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 ColtonParkr 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
* 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)