
Subject: Resource Links

Posted by [dkeester](#) on Thu, 04 Sep 2014 17:46:26 GMT

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Download location for the free Basic Rules PDF:

<http://www.wizards.com/dnd/Article.aspx?x=dnd/basicrules>

Download link for the character sheets:

<http://media.wizards.com/downloads/dnd/CHARACTERSHEETS.ZIP>

Subject: Character Creation

Posted by [dkeester](#) on Thu, 04 Sep 2014 17:48:21 GMT

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The Basic Rules and PHB are both allowed for play. I plan to run RAW (Rules As Written), so if something is in the book I am allowing it at the table.

Subject: Re: Character Creation

Posted by [like_a_god](#) on Thu, 04 Sep 2014 19:18:03 GMT

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Will you have some pregenerated characters available for us to use at the table?

Subject: Re: Character Creation

Posted by [dkeester](#) on Thu, 04 Sep 2014 20:29:57 GMT

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yes.

Subject: Re: Character Creation

Posted by [like_a_god](#) on Thu, 04 Sep 2014 23:24:43 GMT

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dkeester wrote on Thu, 04 September 2014 14:29yes.

Awesome!!!

Subject: how to handle TPK?

Posted by [duhwoo](#) on Wed, 17 Sep 2014 20:23:19 GMT

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I vote we retcon, claim the whole party departed when our scout reported the presence of both a bugbear *and* a wolf: we were too depleted and beat up to go in right then. Being new to 5E, the players didn't know it at the time -- but the characters would have!

Subject: Re: how to handle TPK?

Posted by [dkeester](#) on Thu, 18 Sep 2014 16:43:31 GMT

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You also could also have run away from the fight when it started looking like it was going to go bad, rested up somewhere outside the caves, and then come back later to finish it. That would have changed the fight, but there was little chance of reinforcements due to the other rooms being cleared. There are several ways the fight could have ended differently.

I will stress again that this game is not the same game that 3.x/Pathfinder or 4e are. In 3.x/PF/4e the PCs are fantasy superheroes that can just power through a dungeon, clearing every room, while easily taking every gold piece in the place. In 5e the power curve is lower and everything is squishier. This means that many times the dungeons will have to be explored in stages like in 1e/2e days. There will be some fights where it will be a win if the PCs just survive. Running away back to town, or camp, or a defensible room in the dungeon to rest and heal is always an option. Also, sometimes it will be enough to just steal stuff from the dungeon without killing everything.

I did try to warn you up front that this edition is deadly, but I am certain you guys will survive longer next time.

I will say this now so there is no mistake. Not every encounter is going to be at a CR which is within your APL. You will sometimes run into things that are bigger and badder than you are capable of handling head-on at the time. The party will have to figure a way around them to succeed at the current goal.

Subject: Re: how to handle TPK?

Posted by [like_a_god](#) on Fri, 19 Sep 2014 00:04:15 GMT

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As it should be...

Subject: Re: how to handle TPK?

Posted by [duhwoo](#) on Sat, 20 Sep 2014 04:00:03 GMT

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is that how you want to handle it Doug? I'm fine with the idea of the party running away when the fight started to get out of control (basically right away)...although I'm not sure we could outrun the wolf (that's why I like the idea that we fell back and regrouped before we even got into that fight!).

that would answer my main question: are we going to retcon, and start with that fight again next week?

the other option is to write those characters off, and start anew!

DM's call...

Subject: Re: how to handle TPK?
Posted by [dkeester](#) on Sat, 20 Sep 2014 07:48:08 GMT
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If everyone wants to retcon it, then I guess we can. I would prefer to move on to new characters, however. I am not a fan of retcons.

Subject: Re: how to handle TPK?
Posted by [like_a_god](#) on Sat, 20 Sep 2014 14:06:08 GMT
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Guys,

As far as I'm concerned it was a one shot. I was using a pregen character and the most I was expecting from the session was to get to know the system.

Am I missing something?

I'm under the impression we'll be starting with fresh characters in the new module. I don't want to recon.

like_a_god

Subject: Re: how to handle TPK?
Posted by [TeckyInAKilt](#) on Sat, 20 Sep 2014 17:21:15 GMT
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I'm going to throw my hat in with anti-retcon; for pretty much the exact reasons that Matt listed. I thought it was a great introduction, and now we know how fleeting life is. This gives us a chance to generate characters that we will know and love, making our tears that much sweeter when they die, thus fueling the power of the DM.

Subject: like_a_god's Character Possibilites
Posted by [like_a_god](#) on Sun, 21 Sep 2014 03:18:15 GMT
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Alrighty,

Sat down and generated some characters tonight using the basic rules PDF. I picked one of each class and race... I should also say I generated everything I could randomly, from attributes to skill proficiencies.

Oh, and I'll have to wait to finish the cleric and the sorcerer once I get the book...

So, which shall I play?

