Jan 2 Notes

* It is Move-in day at Castlegate Academy
  + Parents cars, lots of luggage, crying mothers, hugs
  + There are upper classmen acting as guides
    - If you still need a room assignment, you can stop at Stratton Hall
    - Once you get your room assignment, report to your dorm. You can get your keys in the dorm lobby from your Dorm Warden
    - Get your room assignment, keys, and settle in
    - At 10am there is an assembly in Pierce Auditorium
  + Once players get to their rooms, they can meet their roommates.
    - I assume that some of the PCs are rooming together
    - Otherwise, they need to draw a roommate
      * The kid who is uncommunicative and always on his/her computer
      * The super-bubbly, optimistic, school-spirit kid
      * The brooding goth
      * The big, dumb jock
      * Very quiet, shy bookish kid
      * New age, enviro-hippie
      * Super buttoned-up, uptight young republican
      * Redneck hick with a heart of gold
      * Super-popular party boy/girl with all of the romantic contacts
    - Roommates were:
      * (for Karen) Sally – A tall, athletic, red-haired girl with the demeanor of a lovable jock. Her family is somewhat loud, uncouth and embarrassing.
      * (for Jon) Charles – A new age, meditative SoCal native. He is laid-back and sounds like he is stoned (but he isn’t). He runs, meditates and goes on about crystals, energy and karma.
      * Neither plays Swordsphere as far as we know
  + At the assembly:
    - Dr. Dobbs, the Headmaster of Castlegate Academy gives the welcome address
      * It is the beginning of another auspicious year here at Castlegate Academy. I would like to welcome all of the upper classmen back to their home away from home. All of the teachers and administrators are looking forward to another great year. As for you freshmen, I just want to impress upon you how fortunate you are to have this wonderful opportunity. Castlegate is one of the most prestigious schools in the country and our admission standards are among the highest in the nation. Each one of you has unique qualities that got you here. Each of you has potential beyond the ordinary…
    - And now, I am pleased to announce your Junior (senior?) Class President, Arwen Anderson
      * “Wooo hooo, Arwen!!”, “We love you, Arwen!!” shouts out from the stands
      * Thank you, thank you everyone. I am honored to have been given the opportunity to address you today. I thought a long time about what I would say to you, and I remembered what it felt like to be a new student, at a new school for the first time, far from home, away from your friends. It was scary…
* The group used message boards to get together and party up for their first jaunt into Swordsphere.
* They spawned in a starter village under attack by an army of kobolds. This is part of an event for starting characters. The PCs fought some kobolds and saved Nox, the Blue Wizard.
* They then followed a loud amazon, Victoria, to the village walls and fought off the kobold leaders and their Salamander Towers.
  + They observed a mage using Type V magic, but her name is unknown
  + They observed a PC hanging back and ninja looting corpses, but his name is unknown

