

Thunderspire Labyrinth: 11-14-09 Game Session Notes

Game Date: Session 17 (11/14/09)

N1: Scorching Bitch: Bookman rolls out of his mind with his potent Scorching Burst spell by doing 75 damage on one turn. He uses an action point and totals 123 damage in a single round & 167 damage in a single encounter – a BensRPGPile.com 4th level record.

N2: Crit Cornucopia: Not to be outdone, the DM keeps his dice toasty with four consecutive 20 attack rolls with odds of 160,000 to 1.

N3: Fallen Comrades (temporarily): Craggy was quickly knocked down to a death save after a failed bluff check on a Goblin cutter (first in and first down). Magnum mixed it up in the Refectory as well but alas fell victim to the brunt of the DM's crit barrage.

N4: Experience Points: Overall total for session seventeen was 2,205 XP (1,150 for the Refectory and 875 for the cave wandering monster Hyena pack). Thus, the XP per character was 337. With 4,898 after session 16, the new per character total is 5,235 XP. The XP for level 5 is 5,500.

N5: Money Bags: Once the blood curdled, the group did a respectable search of the Chamber of Eyes. The current treasure party total is: 583 gp, 1,040 sp, and 75 cp. The group did lose out on Krand's safe room stash

N6: Magic Weaponry: Justice picked up a Mace of Healing +2 while Bookman nabbed a Staff of Missile Mastery +2. Note: neither character sheet to be updated until level up.

N7: Terrien Darkseeker: Does Terrien live or is it too late? A blood-soaked piece of green cloth is recovered from Torog's Shrine and a successful insight check does confirm its origin. But is it too late?

N8: Create Campsite Ritual: Bookman was tempted to cast "Create Campsite" in the Chamber of Eyes. A Wizards' forum poster said the ritual can indeed be cast (cost permitting) but the concealment would not come into play unless there is something to hide behind.

N9: Ammo Check: Draco is down 2 more Javelins and Red Dawn is down another trident.

N10: Map: A hungry Rendil Halfmoon provides location details of the Horned Hold (in exchange for Bookman's leftovers).

N11: Bookshelves: The group learned about the high priest of Saruun Khel, Tzaruum'ze, and his maddening mission to build a shrine for The Patient One (Torog). He also constructed Bronze Singers to show his patronage.

N12: Action Points: Action points are re-set and re-distributed to the group.

N13: Settle Up: Room and board for the party was as follows:

- Meal Feast: Six plates for 30 gp (or 5 gp per character)
- Pitcher of Ale: The party had 4 of 'em but McBeard had 5 on his own (18 s or 2 sp per).
- Luxury Room: 4 gp (2 per)
- Typical Room: 10 sp (5 per)
- Stables: 4 sp (2 per)
- Tips: 3 gp for previous night tips by Bookman.

Note: Equipment and common items can be found in PHB, pg. 222.

N14: Shot Sheet: Presto & Zinker owe one shot each while Rob gets two shots...thanks again to some late night 1's.

N15: Staying Power: Do effects stay with a character once he goes into negative hit points. The WotC forum explains: So, on the round after Magnum goes down, he starts his turn, takes any ongoing damage or damage for starting his turn in a hazard or an aura or whatever, is unconscious and gets no actions, and his turn ends. At the end of his turn, he makes a Save versus Slow (like normal), and also a Death Save (because he's dying).

N16: Viewer Shout-outs: The gang would like to congratulate PJ Rake for his first video podcast and also dedicate the first DM crit of the night to Lady Gamer CJ.

N17: Time of Day: The group had three encounters during the last session: the long Refectory battle, the Seven Pillared Hall trek (and Hyena attacks), and the Half Moon Inn tussle with Erra Halfmoon. Those encounters took the party all the way until 8:00 PM. After a well-deserved meal, the group has retired for the night at 9:00 PM. The Party's next extended rest cannot occur until 9:00 PM the next day.