Adram Holimion Wood Elf, Male, Neutral, Wizard

Background: Folk Hero

Life Event: Led a militia against invading army (#5)

Personality Traits: Once I set my mind on something I won't stop (#3), Fair Play in everything (#4)

Ideals: Destiny (#6)

Bonds: My old tools are symbols of where I'm from (#4)

Flaws: I have trouble trusting my allies (#6)

Licalli Underbough Stout Halfling, Female, Neutral, Rogue

Background: Criminal

Specialty: Highway Robber

Personality Traits: Risks don't factor (#6), Insults piss me off (#8)

Ideals: Charity (#3)

Bonds: Something was taken from me and I want it back (#5)

Flaws: An innocent is in jail for something I did... shrug (#6)

Lanusa Pisacar Turami Human, Female, Neutral, Fighter

Background: Folk Hero

Life Event: Trained peasantry (#7)

Personality Traits: I prefer action over thought (#6), Easily bored (#8)

Ideals: Sincerity (#5)

Bonds: Childhood girlfriend stayed behind (#6)

Flaws: I have trouble trusting my allies (#6)

Lodafolk Strakeln Mountain Dwarf, Female, Chaotic Neutral, Cleric

Background: Criminal

Specialty: Fence

Personality Traits: Risks don't factor (#6), Insults piss me off (#8)

Ideals: Charity (#3)

Bonds: Got a debt I need to pay off (#1)

Flaws: I have a tell that reveals when I'm lying (#4)

Subject: Re: Character Creation

Posted by [duhwoo](#) on Sun, 21 Sep 2014 11:32:10 GMT

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I made a fighter -- see attachment...

File Attachments

1) [SirRounded.pdf](#), downloaded 244 times

Subject: Re: Character Creation
Posted by [like_a_god](#) on Mon, 22 Sep 2014 00:21:51 GMT
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Duhwoo,

LOL... I see that Sir Rounded has been created. I'll make sure to choose a non-fighter since he makes all other melee types redundant

Subject: Party Makeup
Posted by [like_a_god](#) on Mon, 22 Sep 2014 22:42:30 GMT
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Howdy Howdy...

So I'm still considering the type of character I want to play. However, I have been in contact with peeps and thought it would be good to start a thread regarding who wants to do what.

So...Here's what I've got so far regarding what peeps are thinking...

Matthew -->Cleric
Fritz --> Fighter
Damon --> Bard
Warren --> Rogue
William --> ???
Jake --> ???

Subject: Re: like_a_god's Character Possibilites
Posted by [duhwoo](#) on Mon, 22 Sep 2014 23:19:52 GMT
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The criminal cleric: could be handy to have a fence in the party. I picture a goth chick, in dwarf form. But what happens when you pay off the debt?

Subject: Re: like_a_god's Character Possibilites
Posted by [like_a_god](#) on Tue, 23 Sep 2014 00:19:08 GMT
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duhwoo wrote on Mon, 22 September 2014 17:19The criminal cleric: could be handy to have a fence in the party. I picture a goth chick, in dwarf form. But what happens when you pay off the debt?

Thought so too LOL... Granted I can't complete the character until I get the actual PHB since the healing domain doesn't fit and there isn't a list of deity or domains in the basic rule set.

Thankfully I should have it on Wednesday

Subject: Re: like_a_god's Character Possibilites
Posted by [like_a_god](#) on Tue, 23 Sep 2014 09:23:09 GMT
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Okay I think I'll go with a cleric but I'll reroll and create from scratch once I have the book in hand...

Subject: Character Backgrounds
Posted by [dkeester](#) on Tue, 23 Sep 2014 15:58:24 GMT
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I want everyone to post their background information. It can be just the background stuff from character creation. However, if you want to embellish, that is great. Fill in as many details as you want.

If you don't want to post them in public, either send me a private message on the forum, or send it to me in email.

Subject: Re: Character Creation
Posted by [TeckyInAKilt](#) on Tue, 23 Sep 2014 18:10:36 GMT
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I am planning on making a wood elf rogue, will update once I roll and decide on background.
-Tecky

Subject: Re: Character Backgrounds
Posted by [duhwoo](#) on Wed, 24 Sep 2014 02:07:47 GMT
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Will's father, Chuck Rounded, came from a fairly well-to-do family -- but he eschewed the comfortable life for the role of fighter and adventurer. Chuck was knighted for deeds during a spate of barbarian incursions over 30 years ago: Sir Chuck started a family soon after, and Will is

his first-born and only son. As a young boy, Will loved to hear tales of his father's adventures: in service as a knight, Sir Chuck was called on periodically by the Lord's Alliance to carry out missions of courage and combat. In this role, danger was quite common -- and it is sad but not particularly surprising that Sir Chuck was killed while adventuring, when Will was but ten years old.

Fortunately, Chuck had made arrangements for the event of his untimely death: his wife, Rhonda, and two children (Will and his younger sister, Rowena) had a paid-for manor home, and sufficient funds invested to live comfortably for many years. Also, Chuck had asked a close friend of the family -- Sir Mac McGuire, also a knight and adventurer -- to look after his family if need be. Within a few years, Will's enthusiasm for all things martial led Sir Mac to take Will on as squire. From age 13 through 17, Will had all the exposure to combat training and adventuring a teenager could handle, as well as observing first-hand the duties and responsibilities of a knight (well-executed by Sir Mac). Although the Rounded family had a small manor and two servants, Will frequently forsook these comforts for a rough life on the road, as squire to an active knight.

