

Thunderspire Labyrinth: 8-29-09 Game Session Notes

Game Date: Session 14 (8/29/09)

N1: And so it begins: The group accepts two quests at the start of session 14...

Quest 1 – Slave Rescue: Lord Pradig's reaches out to the group to investigate and if necessary, eliminate the Bloodreaver slave trade that has besieged the town of Winterhaven. Reward: 1,200 XP and 600 gp.

Quest 2 – The Minotaur Ruins: Valthrun, the ancient sage and scholar, asks the party to explore the Thunderspire ruins and bring back information about the forgotten city of Minotaurs. Reward: 240 XP, 504 gp, 1 ritual (Cure Disease, Disenchant Magic Item or Speak with Dead), and "such wonders, I am sure!"

Side Note: Consider making quest cards.

N2: Action Points: All the action points were used in the last Bar Fight encounter so none will be returned until after the *next* encounter is completed.

N3: The Great Fire: It is quite clear that certain groups are not thrilled with your Bloodreaver inquiries. The Halfmoon Inn is set ablaze by a throng of Molotov cocktails thrown from the grips of Goblin Blackblades. The party fends off the ambush and rallies the town to form a successful bucket brigade to save the historic building from a fiery death.

N4: Experience Points: Overall total for session fourteen was 2,680 XP (1,200 Into the Mountain, 1,480 for the Bar Fight). Thus, the XP per character was 446. With 3,750 after session 13, the new total is 4,196. XP for level 5 is 5,500.

N5: Money Bags: Alas, session 14 was more exploratory than monetary. Some coins were nabbed off Vickers and the Hobgoblin outpost at the base of the mountain.

18 GP | 12 SP | 27 CP

The bodies of the bar fight aftermath have not been searched but it would behoove the group to donate that money to Erra Halfmoon to help rebuild her Inn.

Bar Fight loose change would be the: 50 scattered gp (from the table) and 12 GP | 17 SP | and 31 CP from the charred corpses.

N6: Rod of Ruin: Bookman has been assigned the Rod of Ruin. Pass him an item card at the start of the session.

N9: Time of Day: The group headed to Thunderspire at 2:00 AM on day one. It was a 75-mile journey and took a total of 3 days (PHB pg. 260-61; 2 from Winterhaven to Fallcrest and then another to Thunderspire). Their first 2 encounters last a total of 12 hours. They still have half a day before any rest can occur. They also lost their room accommodations for the time being.

N10: Terrien Darkseeker: You see a familiar human dust herself off and self bandage some annoying cuts and scrapes along with a nasty beam splinter in her left arm. What does the group do?

"Looks like you didn't waste any time making friends here. You also cost me a bed to sleep in – thanks for that. What's your business here? I've got quite the reputation as an explorer. Ask anyone...well, who isn't dead. It's very easy to get lost inside Labyrinth, ya know. Many enter but few return. Some say you can go mad finding your way. I know a good route within the tunnels to get you started though."

Note: She offers to lead the group into the treacherous Labyrinth (4-mile journey) for 10 gp a day.