

GM DASHBOARD

🔮 CAMPAIGN ROADMAP 🔮

1. **White Plume Mountain** (Gnolls): Level 8
2. **Othmidia** (Lundie's uncle monsters, eat dwarf babies; use Ringworld heroclix Lundie: bagpipe dwarf character from 1st age?); last Urthjarl stone available (rest will be aquired by Thedis Dool)
3. **Redmark Citystate & Political Intrigue** (Marcus & Deities; Ivamel Factions)
4. **Constantinople**
5. **Western Reach / Rome**
6. **Return to Nimroth**
7. **Hashar kid revenge (or did we do this?)**
8. **Dead in Thay** (Gnolls): Level 9
9. **Against the Giants** (Giants): Level 11
10. **Return to Stonehelm**
11. **The Heir of Rome** (Roman vs. Orc Armys: Urthjarl Octogon Finale; Final battle in the Dreadlands (or at Mountain Pass?))

🔮 PC PLOT HOOKS 🔮

Merlin PC Revelations

- ❑ **Lundie** -- Uncle's foe on Omnidia (demon-looking thing)
- ❑ **Ghost** -- Homeland Buffalo Shaman
- ❑ **Marcus** -- Cosmology Chart. Rome plotline.
- ❑ **Quintos** -- Keyword to sword's tomb is 'Speak Dagardanganda'. Honor to father.
- ❑ **Ivamel** -- Seek the man 'Gundal Trang' in the citystate of Redmark

🔮 ADVENTURE HOOKS 🔮

Possible next steps:

1. **Zombies at bottom of sea**
2. **Crashed sky elf fortress**
3. **Orc Incursions**
4. **Introduce Thedis Dool (Avatar)**
5. **Introduce Minions of Thedis Dool (Wights)**
6. **Urthjarl-Stone quests in Dungeons**
7. **Historical situations back on Earth** with ties to what's going on in Redmark/Thréa
8. **Geopolitical intrigue in the Western Reach** (Roman empire where John S. and Mason's characters have ties; plotlines TBD)
9. **Geopolitical intrigue in the Citystate of Redmark** (think Lankhmar or Thieves' World)
10. **Holdings and kingdom-building around the Nimroth areas** you cleared out and claimed (although, ideally we'd wait for the Kingdom Rules from that Kickstarter to come out before we do this)
11. **Visit Ghost Dancer's homeland** (which I still need to place on the map) and deal with the fate of the buffalo (although there are hints the Chromatic Wizards might be of help in solving this)

🔮 MASS BATTLES 🔮

- ❑ **Off-Camera?** -- Lost Battle (Western Reach & Redmark not allied; Stonehelm lost to Orcs; patron lady endangered?)
- ❑ **Investigation / Scene at Dragonspear Mountain Pass**
- ❑ **Orc Incursions**
- ❑ **Buffalo rider army?**

- ❑ **Dreadlands battle / Final Battle:** Fog machine, underground lair of Thedis Dool

🔮 URTHJARL CABAL 🔮

Stones

Liche Lord (Dark Prince Name = **Thedis Dool**, "the Death Seaker", true name = **Vlaskardagoslardivagomus**, corruption point if you say it) now the Orc Lord, Baal-Minahr nemesis of Urthjarl, secretly a Minahr whose soul is reconstituting after defeat by Urthjarl. Urthjarl's essence is in 8 stones (hoarcruces). Cabal forsake Liche out of lust of Urthjarl stones and fear of his growing power, and he cursed them, marshalling power in recent times to re-appear.

- ❑ **Orcs** (3 stones, 2 now with Orc Lord, 1 unfound)
- ❑ **(FOUND) Kobolds** (1 stone, Kobold banished by "He Shall Not Be Named" Liche Lord to Earth/France)
- ❑ **(FOUND) Bugbears** (1 stone in Bone Hill)
- ❑ **Gnolls** (1 stone, White Plume Mountain)
- ❑ **Ogres** (1 stone in Xikchulmak)
- ❑ **Giants** (1 stone, Against the Giants)

Locations of Stones

(FOUND) Thran Duar — Elvish name of Bone Hill fortress.