A year ago, upon Will's coming of age at 18, Sir Mac vouched for the young knight-to-be in the Rounded family's request for him to inherit his father's knighthood: when it was granted, the elder knight released his former squire into the service of the Lord's Alliance. Family duties occupied much of young Will's first year as man-of-the-house, as he mastered some of the tasks traditionally performed by the household's seneschal (and butler), Phineas Fingers. He also started becoming accustomed to the role of boss, firing the old and increasingly lazy groundsperson (being the seneschal's friend, she had been allowed to stay somewhat beyond her usefulness). Sir Will replaced her with the rather more able Concord, an eager orphan who was more than willing to dig, build fences, haul loads, and otherwise maintain the property -- in exchange for a comfortable room in the manse.

Will felt it was important to be ready in case a call for adventurers came out, so he instructed his two household servants, Phineas and Concord, to be ready for travel -- in the event Will was called upon for action abroad. Although investments set aside provided for a comfortable life, the family could not afford both a knight's mount *and* servants (but the women demanded servants!): without a steed, Will would need Concord to serve as porter -- while Phineas' maturity and experience would undoubtedly be valuable, compensating for Will's youth and unworldliness.

Will also took on a squire right away: Sir Mac's son, Mac Junior, was barely old enough to serve as squire, so Will readily agreed to return the favor Sir Mac had done in taking on Will. After nearly a year of training, Will feels he is ready to answer the call of duty -- as does the Lord's Alliance, apparently: Sir Will is finally getting the call for his first task!

(Will just turned 19 years old; McGuire the Squire is 14, Concorde is 15, and Phineas is at least 50)

Subject: Re: Resource Links

Posted by [dkeester](#) on Fri, 26 Sep 2014 06:33:04 GMT

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The Forgotten Realms Wiki:

http://forgottenrealms.wikia.com/wiki/Main_Page

Subject: Re: Resource Links

Posted by [dkeester](#) on Fri, 26 Sep 2014 17:05:08 GMT

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Rules clarifications:

<http://community.wizards.com/content/blog/4146186>

Subject: Re: Resource Links

Posted by [duhwoo](#) on Fri, 26 Sep 2014 18:22:42 GMT

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thanks, Doug!

Subject: Re: Character Backgrounds

Posted by [like_a_god](#) on Sat, 27 Sep 2014 15:49:26 GMT

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Ktas - 1st Level Cleric of Silvanus - 18 year old, female, Tiefling, Neutral

Folkhero - Defining Event!

The Duke decreed that all arms, save for simple dagger were to be confiscated. Apparently he feared an armed uprising. He troops did as he requested and weren't gentle about it. Those who resisted were made examples of. The populace quickly became defenseless again everyday threats and found themselves ever more dependent on the Duke for foodstuff they could easily get for themselves via hunting. The harsh winter resulted in many starving in their own homes fearing to cross the Duke. This could not stand. Ktas, along with a few others, snuck into the Dukes cast and stole back the goods. The interaction between Ktas and the Duke proved quite embarrassing to him. Simply put, he fainted dead away as she came out of the kitchen fire place at him, covered in shadow and flame. He has placed a bounty and she has fled for her life...

Current Whereabouts -

The Duke Elincorn is scouring the countryside for those that apposed him and cause him great embarrassment. Ktas is currently seeking refuge and training in a local temple dedicated to Silvanus. Father Dentri has taken her under his wing and is currently guiding her path and education.

Early Years -

Ktas was abandoned on an old woman doorstep. Gam Gam, raised goats and also happened to be a cleric of Silvanus. Ktas was raised in a loving environment and, while visitors were often skittish around her, the local folk grew to love her. She took quickly to the wilderness about the hamlet and even took to an old cobbler, Ethric who taught her the trade. Overall, her childhood was pleasant one.

Lost Love -

Buthric was my first love. However, he is also a coward and would have nothing to do with the uprising and broke off our relationship when I fled. I miss him and his kindness.

Personality -

Ktas is proud, strong willed, and stubborn. She is also quite self reflective and hold herself and others to high standards. She is also quite naive about the greater world around her and has limited experience regarding how her race is commonly viewed outside the hamlet. She views animals and wildlife as kindred spirits and doesn't like to see them needlessly harmed.

Subject: Party and XP Tracking
Posted by [dkeester](#) on Sun, 28 Sep 2014 00:54:29 GMT
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Session One
Party

Damon

Name: Chastity
Race: Tiefling
Class: Bard
Passive Perception: 11

Fritz

Name: Sir William Rounded
Race: Human
Class: Fighter
Passive Perception: 13

Matthew

Name: Ktas

Race: Tiefling
Class: Cleric of Nature
Passive Perception: 11

Warren

Name: S. T. Abby
Race: Wood Elf
Class: Rogue
Passive Perception: 17

William

Name: Brother Beran
Race: Moon Elf
Class: Cleric of Life
Passive Perception: 14

Experience
380

You guys made it through about half of the first episode of the adventure. HotDQ is meant to go from level 1 to level 7. There are 8 episodes in the adventure. This means that you will be getting a level each episode, save one.

