

Thunderspire Labyrinth: 10-24-09 Game Session Notes

Game Date: Session 16 (10/24/09)

N1: Survival of the Fittest: Hit points and healing surges are the world's most valuable commodity. The group has had quite the adventurous past 9 hours. Freed from a prison cell and thrust into two major battles. Can they make it to their next rest?

N2: Action Points: The group successfully completed two separate encounters (The Spell Caster's Quarters and Torog's Shrine). Thus, the group once again starts a new session with re-charged action points.

N3: Death Save Central: Red Dawn was on the receiving end of a critical hit from Krand's Frost Wolf Rage (-45 HP) while Crag was beaten into submission and escaped a third death save, thanks to Justice's superb healing skills. Healing surges were used to re-power the group.

So here is where the party currently stands...

- Magnum: 41 HP | 1 Surge Remaining
- Red Dawn: 30 HP | 2 Surges Remaining
- McBeard: 19 HP | 0 Surges Remaining
- Bookman: 23 HP | 1 Surge Remaining
- Justice: 34 HP | 0 Surges Remaining
- Draco: 35 HP | 0 Surges Remaining

N4: Experience Points: Overall total for session sixteen was 1,842 XP (876 for Torog's Shrine, 776 for Krand's guard unit, and 190 for the cave guard patrol). Thus, the XP per character was 307. With 4,591 after session 15, the new per character total is 4,898 XP. The XP for level 5 is 5,500.

N5: Money Bags: Money from each of the encounters will be passed out as the group calls out their searches to each room.

N6: Belt of Sacrifice: Red Dawn is currently holding the belt. The daily power has not been used.

N7: Intimidating Directions: The group did obtain a crude map from their vicious interrogation of the Hobgoblin Warcaster that appears to be a route through the caverns and back to the Seven-Pillared Hall (see item card).

N8: Shift Me: You cannot shift while prone without talking an opportunity attack (as you would be crawling). Ben and Rob will demo on the game board.

Prone Defined (PHB pg. 277)

- You grant combat advantage to enemies making melee attacks against you.
- **You can't move from your space, although you can teleport, crawl, or be forced to move by a pull, a push, or a slide.**
- You get a +2 bonus to all defenses against ranged attacks from nonadjacent enemies.
- You're lying on the ground.
- You take a -2 penalty to attack rolls.
- You can drop prone as a minor action.

Crawl (PHB pg. 288)

- When you are prone, you can crawl (as a move action).
- Prone: You must be prone to crawl.
- Movement: Move up to half your speed.
- Provoke Opportunity Attacks: If you leave a square adjacent to an enemy, that enemy can make an opportunity attack against you.

Shift (PHB pg. 292)

- Movement: Move 1 square (as a move action)

- No Opportunity Attacks: If you shift out of a square adjacent to an enemy, you don't provoke an opportunity attack.
- Difficult Terrain: Because each square of difficult terrain costs 1 extra square to enter, you can't normally shift into a square of difficult terrain, unless you're able to shift multiple squares or you're able to ignore the effects of difficult terrain.

Shift is a specific move action and so is crawl, they can't be combined into a shiftcrawl, just like you can't shiftrun. The PHB errata contains an addendum to the prone condition. It's also in the compendium.

N9: Ammo Check: All fired ranged weapons that contain ammo (bolts, arrows, & bullets) are never returned (PHB, pg. 221). Magical thrown weapons are always returned. Throwing hammers and shurikens will only break on a fumble (or special circumstances like if a pit is behind the target).

N10: Pony Up: It may have been the highest collaborative night of fumbles in our game's short history. Experts would say beyond silly. Rob owes six shots, Gabe owes two shots (but special sub rule to be reviewed), and Nick owes one shot.

N11: Resourceful Thinking: Lots of excellent quick thinking moves from our adventuring crew including the staged betrayal crime scene, fake fallen cave goblin, and forced map interrogation. Well done.

N12: Size Doesn't Matter: There are no size differential bonuses in 4E (that was an old 3.5 rule). Thus, when Magnum, our small sized Halfling Rogue, was fighting a large Dire Wolf in Thunderspire Labyrinth, no size modifier bonuses applied.

N13: Time of Day: The group had four major encounters in the last session: Post Battle Switcheroo, Spell caster Interrogation, Torog's Shrine, and Krand's Defeat. All of that combat and lurking about took 3 hours. It is currently 1:00 PM. An extended rest cannot occur until 5:00 AM the following day.