
Subject: 24June2019

Posted by [duhwoo](#) on Sat, 01 Jun 2019 14:51:31 GMT

[View Forum Message](#) <> [Reply to Message](#)

Mr Keester has expressed a new willingness to kill our characters once a month: he'll come over to Fort Fritz on the 4th Saturday of each month. He's looking into running TOMB OF ANNIHILATION, or perhaps the series of adventures in the YAWNING PORTAL book.

This first session will see if we can establish a team -- and if so, we'll get acquainted with potential new members of the group, generate victims characters, and maybe even get started on a campaign.

Please reply if you see this post, let us know if you are in or out.

Also, please forward the RPG Round Table forum URL to potential new recruits!

FRITZ

Subject: Re: 24June2019

Posted by [dkeester](#) on Thu, 13 Jun 2019 06:23:20 GMT

[View Forum Message](#) <> [Reply to Message](#)

Sorry about this, but I can't make the June game. We are going out of town that weekend for the 4th of July week. Let's plan to start in July. I apologize for the delay in getting started.

Subject: 27July2019

Posted by [duhwoo](#) on Sat, 15 Jun 2019 03:34:22 GMT

[View Forum Message](#) <> [Reply to Message](#)

start of Doug's Tomb of Annihilation campaign!

post yer desired character class in reply...

Subject: characters in play

Posted by [duhwoo](#) on Wed, 26 Jun 2019 00:37:48 GMT

[View Forum Message](#) <> [Reply to Message](#)

I made a secret agent:

<http://valhallas.com/Bond-print.pdf>

Jacob made a cleric:

https://docs.google.com/document/d/1Mc6H809mr-TXGgfew14Zh_hl-Pwca0TuVrh-DZuggTg/mobilebasic

so one is a criminal(spy) and one is criminal(fence) -- maybe instead of all dwarves, we could run all criminals!

Subject: Re: characters in play
Posted by [Tangaroa](#) on Tue, 02 Jul 2019 16:46:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

Faerun's Five?

Subject: Re: 27July2019
Posted by [duhwoo](#) on Tue, 09 Jul 2019 13:11:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

NOPE! SESSION #1 POSTPONED TO AUGUST 3rd!

Subject: August2019
Posted by [duhwoo](#) on Tue, 09 Jul 2019 13:14:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

first ToA session postponed, from 4th Saturday of July to first Saturday in August (27 July to August 3rd)!

ToA session #2 is still expected to be August 24th...

Subject: Re: August2019
Posted by [duhwoo](#) on Sun, 28 Jul 2019 12:36:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

Fort Fritz is good-to-go for August 3rd/session #1 -- see you guys at noon!

Subject: BJB's log
Posted by [duhwoo](#) on Sat, 03 Aug 2019 22:59:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

SESSION #1 (August 3rd): whilst attending the funeral of Pierce D'mahj -- a dwarf we all knew in Baldur's Gate -- we were approached by a sun elf (Romalia Haventree) and her mysterious

masked friend (Syndra Silvane). Syndra is dying from a death curse that is afflicting all of Faerun, and asked for our help in investigating the source of the curse...to that end, The Harper's want us to steal the spellbook/phyllactery of a lich (Zapdara Cordless) -- while they distract her with an assault on her castle. We each got a HEALING potion, and a promise of 500gp (total for the party) if successful...

Bright & early the next morning, we boarded a keelboat; late evening 3 days later, we debarked near the lich's lair, and ran into a hidden tunnel entrance -- just as the Harper's attacked her house above. The tunnel led to a fairly large natural cavern, with steps carved into a massive central stone pillar -- leading to a ledge above, and to a stone door with a highly detailed skull carved into the wall above the door. That door was trapped, so we decided to go through another passageway...we went left first. A Magic Mouth went off, and two skeletons attacked -- Moss got a little scratched by one of 'em, then we wiped 'em out (BJB got a max-damage crit!!) (BJB used up both uses of Healing Light to restore 2 hit points to the tabaxi...)

We proceeded to a crystal-encrusted chamber: no time for mining, so we just went right through that space...a short staircase lead to a door with a carving on it (a kraken destroying a ship). As our paladin tried to kick in the door, spectral tentacles grabbed at him (but he saved and avoided 'em). Looking closer, our cleric noticed a rune in the carving -- which turned off the tentacles...

Beyond the door, a 30' hallway, with two doors on one side: the other end of the corridor opened into an L-shaped room; we could smell poisonous gas in that room. The first door wasn't locked: the stench of death accompanied a ghoul gnawing on dead adventurers -- it paralyzed cat-boy briefly before we exterminated the undead thing...BJB went in and found 25gp in the room...

We heard a bubbling fountain in the next room: opening the door revealed a statue of a demon vomiting a continuous mist of blood. The red mist hangs in the air throughout the room...paladin found a neat glowing gem (GEM OF BRIGHTNESS!) in a lovely fountain/pool (that was filled with blood precipitating from the air). BJB asked to carry the gem, and the others seemed fine with that...while we stood in the hall discussing who should carry the gem, two more ghouls emerged from the toxic gas area: BJB loaded his magazine of hollow-points for this fight (using his one spell slot to cast Hex): he got one decent hit out of it.

We dashed through the fume-filled room: there were three doors at the other end. One opened on stairs going up (we could hear the battle running above); one had an armory with stairs going down; and the third was locked. The armory had two flying swords (BJB nailed each one with a hollow point-round!); one of 'em chopped BJB pretty good, so he used up his HEALING potion to recover from the wound. The paladin acquired a magical shield (ARROW CATCHING) from the armory's wall...

There was a door leading past the armory: a smaller chamber, with one skeleton -- its arm was stuck in a trap door in the middle of the room, so we ignored it.

We went back to door #3: sparks were zapping around a pair of columns adjacent to an iron chest, protecting it from intruders -- and there was a specter guarding it as well. After defeating the specter (BJB blinded it with the Gem of Brightness!), we found buttons on the columns that turned off the lightning sparking around the columns. We then unlocked and raided the iron chest: 200gp, 3 spell scrolls (Feather Fall, Grease, & Witchbolt; BJB snagged all three scrolls) -- and the

lich's spellbook! As soon as we touched the spellbook, Zapdera immediately appeared in the room! (BJB used another charge from the Gem of Brightness in an effort to blind her -- but she succeeded on her saving throw...) She seemed a little perturbed -- but she was also pretty messed up from the battle she just left...

(BJB's Gem of Brightness has 23 charges remaining)

session ended here -- next time: escape from the lich!

Subject: Re: August2019
Posted by [duhwoo](#) on Fri, 16 Aug 2019 13:41:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

apt #106 is GO for NOON a week from tomorrow (August 24th)-- can everyone make it?