If we keep going at this pace we should finish the adventure around May, possibly sooner. From there we will play the follow-on adventure The Rise of Tiamat.

Subject: Loot Tracking
Posted by [dkeester](#) on Sun, 28 Sep 2014 00:56:35 GMT
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Post your loot here.

Subject: Reminder no game on 11/08/2014
Posted by [dkeester](#) on Mon, 03 Nov 2014 18:22:16 GMT
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I will be at a charity gaming day. You all should come.

<https://warhorn.net/events/thanksgaming-2014>

Subject: Re: Character Backgrounds

Posted by [Berwick](#) on Sat, 13 Dec 2014 07:14:01 GMT

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Born the scion of a renowned wizard family, Berin was outcast when he had zero aptitude for arcane magic. He was taken in by a traveling Cleric of Selune, and found that he had an aptitude for divine magic. One night his mentor was slain, the only clue left was an alabaster mask. The abbot suggested contacting the scholars of Candlekeep to hopefully find out more information.

Berin has an unshakable optimistic attitude, holding himself to potentially impossibly high standards. He believes that we must all help bring about the changes the gods are constantly working into the world, and that he has been sent out into the darkness of the world to prove his devotion.

Secrets for the GMToggle SpoilerI have a secret. I once was a gold dragon who served Bahamut. I was too proud and vain, to the point that Bahamut decided to teach me a lesson. I have been trapped in a weak, humanoid body, with my memories of my former life but a dim shadow. I remember only one thing with perfect clarity: Bahamut's command to go into the world and prove my devotion to the cause of good. If I prove worthy, on my death I will return to his side in my true form. The assassin part is still true, just not the growing up elven part

Subject: Re: Loot Tracking

Posted by [duhwoo](#) on Sun, 14 Dec 2014 04:18:33 GMT

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so far, I show that we got 10gp each from loot taken from dead cultists/looters we killed while rescuing citizens of GreenNest and escorting them to the tower (first HotDQ session, September 27th); no gold from our near-TPK at the mill (2nd session, October 25th); then 250gp reward each for rescuing that monk from the cultist encampment (3rd session, November 22); then 30gp each from loot taken on return trip to the (partially abandoned) cultist encampment (mostly Mondham's clothes and cultist scabbards).

However, I don't think we can spend any of that last 30gp yet: I think we left the December 13th session with the party hanging out with the rangers outside the cave. I vote we make a short rest of that, and go in to finish the remaining cultists.

Note that Sir Rounded was disguised as a half-orc when we went in, and came out as himself the next day. Our story for the rangers is that the female half-orc was killed while rescuing the knight (Sir Rounded) from the evil cultists. I think we should tell the rangers we saw a pile of gold guarded by a mere half-a-dozen cultists and that half-dragon: if they'll engage the cultists, we'll take on the half-dragon -- in return for their help, the rangers can take half the gold.

Subject: Re: Party and XP Tracking

Posted by [duhwoo](#) on Sun, 14 Dec 2014 04:27:34 GMT

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I show that Sir Will had 925 XP after session 3 (evidently we gained 545 during the course of sessions 2 and 3); and we gained 340 XP each from session 4 (December 13th). With 1,265 XP each, we need 1,435 XP to make level 4 -- we've got a long way to go!

Subject: Re: Character Creation
Posted by [duhwoo](#) on Fri, 23 Jan 2015 14:04:55 GMT
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a NEW (as of August 16th 2015) image of Rodney's character sheet is attached -- along with Sir Rounded...

File Attachments

- 1) [Rodney-XPS.oxps](#), downloaded 36 times
 - 2) [Will-XPS.oxps](#), downloaded 36 times
-

Subject: Re: Party and XP Tracking
Posted by [duhwoo](#) on Sun, 12 Apr 2015 14:01:54 GMT
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As of session #10 (April 11th) our characters have 5,355XP each -- needing 1,145 more XP to make 5th level...

Maybe we'll make 5th level at the end of our next session, on April 25th!

The cast of characters as of session #10 consists of two original starting characters:

- K'tas (wanted for murder in Daggerford);
- Brother Berrin;

and 3 replacements:

- Rodney D. Field (human bard -- the only human in the party);
- Olaf (1/2-orc fighter);
- Rahule (spelling?) (1/2-orc barbarian).

So far, I don't believe anybody has lost 2 characters...

Subject: Re: Loot Tracking
Posted by [duhwoo](#) on Sun, 12 Apr 2015 14:26:35 GMT
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As of session #10, no Permanent Magic Items have been acquired! Rodney's Wand of Comprehend Languages is 60% complete.

(EDIT: the party DOES have a Censer of Air Elemental that we've never used -- we don't know how it works!)

