

## Thunderspire Labyrinth: 12-12-09 Game Session Notes

### Game Date: Session 18 (12/12/09)

**N1:** Drow Emissaries Gone Bad: Gurlynn, a temperamental Dragonborn fighter, mistakenly accuses a group of Drow at the Halfmoon as being behind the group behind slave trade terrorizing Thunderspire. Only one Drow survives, Beldak.

**N2:** Grimmerzhul Trading Post Showdown: The party gets baited into a nasty fight at the General Store. Kedhira, the Post's leader, manages to escape. The party's trade-in possessions and the shop's till are nowhere to be found. This brutal encounter and the party's previously gathered clues all seem to point to the Duergar as the actual source of the slave trade.

**N3:** Power Cards: It's not entirely clear that the encounter is over as the party could attempt to pursue the lone fleeing Duergar through the long hallway door.

**N4:** Experience Points: Overall total for session 18 was 1,550 XP (450 for the Drow Emissaries and 1,100 for the Grimmerzhul Trading Post). Thus, the XP per character was 258. With 5,235 after session 17, the new per character total is 5,493 XP. The XP for level 5 is 5,500 (7 tiny xp short).

**N5:** Action Points: Two encounters have occurred so the party's action points are returned to start the game.

**N6:** Potion Tom Foolery: The Duergar sold the party some fake healing potions and almost passed off some sub par whetstones (until Crag's streetwise check catches them in the act). The group did turn in a sizable amount of magic items and those are no where to be seen at the moment.

**N7:** Money Bags: Once the blood curdled, the group did a respectable search of the Chamber of Eyes. The current treasure party total is: 2,383 gp, 1,040 sp, 72 cp. See below for breakdown.

**N8:** Trading Post Goods Exchange: The following items were bought, sold or exchanged hands:

- Traded 3 Gemstones (290 gp)
- Traded 5 Gems (600 gp)
- Traded a Staff of the War Mage (720 gp)
- Traded a Quarterstaff (1 gp)
- Traded an Ancient Mirror (535 gp)
- Total Received: 2,146
  
- Bought 6 Healing Potions (300 gp, 50 gp per)
- Bought 6 Spears (30 gp, 5 gp per)
- Bought 4 Throwing Hammers (16 gp, 4 gp per).
- Bought a flask (3 cp).
- Total Spent: 346 gp (16 go and 3 cp in coin swap)

Overall Transaction: 1,816 gp ganged.

Note 1: Equipment and common items can be found in PHB, pg. 222.

Note 2: Bought 2 Whetstones (150 gp) but traded 'em back over the counter.

**N9:** Shot Sheet: Presto & Zinker still owe one shot each while Rob gets two shots...thanks again to some late night 1's. Barely a fumble rolled the entire night.

**N10:** Hot Hand: Rob rolled insanely hot at our last Friday Night Strike so only time will tell if it's the start of a streak or rather, he got those burning hits out of the way for his DM.

**N11:** "From the, To the": Bobby Hurley introduced a new hit locator variant. We'll allow him to demonstrate during the first battle tonight.

**N12:** NPC Tracker Cards: Expanded on The Free RPG Blog's idea and template for NPC tracker cards. <http://www.thefreerpgblog.com/2009/02/players-will-never-forget-their.html>

**N13:** FNS Rules Corrections: A couple of helpful and critical rule clarifications gleamed from the groups last FNS game session:

Action Point: Turns out an action point only allows an additional standard action (and not a full turn) PHB pg. 259.

Power Card Readings: So as our Twitter pals helped point out...the PHB II also serves as an errata to the original rules. For example, Anything that appears in the in an Effect entry occurs whether or not you hit with hit (PHB II pg. 219). Watch for indentations though.

Blindness: Each DM has its own thoughts on this ruling as the rule books are a little fuzzy. So here is DM Ben's house rule interpretation. When you are blind, you take a -5 to your attack bonus. Movement is changed to Slowed. There is also a 50% chance (using yes/no die) that you will go 1 square outside your path (determined on your movement roll: i.e. so if you move 6, then roll 1d6 to determine when you go off your path and then finally roll the arrow die to determine which way).

**N14:** Virtual Shout-outs: A tip of the cap to Ben of SwordnSteele.com for all his rules help on Twitter. Ben W for his Tolkein-style Orc names link. Paul for a DC/Damage table reference page from the DMG.

**N15:** DDI Compendium: In an attempt to quickly pull up key rules, we are going to try the online compendium to see if this helps at all. Link: <http://www.wizards.com/dnd/Tool.aspx?x=dnd/4new/tool/compendium>

**N16:** Time of Day: The group had just longer encounters during the last session: the Drow Emissaries and the Grimmerzhul Trading Post. The day started at 9:00 AM and concluded at 2:00 PM. The Party's next extended rest cannot occur until 9:00 PM.