(FOUND) France — Kobold had it there.

White Plume Mountain — South of Zantzl Jungle of Dararria is White Plume Mountain, where a Trident, War Hammer, and Sword were 2nd Age Weapons used by King Melanaius vs. Gnolls (and an Urthjarl Stone). Gnolls are at enmity with Orcs.

Xikchulmak (Hidden Shrine of Tamoachan) — NW of Ulpar (around Hex 2731), ancient lost shrine dedicated to Zotz (Bat God), a deity of the Ogres.

🔮 ROME PROPHECY 🔮

Decimus studied under Selini Pius and sought to learn fate of Rome & its leadership. Had a prophecy foretelling fate of Rome:

After centuries of turmoil on Earth, the Once & Future Emperor of Rome would sire an heir who would bring the line of Rome on earth to become the leader of Threa's Rome to aid the world at its hour of greatest need and would become leader of all Redmark.

🔮 WORLD EVENTS 🔮

Orcs took over Dorn 6 months ago

White Plume Mountain — South of Zantzl Jungle of Dararria is White Plume Mountain, where a Trident, War Hammer, and Sword were 2nd Age Weapons used by King Melanaius vs. Gnolls (and an Urthjarl Stone). Gnolls are at enmity with Orcs.

Decimus Era — Selini Pius, Decimus, Merlin and Cycles, Grendel & Transference, Merlin goes through period of hybernation, on council of leadership, Magic only possible if portal open (portal vs. teleport)

Players — Last Will & Testament

Orc Raiders — Corsairs from Southern Dararria raiding Stonehelm and Nimroth looking for stone.

Nimroth — Elf hanging from gallows on entering city.

Bugbear Snagrash Revenge — Young bugbear cub that was charged with late watch was found asleep at his post and Hashar crucified. Marcus saved but Snagrash blamed Marcus and crew and vows revenge.

Lyndette — Will seek salvation from Stanford, from whom she has a black eye. (PCs killed him; she then lent them their boat)

Stanford's Death — Allies (with twin-headed Eagle, powerful politically in Redmark) Will seek vengeance on Quintos.

Lord Renaldo — Will want Bone Hill for himself.

Deal with the **Elvish Supremicists**.

🔮 LOCATIONS 🔮

Isle of Vridensia (Isle of Dread) — Hex 2333, NW of Mistwood.

🔮 AVINCOURT 🔮

Backstory

Vorrik is in league with Margon's Baal-Minahr lieutenant Amgoth, the Liche Lord whom Urthjarl defeated. Vorrik wants Urthjarl to remain un-incarnate and to summon Amgoth back from his banishment. Reglius used a Deck of Many Things and accidentally summoned Ivamel (at the time, Jèhan de Wardes). Jèhan had seen a 'dog-faced demon' in possession of a glowing jewel in a cage as he entered the citadel of his enemy. Vorrik wanted to keep the secret that the Urthjarl Stone was in France on Earth. Secretly, Tasja the Yellow intervened to save Ivamel, though since Vorrik was disguised she did not recognize him.

When Banish Spell is Cast

When 'Banish' cast, Ivamel starts to fade to another plane. All else in party are pulled into a vision of a Blue Wizard statue who awakes and monologues, saying:

To all "Dark forces seek to divide the fellowship of the octogon, but I cannot allow it to be so. Seek the Urthjarl stone and use its power to return. Threa's fate is bound to the destiny of 38 years hence."

To Ivamel: "Find, now, your memory."

(If need be, Merlin appears and performs another Shift causes a men-in-Black style memory loss of the armies.)