Subject: Re: Loot Tracking

Posted by [duhwoo](#) on Sun, 26 Apr 2015 17:16:36 GMT

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during session #12 (April 25th), we gained 5,000gp-worth of gemstones, taken from some of the cultist's treasure chests (that we stole in the swamp) -- that's 1,000gp worth of gems for each character!

Rodney's Wand of Comprehend Languages is 75% complete, and all money required to craft the wand has been spent -- just need to accumulate 5 more days of working on it...

Subject: Re: Party and XP Tracking

Posted by [duhwoo](#) on Sun, 26 Apr 2015 17:20:04 GMT

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as of the end of session #12 (April 25th), each character has 5,555XP -- 945XP to go for 5th level!

Subject: Re: Party and XP Tracking

Posted by [duhwoo](#) on Sun, 31 May 2015 22:32:28 GMT

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For session #13 (May 30th), another 380XP gained, bringing us all to 5,935 -- 565 more XP needed to make 5th level...

we're almost to the cultist island in the marsh...

Subject: Re: Party and XP Tracking

Posted by [duhwoo](#) on Sun, 16 Aug 2015 13:34:32 GMT

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session #14 brought some big changes to the party, thanks to a Deck o' Many Things!:

- K'tas and Brother Berrin are no longer with us;
 - Rawl's alignment is now lawful! Plus, he jumped ahead a level;
 - Rodney jumped to 10th level! Plus, he 'gained the service of a knight'
- Sir Rounded is back in the party!

session #15 advanced the storyline considerably: we added two new sorcerers to the party (Leven and Sheddin, replacing K'tas and Berrin); we parleyed with a very powerful black dragon; and we defeated a small army of Bullywugs (not to mention our own air elemental) outside Swamp

Castle...

session #16 secured the party's new home: we captured Swamp Castle! It is now 'Field Castle'...

"party XP" is more difficult to track now, with half the characters at different levels and XP progression:

- Leven is 5th level;
- Olaf is 5th level;
- Sheddin is 5th level;
- Rawl is 6th level;
- Rodney is 10th level;
- Sir Rounded is 4th level (fighter3/bard1)

As of session #14, each party member started at the bottom XP for their new level, and gained:
700 XP from session #14;
1,000 XP for sessions #15 and #16....

Subject: Re: Loot Tracking

Posted by [duhwoo](#) on Mon, 17 Aug 2015 00:34:47 GMT

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near as I can tell, as of the end of session 15 our MAGIC ITEM COUNT has jumped to 5:

- Rodney has a BAG OF HOLDING -- which he ABSOLUTELY LOVES;
- Rodney also has the WAND OF COMPREHEND LANGUAGES he just finished crafting;
- Rawl has some kind of MAGIC WEAPON that K'tas dropped on her way to the Void;
- Leven Sheddon is carrying the CENSER OF CONTROLLING AIR ELEMENTALS we got a thousand miles ago;
- I'm not sure who has the DAGGER OF VENOM we found in Field Castle...

not sure what our CASH TOTAL is -- William is collecting that tally. He departed last session before we added star charts potentially worth 700gp, plus 5.4gp in silver and 18gp in copper pieces (that's 1,800cp)...

Subject: Re: Loot Tracking

Posted by [like_a_god](#) on Mon, 17 Aug 2015 01:30:57 GMT

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duhwoo wrote on Sun, 16 August 2015 18:34

- Leven has a CENSER OF CONTROLLING AIR ELEMENTALS we got a thousand miles ago;

"The Hell I do! I'm not touching that thing!" - Leven the Lucky

Subject: Re: Loot Tracking

Posted by [duhwoo](#) on Mon, 17 Aug 2015 01:46:43 GMT

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my bad -- it's Sheddon carrying the Censer...

Subject: Re: Loot Tracking

Posted by [Berwick](#) on Sat, 22 Aug 2015 18:30:48 GMT

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We found the following:

450 GP

520 SP

80 PP

22 gems worth:

(5X) 35 GP

(6X) 45 GP

(6x) 55 GP [1x for Shedding]

(4x) 65 GP

(1x) 80 GP

200 GP

200 SP

(10x) 100 GP

Subject: Re: Loot Tracking

Posted by [Berwick](#) on Sat, 22 Aug 2015 23:30:28 GMT

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Gems:

(2x) 50 GP

(5x) 100 GP

(1x) 200 GP

(1x) 400 GP

(1x) 600 GP

Miss.:

(26x) Giant Frog Legs [for Dwarf?]

Subject: Re: Party and XP Tracking

Posted by [duhwoo](#) on Sun, 23 Aug 2015 00:00:00 GMT

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for session #17 (August 22nd):

- entered the "basement", and found some gems in a grotto;
- killed 6 Bullywugs, and 8 centipede swarms;
- during centipede fight, Leven's wild magic surge summoned a mighty (lawful good) unicorn ---- which tried to kill Sheddin (because his alignment is evil)...
- wiped out a dozen giant frogs on the shore of an underground lake. Everybody at Field Castle had froglegs for dinner that night!

gained 750XP...

