12 Jul 2014 22:23:07 GMT
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45,000 gp
wand of barkskin, CL12th, 30 charges

Subject: Re: Loot Roll
Posted by [Tangaroa](#) on Sun, 13 Jul 2014 03:40:08 GMT
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Session 47:
+3 hide armor (large) 9180
masterwork cold iron handaxes (4) 324 x 4 = 1096
amulet of natural armor +3 18000

ring of protection +3 18000
cloak of resistance +3 9000
8 chain shirts (large) 8x200 = 1600
8 greataxes (large) 8x40 = 320

Quest: A "Little" linnorm 60,000 plus free pathfinder lodge in capitol

Subject: Re: XP Tracking
Posted by [Tangaroa](#) on Sun, 13 Jul 2014 03:42:18 GMT
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Game 47
Kargstaad 20480
Adv Frost Frost Giant 7680
Frost Giant 9600
Nightmare Rook 20480
Young staggered linnorm 20480
Total 78720
Cumulative 851125

Subject: Re: XP Tracking
Posted by [duhwoo](#) on Tue, 26 Aug 2014 11:26:47 GMT
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campaign complete - ran from January 7th 1012 to August 23rd 2014 -- almost 32 months!