🔮 AZINCOURT DATES 🔮

Starts on **Tuesday, Oct. 24, 1415** in the County of Saint-Pol, Artois, some 20 miles south of Calais Battle is on Wed., October 25 1415 (Saint Crispin's Day) (a Wednesday)

Pope Gregory XII is the pope

Siege of Constantinople, will be April 6 – May 29 1453 (38 years hence)

🔮 WESTERN REACH 🔮

Great crisis of leadership. No Emperor after Trajan following the Shift. The First Legate / Emporer / Council / Senate quarrels. They enslaved the dwarves and occupied 3 regions.

Transferrals, and moment of Transferral Grendal creature hunts as Portal powers provide a 'bleed'.

Western Reach Romans vs. Holy Roman Emperor in Redmark (vs. REAL heir to Empire – Byzantine heir).

Book of Decimus.

☞ **CHROMATIC WIZARDS** ☞

The Three Chromatic Wizards: Merlin the Blue, Tasjani the Yellow, and Vorrik the Red (secretly evil).

They stand as sleeping statues in the 3rd lowest chamber in the central plateau, a fallen chamber from the tunnel to the mountain spire above.

Vrindensia is their 'experiment' and staging ground from before the shifts. Dinosaurs and Buffalo are early experiments. Cavemen and the natives were an early experiment.

250 years ago -- buffalo appeared.

200 years ago, due to black binding magic by Kredigag the Kobold Liche (in concert with Margon).

The Liche, servant of Margon, summoned evil Minari (now called Kopru) whose black magic bound the chromatic wizards. They are the Kopru and desecrated the isle and the people of Vrindensia, creating head-hunters.

The Chromatic Wizards are enslaved (with Vorrik being secretly the reason this happened). Vorrik's avatar was 'bound' but his true self was not.

The wizards power over the isle is waning due to the Chromatic Wizard's spells fading over time, and the secret vale of clouds is thinning (thus the visitors).

☞ **MASS BATTLES RULES** ☞

Test out token (1" plastic sticker magnets with army icons) using OPR ultimate warfare rules (with option for breakout battle 2/3 of the way through?)

☞ **PLAYER HOOKS** ☞

LUNDIE

Summary: Lundie wants to go to Omnidia, save his uncle (if he's still there) and defeat what "broke" his g-g-grandfather. Get Warhammer from White Plume Mountain (special to smite evil beings?).

Details: Lundie was told by the "computer" under Vrindensia that Lundie's uncle went to an "plane" or "world" or "zone".

Lundie's uncle is a defender of Moradin, who left and never came back. Lundie's great-great grandfather was a paladin of Moradin. He left, came back with hundreds of cuts on his back, and then became a black-smith. Never said why (Left in disgrace??? A horrible battle??? No one knows but him). I (John) figured he was dead, but you could make him alive.

Lundie believes his G-g-grandfather & uncle both went Omnidia. Only his G-G-grandfather returned. Lundie wants to go there, save his uncle (if he's still there) and defeat what "broke" his g-g-grandfather.

GHOST

Summary: TBD. You'd like some sort of +2 or better weapon (a spear?) or maybe a magic artifact of some kind?

QUINTOS

Summary: Acquire +3 Sword, earn Roman father's respect. Develop castle & estate at Bugbear hill, settle down, build legacy. Convert to Christianity and become a monk.

(I've got a list of Quintos' family members with names that I'll get to you. Also, he's been reading that Bible Marcus got during free time. My plan is for him to convert. I'm seriously considering multi-classing him into a monk.)

MARCUS

Summary: Work to become a cross pantheon cleric. Write a book on Theology. Have children and find a safe home for my wife.

IVAMEL

Summary: Create something akin to the Time of Troubles from AD&D (make gods vulnerable to prevent cosmic influences in mortal's lives). Network with like-minded people to accomplish this end.

Details: Ivamel's family is gone due to one man who was given immense power from what Ivamel considers "higher beings" - beings that play with humans and treat the "lesser beings" as forms of entertainment. I.e. gods, demons, devils, whatever they may be. So Ivamel's plan is to create something akin to the Time of Troubles from AD&D.