Subject: Re: Loot Tracking

Posted by [Berwick](#) on Sat, 12 Sep 2015 19:42:10 GMT

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For those who don't want to take the time to do the math, this equals

1087.4 GP per person

Subject: Re: Party and XP Tracking

Posted by [duhwoo](#) on Sat, 26 Sep 2015 23:30:57 GMT

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session #18 (September 12th):

The party finished exploring the "basement", discovering a shrine to some god the Bullywugs revere; in an "office" just past the shrine, we triggered a trap that only effected Rodney and Will, compelling them to attack the party (the two were brutally subdued and brought back upstairs).

We also found a Teleportation Circle in the basement! This means Rodney can use his spell of Teleportation Circle to return to his castle. Thus, later that day, Rodney used Teleportation Circle to make a trip to Baldur's Gate for supplies -- and a 2nd casting (using the newly-learned address) to get home! He purchased Full Plate for Sir Will, nearly 20 Potions of Healing for various party members, some brand new pots and pans for the wonderful dwarf cook that came with Field Castle, and nice plates/dishes/forks/spoons for the castle's team of lizardfolk to eat from. He also got everybody some nice trinket gifts -- including something nice for the black dragon that lives next door (and Rawl gave Rod 1,000gp to buy a Spyglass for the barbarian). Finally, he procured a fresh, new component pouch, plus enough diamond dust to serve as material component for 4 additional castings of Greater Restoration (he now has enough for 5 castings), along with two 500gp diamonds for Raise Dead (he now has enough for 3 castings), and 600gp in "rare chalks and inks infused with precious gems" -- enough for a dozen castings of Teleportation Circle.

It seems the Teleportation Circle we found is special: aside from being a receiving platform, anyone can use it as a portal to instantly travel to a hunting lodge in the Greypeak Mountains.

EVERYTHING AFTER THIS POINT WAS RETCON'D BY "THE FATES" -- A CARD RODNEY

DREW FROM THE DECK OF MANY THINGS!!!!

Although Rodney was extremely suspicious (choosing to go in invisible), the party went to the lodge and met with an evil she-elf named Tallis, a cultist who was being strangely courteous to us -- even though she knew the party is out to interfere with the Cult of the Dragon! It seems she wants to use the party to help advance her position in the cult by removing some of her rivals, including Rezmir: thus we currently have a common goal. She gave us a banner we can use to infiltrate Parnast, a village of cultists that lies several hours hike west of the lodge.

After disguising ourselves, we headed for the village of Parnast -- but we were waylaid by FOUR mutant TROLLS! Sheddin was killed in battle, and his body shredded by the angry trolls, before Rodney could summon a Fire elemental to dispatch the wretched monsters.

The session ended there: completing the basement and defeating the trolls gained the party 1,500XP each!

thus, aside from Sheddin's replacement (who will start fresh as a new 5th level character), we should all be 3,950XP into our most recent level (that levels Sir Rounded to 5th level, with 150XP to spare!)...

I RECKON WE ONLY GET A THIRD OF THE XP PREVIOUSLY AWARDED (JUST FOR FINISHING THE BASEMENT, SINCE THE OTHER TWO ENCOUNTERS WERE RETCON'D) -- SO 500XP INSTEAD OF 1,500XP...

Subject: Re: Party and XP Tracking
Posted by [duhwoo](#) on Sun, 27 Sep 2015 01:01:58 GMT
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session #19 (September 26th):

THIS ENTIRE SESSION WAS RETCON'D BY "THE FATES" -- A CARD RODNEY DREW FROM THE DECK OF MANY THINGS!!!!

The party entered Parnast, disguised as cultists, and went to the local pub: there we met a dragonborn named "Kriv", who apparently knew the recently-slain Sheddin -- and shared his disdain for this faction of the dragon cult. (William's new character, replacing the dead Sheddin with a rather similar sorcerer of the same race.)

Kriv was able to get us onto Skyreach, and after a brief exploration, we determined Rezmir was in her quarters, which were on the lower deck of the castle. During this time, we also tricked one of the ogres that guard Skyreach into joining us -- believing he was going to help us kill an imposter of Rezmir. That ogre even recruited a few buddies (3 more ogres) to aid us in "saving Rezmir"!

We entered Rezmir's quarters for a frontal assault, and found her chatting with another half-dragon (the blue half-dragon that beat the crap out of Sir Will in Greenest), along with a cultist and a couple of guard drakes. The cultist did not survive the surprise round, dying just as Rodney completed summoning an air elemental. Unfortunately, Rezmir set off an alarm that notified the whole of Skyreach that we were attacking her. Between the fighter, the barbarian, and the ogres (who still believed they were attacking an imposter), Rezmir was killed a couple of rounds later.

The blue half-dragon and the drakes joined her in death a round or two after that.