Jan 9 Notes

* The PCs are in the town of Beginnings
* The battle with the kobolds is over for now and people are heading back to the inn to lick their wounds
  + The inn costs 5 gold and will heal all hit points, wounds, and spell levels
* The inn is full of new players, many of them talking about their experience
  + A character named ColtonP is complaining about the game’s wounds actually causing real pain
  + A wizardess named Selene wants to hear none of it, since she was blasted full in the face with a fireball and then fell 25 feet
  + Nox and Victoria are there chatting with each other and the players, telling war stories\
* A pale, young looking girl named Ahmeia has just arrived and is asking around for her friends Lonzo and Stellara. Neither is here. Someone will tell her that they have already managed to move on from the starter island. She looks crestfallen and sits sadly alone.
* In general, there are four adventure threads in Beginnings:
  + A group of adventurers are looking to travel to Wenradir to liberate it from the kobold menace
    - It is rumored that a lieutenant of the Scaled Queen, a kobold mage named Ashfang, leads the army there
  + Others mention wanting to explore the surrounding woods
  + The folks in town know of a ruin to the east – supposedly a cursed, abandoned temple to the Dark Powers
  + And yes… there are rats in her basement (of her home), and the innkeeper will pay for them to be exterminated (complete)
* Spider Lair
  + Spider Matron – CV 12, Tou 16, HP 40, HCAL 0244, Dg 2d8
    - Call Spiderlings (2-4) CV: 8, Dg: 2d4, one-hit
    - Poison Attack (imbues her attack with extra poison damage 1d6)
    - Web (STR, AGI 14) or be grappled
  + Matron’s Treasure
    - 152 gold
    - Spider Statue (50 gold)
    - 2 gems (25 each)
    - 2 Poison Augments
  + Dead Dwarf
    - 34 gold
    - Starter Great Axe (has 1 Red Up)
    - Starter H armor (AV 3)
  + 2 Mining Nodes here
* Temple
  + Defiled – CV 9, Tou 12, HP 24, HCAL 1111, Dg 2d4+1
  + Imprisonment Chamber
    - Circle with seven cells around the edge
    - Door locks
    - Spikes through floor/ceiling; only safe space is the cells
    - Once in the cells, they slam shut/lock
  + Pool of Blood
    - Chamber with doors on either end, but no way through
    - Floor cannot be seen, covered in thick, red blood?
  + Chamber of Vog Mur – defiler of the innocent
    - Obsidian statue showing the demon carrying away a struggling maiden
    - Hidden compartment with chest at base of statue
      * Cool dagger with Bleed(2) on it
      * 177 gold
      * Unholy symbol (return to the Order for xp)
* Group rested at the inn and talked to other players, Nox, Victoria, Colton and Ahmeia
  + They took Ahmeia into their party
  + Ahmeia’s account is tied to something called the Whittaker Institute
    - If anyone investigates, they will find that this is an institute for advanced medicine, primarily concerned with the treatment of certain rare genetic disorders
    - Ahmeia is a patient, not an employee
* Ultimately, they decided to explore the central mountains and see if they could not get into the ruin that lies at the center
  + They got distracted and agreed to clear the innkeeper’s basement of rats
    - Here, they met a Rat King and several Giant Rats and were nearly defeated

Jan 16 Notes

* Players start their journey to the mountains
  + However, on the way, they will encounter some NPCs – whatever is on the map, or make up a quick encounter if there is nothing
    - During this encounter, the weather will quickly get dark, chilly and Ahmeia, and one or more of the PCs will feel lightheaded – perhaps sick?
    - The NPCs will look around frightened and someone will overhear one of them whisper (to themselves) “The Huntsman has awakened”
      * The NPC won’t elaborate, but instead will hurry off, claiming to want to avoid the rain that is coming
    - A fairy appears, carrying a message from the devs that the servers are coming down for maintenance and players will be auto-camped and should log off
    - It is late anyway and the PCs will want to head to bed
* Club Day!
  + The entire school is in the “Round” for Club Day
  + There are club booths set up everywhere, a DJ from WCGA (the school radio station), various vendors for food, music, clothes, etc.
  + Storylines for Club Day
    - Arwen Anderson and Jorgen Abels (as well as a few others) are at the booth for Student Council
      * During a conversation about Student Council, it will become clear that Arwen is a Swordsphere gamer (a guidebook is visible as she searches for a pamphlet, or a pen)
      * If the game is mentioned, Jorgen will make a snide comment about “Wasting your time and potential on foolish games…”
    - The Robotics Club, and the First Robotics Club hate each other
      * The First Robotics Club is run by Jennifer Jones Winston “Resident Girl Genius” (as professed by her T-shirt)
      * The Robotics Club is headed by Sandeep Goswami
      * The two clubs split two years ago over the “First” Robotics Competition (sponsored by First Corp.), and have never gotten over it
    - The Comp Sci club will go nuts if they know Bracket is at the school
      * Payton White heads up the club, and he is a big fan
        + If engaged, he will come up with the streaming solution for Swordsphere
    - The Tea Club is presenting a Japanese Tea Ceremony to highlight their club
      * Details attached for color
    - Hermann Ness and Yolanda Quinn are playing all comers at the Chess Club booth, up to 6 opponents at once
* Hopefully, someone will express an interest in “The Huntsman”
  + If the engage the forums, or chat rooms, someone will eventually throw out some rumors
    - The Huntsman is a super-powerful, dev-run villain who occasionally runs rampant over the world
    - Someone claims to have fought The Huntsman, and found him immune to damage
    - The Huntsman is the leader of a trio of high-level enemies
    - At some point, someone will throw out a PM to a PC, telling them to try the phrase “Forgotten Granite Temple” – but to beware, there are a few dangerous creatures lurking about and the temple itself creeped them out
* The group went to Club Day and joined various clubs. Nothing too exciting.
  + Bracket met members of the Video Game Club and the CS club
  + Including Payton White, who is trying to help him mod his rig for streaming
* The group failed to get to the dungeon Despair again
* They met the Huntsman and tried to fight him
  + They died of course
* David (jon) went to the Granite Temple
  + Large stone chapel… nothing special there
  + Inside,
    - an open sarcophagus
    - scrawled “The Huntsman Awakens”
    - Hundreds of photos of kids… including one of David’s mother holding a baby from years ago?