Incite the people (what the stories have been doing, slowly but steadily creeping toward more direct condemnation of the gods), and make the gods vulnerable. Contribute to their destruction (sacrificing himself if it comes down to it), and revel in humanity (and dwarves, elves, etc.) taking their lives back.

Essentially Ivamel would like the "wish" to create a time of troubles or something similar. He would use whatever magic items he needs - he can collect more and more, horde them - but Ivamel will be no pawn. Oh and he doesn't have to be successful. I was actually just hoping for a day or even a few hours of vulnerability. Would make this wish at the very end of the campaign.

In addition to the above, wanting to connect with like-minded people. Those that are fed up with the gods and the magic users in general using their power to control the laypeople.

That's what the stories Ivamel is sending out are attempting to do. To get the people to not count on the gods for blessings but to believe in themselves, etc etc

☞ **TASKS ATP** ☞

On what date does the 2nd Age end?

Book of Decimus has 3 stitched prophecies

Compile Prophecy of Decimus

Archangel Michael in Bible?

Vulgate storyline

Hex & Bestow Curse -- Mason/John

comboSmoke Monster / poison cloud to defeat Leomund's Hut (not used properly)

Dyteskouri (Demon Axe, name not yet revealed)

Quintos has crystal ball of telepathy from 1st Age

St. Michael <-- Mykor <-- Mars

CR 12 budget

Death Level = BELOW 0 by your max HP in one blow

Dark Prince Name = Thedis Dool, "the Death Seeker"

Vlaskardagoslardivagomus

Merlin's (supposedly slain!) tome is in Britain and needs retrieving

Gristag and his Demon Axe dytsekouri

Spathi Xifos tree blade

SESSION PLAN

PRE-GAME TASKS

Default Game Roles

- Quartermaster:** John
- Battlemaster:** John
- Soundmaster:** Mason
- Rulesmaster:** Jeff
- Chronicler:** Varies
- Turnmaster:** Varies

5/31/2018 Session

Session 39 (4 sessions into Lvl 9)
April 19, TA 1331

Celestial

Sunrise 6:23 AM Sunset 8:07 PM, half-moon

SESSION PLAN

- Dasarria landing** — South of Zantzl Jungle of Dasarria is Mountain where a white plume of smoke constantly issues. There, a Trident, War Hammer, and Sword were 2nd Age Weapons used by King Melanaius versus local bands of Gnolls. Somewhere in that area is an Urthjarl Stone. Also in this area is Spathixifos, the 1st Age tree sword.
- Ship is at big city**
- Gnolls**
- Bag of Folding** — Only clothes can pass in. Items come out neat, tidied up, and pressed.

GLOSSARY

- Wave** — Sentient Trident
- Blackrazor** — Sentient Great Sword (CONFIRM)
- Whelm** — Sentient Warhammer
- Tree Sword** — Sentient sword, Spathixifos
- Keraptis** — Mad Mage
- King Melanaius** — buried in tomb with tree sword and Urthjarl stone.
- Dagardanganda** — Keyword to enter tomb.

BACKSTORY

White Plume Mountain — South of Zantzl Jungle of Dasarria is White Plume Mountain, where a Trident, War Hammer, and Sword were 2nd Age Weapons used by King Melanaius vs. Gnolls (and an Urthjarl Stone). Gnolls are at enmity with Orcs.

Gnolls had the Urthjarl stone but Melanaius stole it back, and it is entombed with him.

Mad mage Keraptis created the mountain at Melanaius' request.

Spathi Xifos tree blade is a **FOURTH** weapon, and is a 1st Age sentient sword in a **NEW** tomb. Keyword to sword's tomb is 'Speak Dagardanganda'. It is guarded by another Gynosphynx. Also with the sword is an Urthjarl stone.

STAT BLOCKS

Take from

https://www.dandwiki.com/wiki/se_SRD

URTHJARL STATS

With 2 Urthjarl stones:
 Within 5' (Adjacent) = Magic OK zone
 Within 10' = 50% fail
 > 10' = Magic doesn't work
 Above radius increases by 5' with each additional Urthjarl stone
 Only has effect on Earth (or in anti-magic shell or similar).