Meanwhile, in the hall outside Rezmir's room, a couple of ogres came out of the room next door in answer to Rezmir's alarm. They did not last long, but two Red Wizards appeared the following round. Rodney counterspelled the first one, but the other one hit the hall with a fireball, severely injuring Sir Will and Leven (and the first wizard!). Thanks to a Wild Magic Surge, Leven accidentally responded with a fireball of his own (downing Sir Will and the first wizard), and the air elemental smacked the other wizard pretty good. The surviving wizard used a scroll of Dimension Door to get away, appearing behind two stone giants coming down the hall.

With the whole army of Skyreach's guards responding to Rezmir's alarm, the party holed up in her room, looting everything, while Rodney spent 10 rounds casting Teleportation Circle. We all beamed out just as the door gave way; we waved to the badguys as we escaped...

We ended the session with the party meeting with Tallis at her hunting lodge: she's rather pleased that we've accomplished her goal of removing Rezmir as an obstacle. We are trying to trade a magical insignia with her, in exchange for another magic item she may have that we can actually use...

Subject: Re: Loot Tracking
Posted by [duhwoo](#) on Wed, 07 Oct 2015 01:37:46 GMT
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our PERMANENT MAGIC ITEM COUNT has jumped to 6!
(thanks to Sheddon's wand o' Magic Missiles)

Here's an accounting of the magic items we have gained so far, in the order they were encountered:

1. CENSER OF CONTROLLING AIR ELEMENTALS -- Sheddon;
2. WAND OF COMPREHEND LANGUAGES -- Rodney;
3. BAG OF HOLDING -- Rodney;
4. MACE OF SMITING -- Rawl;
5. WAND OF MAGIC MISSILES -- Sheddon;
6. DAGGER OF VENOM -- Sir Rounded.

Olaf is without a magic item: indeed, the only magic item we have that I think he even *might* want to use is Rawl's magic weapon -- but I'm confident Olaf would prefer to stick with his trusty polearm...

Leven is also without any magic items...

Subject: Re: Party and XP Tracking
Posted by [duhwoo](#) on Sun, 11 Oct 2015 01:43:34 GMT
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SESSION #20

THIS ENTIRE SESSION WAS RETCON'D BY "THE FATES" -- A CARD RODNEY DREW FROM THE DECK OF MANY THINGS!!!! RODNEY USED "THE FATES" TO UNRAVEL REALITY'S FABRIC, SO NOW IT IS AS IF THE EVENT OF OUR ORIGINAL ENCOUNTER WITH TALLIS NEVER HAPPENED! WE MUST "SPIN REALITY'S FABRIC ANEW"...

THUS THE WHOLE PARTY SHOULD BE AT THE STARTING XP FOR THEIR CURRENT LEVEL, PLUS 2,950XP (JUST UP TO COMPLETION OF THE "BASEMENT" IN FIELD CASTLE)

Subject: Re: Loot Tracking
Posted by [duhwoo](#) on Sun, 25 Oct 2015 13:08:40 GMT
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the late Sheddon did the party quite a favor, plying his sex appeal to swap his wand o' Magic Missiles and the Dagger of Venom for +1 armor and a +1 halberd!
Here's a new accounting of the magic items we have gained so far (in the order they were encountered):

1. CENSER OF CONTROLLING AIR ELEMENTALS -- Rodney;
 2. WAND OF COMPREHEND LANGUAGES -- Rodney;
 3. BAG OF HOLDING -- Rodney;
 4. MACE OF SMITING -- Rawl;
 5. +1 ARMOR -- Leven;
 6. +1 HALBERD -- Olaf.
-

Subject: Re: Party and XP Tracking
Posted by [duhwoo](#) on Sun, 25 Oct 2015 13:36:43 GMT
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SESSION #21

We start our "spinning anew" of reality's fabric, arriving at the lodge and parlaying with the evil Tallis once again -- but the only real change from our ret-conned encounter is that we departed the lodge having exchanged some magic items up front: swapping a wand and a dagger (that may be of more use to Tallis), for +1 armor and a +1 halberd (which the party can really use -- thanks, Sheddon!). The encounter with the trolls went much better this time (although Sheddon still met his end). We met Kriv and infiltrated the castle: so far, we haven't been discovered. In fact, the dragon faction and the giant faction are now at odds, thanks to some nasty subterfuge. Perhaps

they will do some killing each other -- making our jobs a lot easier!

the DM awarded 8,000XP for slaughtering the trolls (divided by 6, for 1,334XP each (we rounded up)); no XP has been awarded yet for peacefully encountering (and doing other things with) Tallis, or infiltrating the castle...

Sir Rounded is 5th level now! (again)

everybody else should be at beginning-of-level plus 4,284XP

Subject: Re: Character Backgrounds

Posted by [duhwoo](#) on Sat, 07 Nov 2015 17:35:12 GMT

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With the release of the Sword Coast Adventures book, Doug sez he might approve some retrofitting to our existing characters. The only changes I can see for my guys is swapping out backgrounds: Rodney would change from Entertainer to Faction Agent -- merely acknowledging the role he is actually serving in these days. Sir Will might just be an Order of the Unicorn knight rather than a Noble Variant knight.