Jan 23 Notes

* Ahmeia mails Ted (scott) “What the hell was that?!!?!”
* First Day of Class!
  + Mr. Shainer – Evil math professor, has sort of a Snape thing going. Secretly heads the largest PK guild in Swordsphere as the nefarious Blackstar
    - “Ahhh freshmen, a dense core of ignorance, wrapped in a seething mass of hormones, barely contained by a shell of body odor and acne… How pleasant.”
  + Ms. Tautenbauer – English teacher, super-hot and has a tendency to focus on the sexiest passages/stories
    - “Spread thy close curtain, love-performing night,/ That runaway’s eyes may wink and Romeo/ Leap to these arms, untalk’d of and unseen./ Lovers can see to do their amorous rites/ By their own beauties; or, if love be blind,/ It best agrees with night. Come, civil night,/ Thou sober-suited matron, all in black,/ And learn me how to lose a winning match,/ Play’d for a pair of stainless maidenhoods:/ Hood my unmann’d blood, bating in my cheeks,/ With thy black mantle; till strange love, grown bold,/ Think true love acted simple modesty.”
* I am not 100% sure what their plan is in-game
* If Jon takes the rest of the group to Forgotten Granite Temple
  + Plague Demon – CV 12, Tou 15, HP 52(13), HCAL 4220, Dg 2d6
    - Screech – SPI 12 or 2d4 penetrating to all, also 2/12 chance of calling another demon
    - Smash – Drives wing into ground, giant maggoty worms (2-6) appear from the cracks (1 hit worms, CV 9, latch on and do Bleed on target)
* Liberate the village from the Kobolds!!!
  + If players accompany the raid on this mission, they will meet at a camp near the village
  + The kobolds have the village secured and have repaired the walls, so a frontal assault will be tough
  + The group is deciding on a course of action
    - Frontal Assault – Victoria is all in favor of a full-on charge
    - Scaling the Walls – A couple of people with climb & stealth try to open the gates from inside (Cassandra the “floating” Black Mage wants to do this)
    - Diplomacy – Coulton the wimpy berserker has found a scroll of Serpent Tongue he would like to try to use it to negotiate the freedom of the villagers/town
    - Secret Tunnel – Selene (the wizardess who was blasted on the wall) heard a rumor of a secret tunnel that leads into the town from the nearby wilderness
    - The PCs group ends up with the final say
* The group did their first day of school and met a few of the teachers
* David (Jon) did take the group to the Forgotten Granite Temple, where they saw the resting place of the Huntsman
  + They noticed one of the photos was of a missing person from Boxville Texas
* They also fought a plague demon
  + And unknowingly got his stink on them
  + This appears as a “debuff” in their status window, though no effects can be felt
* They then headed out with the rest of the PCs in Beginnings to free the village from the kobolds
  + Scott went with Selene to check out a rumor of secret tunnels into the village
  + Karen and Cassandra scaled the wall – Karen snuck to open the gate, leave Cassy to battle kobolds
  + Jeff is disguised as a kobold
  + Jon is heading up the frontal assault