PYLON MECHANICS

Septagonal Pylons vs Portals & Ley Lines

Earth relative time -- 1881

Urthjarl stone can be used on Dashboard

1. **Alpha Access Level** (Green Gem, without Urthjarl Stone) -- Cannot create ley line portals. With training, can move pylon in space.
2. **Beta Access Level** (Green Gem, WITH Urthjarl Stone) -- Without training, can create ley line portals and add in voices (with out without Deity Voice effects). With training, can move pylon in space.
3. **Gamma Access Level** (Amber Gem, without Urthjarl Stone) -- Cannot create ley line portals. With training, can move pylon in space.
4. **Delta Access Level** (Red Gem, without Urthjarl Stone) -- (Same as beta, but without Urthjarl stone). Without training, can create ley line portals and add in voices (with out without Deity Voice effects). With training, can move pylon in space.
5. **Omega Access Level** (Blue Gem, without Urthjarl Stone (blue gems ARE Urthjarl type stones) -- Can hold persistent portals open, can move to different times and space at willx5

PIXIE (FIREWILLOW)

Tiny fey, neutral good

Armor Class 15

Hit Points 1 (1d4-1)

Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS
CHA				
2 (-4)	20 (+5)	8 (-1)	10 (0)	14 (+2)
15 (+2)				

Skills Perception +4, Stealth +7

Languages Sylvan

Challenge 1/4 (50 XP)

Magic Resistance. The pixie has advantage on saving throws against spells and other magical effects.

Innate Spellcasting. The pixie's innate spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring only its pixie dust as a component:

At will: druidcraft

1/day each: *confusion*, *dancing lights*, *detect evil and good*, *detect thoughts*, *dispel magic*, *entangle*, *fly*, *phantasmal force*, *polymorph*, *sleep*

Actions

Superior Invisibility. The pixie magically turns invisible until its concentration ends (as if

concentrating on a spell). Any equipment the pixie wears or carries is invisible with it.

LEGACY LEVELING

- Fellowship Phases between milestone adventures
- Earn level each 3 sessions, but don't realize it till Fellowship Phase
- Roll on magic items / events table for Fellowship Phase events and loot

PLAYER STATS

	PP	HP
Marcus	13	53
Ghost	11	61
Quintos	12	58
Ivamel	15	73
Lundy	10	67
Duke Leo	9	41

PENDING

📖 RULES TO REVIEW 📖

1. Hide / Stealth / Sneak Attack
2. Stealth & Hiding
3. Group Stealth (50% of group succeed?)
4. Bonus Action
5. Skills
6. Calc for Perc. & Pass Perc.
- 7.

STAT BLOCKS

Yellow Mold

YELLOW MOLD

Yellow mold grows in dark places, and one patch covers a 5-foot square. If touched, the mold ejects a cloud of spores that fills a 10-foot cube originating from the mold. Any creature in the area must succeed on a DC 15 Constitution saving throw or take 11 (2d10) poison damage and become poisoned for 1 minute. While poisoned in this way, the creature takes 5 (1d10) poison damage at the start of each of its turns. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a successful save.

Sunlight or any amount of fire damage instantly destroys one patch of yellow mold.

UNFILED

Scene Elements

Magic doesn't work!

Girls with day of week labels 'Miss Monday'

Quest: Edward III, Duke of Bar (along with his brother and nephew). In his guarded palisades is an emaciated, caged Kobol. Duke Edward has the gemstone embedded in the hilt of his sword (+2 sword), which he claims is a relic of the crusades.

If obtain stone, magic returns!

Being instrumental in French defeat

♣ BATTLE STATS ♣

ENGLAND

6,000 men: About 5/6 longbowmen with 1/6 dismounted knights and men-at-arms in heavy armour.

FRANCE

36,000 men (outnumbering the English 6:1: About 10,000 knights and men-at-arms (of which about 1,200 were mounted)

Infantry, crossbowmen and archers.