The way I see it, both characters actually always had both backgrounds -- it's just a matter of which one means anything anymore: Rodney was always both Entertainer and Faction Agent, but now the effect and emphasis has changed in his life (he's been off the comedy circuit for a while!); Sir Will's retainers and recognition among nobles in the southern Sword Coast region were more defining before -- but displaced as he is from those things, the unicorn that has always been on his shield is now more noticeable. Also, the effects of the new backgrounds might come into play, but only if the DM has some idea of other Lord's Alliance agents and Knights-of-the-Unicorn we might encounter...

Note in each case I can swap backgrounds without having to change much in the way proficiencies: where Rodney previously got Acrobatics and Performance from his background, and took Insight and Investigation when he took the Lore College, I get the same effect by swapping proficiency sources. Now Rodney can have two extra languages from Faction Agent (Dwarvish and Elvish), instead of another musical instrument he doesn't use. (As a jester, he never used or needed the musical instrument from the Entertainer background.) Similarly, Nobles and 'Knight of the Order' types can get the same skills and one extra language -- Sir Will just loses retainers (already in effect) in favor of recognition among other 'Order of the Unicorn' followers. I hope he meets some!

sounds OK to you, Doug?

Subject: Re: Party and XP Tracking

Posted by [duhwoo](#) on Mon, 14 Dec 2015 04:27:23 GMT

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SESSION #22 (December 12th)

Rodney's subterfuge paid off! The Cloud Giant was tricked into attacking the Red Wizards, and Rezmir wound up killing the Stone Giants when they tried to come to the Cloud Giant's aid -- bringing the cloud giant's wrath on her! The half-dragon did not hold up well to double-crits from the big guy...

Meanwhile, in the main courtyard, the ogres turned on the cultists (with encouragement from Leven, Olaf, and Rawl). Leven got tossed across the yard by an ogre -- but Rawl made a fine interception of that pass! Through a few blundered swings with his new magic halberd, Olaf accidentally killed some horses whilst trying to stampede them (oops); the hobbit cleverly summoned a few flumps into the fight -- only to find himself blasted by their stinky defense mechanism!

Rodney scooped up treasure whilst Kriv stayed hidden and concentrated on the Invisibility he cast on Rodney -- with Sir Will guarding Kriv the whole time.

The White Dragon finally came up to see what was going on, and wound up dueling with the Cloud Giant -- taking enough damage during that fight so that the party was able to finish the beast.

We now have the castle, and all the treasure!

Kriv, Leven, Olaf, and Sir Will all advanced to the bottom of 8th level (34,000XP).

Rawl wound up at 39,000XP (5,000XP into level 8);
Rodney ended up at 74,000XP (10,000XP into level 10);

THIS CONCLUDES "HOARD OF THE DRAGON QUEEN"! 22 SESSIONS OVER THE COURSE OF 15 MONTHS...

SHORTLY AFTER THE START OF 2016, WE WILL START "RISE OF TIAMAT"!

Subject: Re: Loot Tracking
Posted by [duhwoo](#) on Mon, 14 Dec 2015 05:14:45 GMT
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with the demise of the giants and the cultists, the party now has control of the cloud castle (claimed jointly by our two half-orcs)! We also gained nearly 60,000gp! Rodney will lay no claim to that treasure -- thanks to the lucky turn of a card, he has enough money for himself *and* his cohort -- so Kriv, Leven, Olaf, and Rawl can divide it up four ways (14,900gp each).

As planned, Kriv took the Black Dragon Mask; he was also given the magical cult insignia. Rawl was the only appropriate candidate to take the greatsword, Hazirawn, so he ceded his Mace of

Smiting to Leven; Leven also gained Rath Modar's Staff of Fire, a scroll of Fireball, and two scrolls of Mage Armor. Sir Will picked up the Wand of Winter we found. Rodney has Rath Modar's Scroll of Dimension Door, and a scroll of Feather Fall.

the accounting of the PERMANENT magic items we have gained during Hoard of the Dragon Queen follows (in the order they were encountered):

1. CENSER OF CONTROLLING AIR ELEMENTALS -- Rodney;
2. WAND OF COMPREHEND LANGUAGES -- Rodney;
3. BAG OF HOLDING -- Rodney;
4. MACE OF SMITING -- Leven;
5. +1 ARMOR -- Leven;
6. +1 HALBERD -- Olaf;
7. STAFF OF FIRE -- Leven;
8. DRAGON MASK -- Kriv;
9. HAZIRAWN -- Rawl;
10. MAGIC CULT INSIGNIA -- Kriv;
11. WAND OF WINTER -- Sir Will.

Subject: Re: Loot Tracking
Posted by [dkeester](#) on Mon, 14 Dec 2015 17:49:13 GMT
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You forgot the dagger of venom that was hidden in the dragon statue in the swamp castle.

Subject: Re: Loot Tracking
Posted by [duhwoo](#) on Mon, 14 Dec 2015 19:39:31 GMT
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Kriv traded the dagger away, to get Leven's +1 armor (at the same time he swapped his wand for the +1 halberd)...

So I didn't forget anything after all!