Feb 6 Notes

* ***NOTE: I think I am dropping Forgery as a skill because of a lack of things to do with it***
* The battle begins!
  + I think a small kobold battle at the gates to “warm up” will be a good start
  + Main enemy is Ashfang, Minion of the Scaled Queen
    - Ashfang – CV 12, TOU 20, HP 80 (10), HCAL 3333, DG 2d8+1, 8 ups
      * Missile Shield – End of any round in which he is NOT engaged, Ashfang pops a shield that makes him immune to missiles, and any spell effects that require a to-hit. The shield drops at the end of any round where he is engaged.
      * Leap Away – By using an UP, Ashfang can leap up to 10” out of combat without disengaging
      * Sweep – Ashfang can sweep, attacking all adjacent characters at -2 to hit. Anyone hit must save (STR, AGI 18; Acro 12) or be knocked away 6”
      * Spell Caster – Ashfang radiates purple and black magic within 1” and casts type IV, V and VI spells with a skill of 14
        + Ice Bolt – 2d8 damage + Chill (1) and Slow (1)
        + Fire Burst – 2d6 damage, 2” radius, Ignite (3)
        + Wind Storm – 10” storm, save STR 12 or 2x to move, missiles -2 to hit
        + Bondage – STR, WIL 13 or be trapped
        + Brittle Skeleton – summon skellie
        + Dark Cloak -- +2 defenses
  + When the PCs defeat Ashfang and his guards, the kobolds will rout
  + Rewards for this raid
    - 1 xp
    - 300 gp
    - 6 crafting mats of your choice
    - 1 augment (choose Arcane, Fire, or Scaly) or roll 2/12 for Ashfang Augment
    - 2 spell scrolls (from his list)
    - Ashfang’s Spear has impale(3)
* Back at school
  + Coach Stroker (pronounced **strawk** er) – Tells students about the yearly Team Warrior Run (for charity – Whittaker Institute)
  + Dr. Jackson – History/Civics’ most boring professor ever. Talks in a monotone. Regularly puts students to sleep.
* All school stuff this week
  + PCs did Warrior Run in a team of David, Becki, Ted and Sally
  + Bracket “competed” with the video gamers and went for an early disqualification

Feb 20 Notes

* Pirate Cave
* Monsters
  + Brittle Skeleton – CV 9, TOU 8, HP 16(4), HCAL 0000, DG 2d4
    - Bony – ½ damage from slashing, 0 damage from piercing
    - Undead – Can be wounded, but never knocked unconscious
  + Dread Captain – CV 11 (13 def), TOU 12, HP 48 (12), HCAL 1200, DG 2d8, 4 ups
    - Curse – All adjacent enemies are Cursed
    - Free Parry – Gets an additional parry before defenses degrade
    - Undead – Can be wounded, but never knocked unconscious
    - Piercer – Has Pierce (2) on all attacks
  + Imp – CV 8 (12 def), TOU 7, HP 16 (4), HCAL 4444, DG 2d4
  + Rat – CV 7 (10 def), TOU 5, HP 10 (4), HCAL 0000, DG 2d4-1
    - Swarm -- +1 to hit, +1 damage for every adjacent ally
  + Undead Dog – CV 10, TOU 15, HP 30 (8), HCAL 2222, DG 2d6
    - Knockdown – If they hit you in the legs, knockdown (AGI 14)
    - Tear Throat – On a prone enemy, win init, +1 to hit, damage and wound
    - Undead – Can be wounded, but never knocked unconscious
  + Zombie Pirates -- CV 9, TOU 12, HP 24 (6), HCAL 0000 DG 2d6
    - Undead – Can be wounded, but never knocked unconscious
    - Choke – If they hit you in the 1-2 location, they grab on and do 2d4 (Pen) every round until killed
  + Pirate Barracks
    - 4 Zombie Pirates
    - 10 beds
    - Table, chairs, pewter decanter, 4 cups, rum
    - Purse with 84 gold
  + Rum Room
    - 4 Casks of rum
    - Still equipment
    - Rum recipe (rum gives +1 to saves, +3 hit points, can stack, but -1 to hit if you do)
  + Supply Room
    - 12 wood
    - 4 metal
    - 8 cloth
    - 2 chem
  + Cove
    - Wreck of the Scallywag
    - 6 Brittle Skeletons
    - Random digging tools
    - 3 mining nodes (1d4 metal each)
    - Small rowboat and oars
    - Cannon from the Scallywag will fire at the rowboat!!!!
  + Wreck of the Scallywag (Deck)
    - 2 Imps (firing the cannons)
  + Wreck of the Scallywag (Under Deck)
    - 4 Brittle Skeletons
    - Dread Captain
    - Undead Dog
    - Captain’s Treasure
      * 1000 gold
      * Captain’s Hat – turns into an 8 person sailing boat
      * Captain’s Coat – AV 2, +1 WIL, +1 CHA