CASUALTIES

English — Around 600 dead, unknown wounded[3]

French — 7,000–10,000 (mostly killed) and about 1,500 noble prisoners (executed)[4]

ENGLISH COMMANDERS

Henry V of England

Edward of York †

Humphrey of Lancaster

FRENCH COMMANDERS

The French king of the time, Charles VI, did not command the French army himself, as he suffered from severe psychotic illnesses with moderate mental incapacitation. Instead, the French were commanded by **Constable Charles d'Albret** and various prominent French noblemen of the Armagnac party.

Charles d'Albret — commander

Jean Le Maingre

Jean d'Alençon †

Charles d'Orléans

French Names

Notable casualties (most named by Enguerrand de Monstrelet[69]) include:[70]

Leading officers:

Charles I d'Albret, Count of Dreux, the Constable of France[71]

Jacques de Châtillon de Dampière, Lord of

Dampierre, the Admiral of France

David de Rambures, the Grand Master of Crossbowmen (along with his three youngest sons)

Guichard Dauphin, Master of the Royal

Household

Three dukes:

Antoine of Burgundy, Duke of Brabant and

Limburg, and consort Duke of Luxembourg[71] (a brother of John the Fearless, Duke of Burgundy)

John I, Duke of Alençon-Perche,[71] the

second-in-command after d'Albret.

Edward III, Duke of Bar[71] (along with his brother and nephew)

Six counts (seven with d'Albret):

Philip of Burgundy, Count of Nevers and Rethel (another brother of John the Fearless)

Frederick of Lorraine, Count of Vaudémont

(brother of Charles II, Duke of Lorraine)

Robert of Bar, Count of Marle and Soissons (nephew of Edward III, Duke of Bar).

John VI, Count of Roucy,

Edward II, Count of Grandpré

Henry II, Count of Blâmont

PRISONERS

The White Company (mercenaries at Agincourt):

<https://weaponsandwarfare.com/2015/08/14/the-white-company/>

♣ TOMAOCHAN ♣

Handouts & Maps Legend

7. The SEPULCHER of TLOQUES-POPOLOCAS (Tlo'-kas Po-po-lo'-kas: Master of the Outsiders): #1

9. Stone Statue #2

MAP — 11. 11. The COURT of CEMANAHUAC (Sa-man-o'-wok: place entirely surrounded by water):

13. CHILD OF ZOTZILAHA (Zotz-e-la'-ha: bat-god of the underworld): #3

15. The Great Hall # 4

17. Hall of the Great Spirits # 5

18. Hallway of the Ancestors # 6

19. Silver Coffin # 7

30. The GUARDIAN BEAST: # 8

33. ANCIENT TAMOACHAN: The Tomb of Tlacaclael - (Ta-moa'-chan: "the home sought after"; Tla-ka-aral): # 9

34. Guardians Bar the Way: # 10

37. BED of XILONEN (Ksel-on'-an): # 11

40. Dragon Breath: # 12

42. The CHAPEL of KUKULKAN (Ku-kul'-kan: The feathered serpent): # 13 for the mirror

43. The SMOKING MIRRORS (Tezcatlipocas — Tdz-kat'-le-po'-kas): # 13 for the mirror (either side can be up)

52. The HIDDEN ROOM of the NAHUAL (Na'-wal: "alter-ego"): # 14

MAP & HANDOUT — 54. TEMPLE RUIN: #0 (Cover of the Art Book) AND the 18.x24 Map

Encounters

1. Mandrill
2. Killer Frog
3. Margay
4. Huge Spider
5. Giant Crayfish
6. Hyenodon (giant hyena)
7. Polyp (large tentacled plant)
8. Puma
9. Giant Hermit Crab
10. Giant Slug
11. Nereid (fey-like water elemental)
12. Werejaguar
13. Carnivorous Plant
14. Amphisbaena (giant two-headed snake)
15. Centaur Mummy