# Past Session Plan

## Waterdeep: Dragon Heist Chapter 01a

Session Goals

* The party should play out downtime
* A next adventure hook is pursued

### Set the Table

1. Rollout the dry erase mat
2. Print everyone's character sheets
3. Put out coasters, minis, handouts
4. Plug in computer
5. Set an alarm for 7pm
6. Open [Messages](https://messages.android.com/)
7. Set up session recording
8. Prep [encounters](https://kobold.club/fight/#/encounter-builder)
9. Review Session plan and edit until comfortable

### Session Beats (7 hrs)

* Start Session Recording
* Session Intro
* Arrival at Waterdeep
* Everyone describes their new items
* Has anyone spent time in Waterdeep before?
* A Friend in Need
  + Tavern brawl
  + Troll and Friends
  + Meeting Volo
* Clean up

### Previously...

You did a bunch of stuff on a floating island. When it crashed into the sea you washed up on the beach. A mysterious elderly halfling woman named Yvonne took you all in to rest.

You each did a bunch of stuff with the downtime.

Finally, a package arrived with your Rockseeker Commission and a note from a man named Volo.

### Notes

## Waterdeep: Dragon Heist Chapter 01b

### Session Goals

* The party should reach the middle of chapter 01 of Waterdeep: Dragon Heist A Friend in Need
* Killigan and Nala should have a scene with their Friendly Face

### Set the Table

1. Rollout the dry erase mat
2. Print everyone's character sheets
3. Put out coasters, minis, handouts
4. Plug in computer
5. Set an alarm for 7pm
6. Open [Messages](https://messages.android.com/)
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9. Review Session plan and edit until comfortable

### Session Beats (7 hrs)

* Start Session Recording
* Session Intro
* Mattrim "Threestrings" Mereg
* A Friend in Need
  + Finding Floon \*(Riley and Naivara head for the Skewered Dragon while Maynard, Nala and Killigan rest at the Yawning Portal)\*
* Yagra Stonefist
* A Friend in Need \*(resumed)\*
  + Zhentarim Hideout
  + The Watch Arrives
  + A Friend in Need \*(bonus)\*
  + Tracking Floon
  + Xanathar Guild Hideout
  + Completing Volo's Quest
* Clean up

### Previously...

Responding to a note from a man named Volo calling for your help, you made your way to The Yawning Portal in Waterdeep. There you recognized a few friendly faces, witnessed a bar brawl and fought back a Troll from Undermountain with Durnan. All before finally meeting Volo and learning that he needs capable adventurers like yourselves to help find a friend of his.

“My friend's name is Floon Blagmaar. He's got more beauty than brains, and I worry he took a bad way home a couple nights ago and was kidnapped or worse. If you agree to track him down with all due haste, I can offer you ten dragons apiece now, and I can give you each ten times that when you find Floon. May I prevail upon you in my hour of need?"

### Notes

* Riley and Naivara head for the Skewered Dragon
* Maynard, Nala and Killigan stay at the Yawning Portal, but Maynard secretly tails the others instead

## Waterdeep: Dragon Heist Chapter 01c

### Session Goals

The party should reach the end of chapter 01 of Waterdeep: Dragon Heist A Friend in Need

Naivara should have a scene with her Friendly Face

### Set the Table

1. Rollout the dry erase mat
2. Print everyone's character sheets
3. Put out coasters, minis, handouts
4. Plug in computer
5. Set an alarm for 7pm
6. Open [Messages](https://messages.android.com/)
7. Set up session recording
8. Prep [encounters](https://kobold.club/fight/#/encounter-builder)
9. Review Session plan and edit until comfortable

### Session Beats (7 hrs)

* Start Session Recording
* Session Intro
* A Friend in Need \*(resumed)\*
  + Zhentarim Hideout
  + The Watch Arrives
  + Tracking Floon
  + Xanathar Guild Hideout
  + Completing Volo's Quest
* Naivara's Friendly Face \*(Jalester)\*
* Clean up

### Previously...

At the behest of the world-renowned writer, Volothamp Geddarm, you have been searching the city of Waterdeep for Floon Blagmaar, a friend of Volo's who has gone missing. Your search for Floon led you to the last place that Volo saw him, a skeevy bar in the Dock Ward called the Skewered Dragon.

On your way to the Skewered Dragon, you encountered the aftermath of a battle in the ongoing turf war between members the Zentarim and Xanathar's Guild and came across the Old Xoblob Shop, a curiosities shop operated by a strange purple-clad gnome.

Later, at the Skewered Dragon and after beating a dwarven local named Solomil Silverfingers at a game of Sava. You learned that on the night of Floon's disappearance, not long after Volo departed the Skewered Dragon, a drunken Floon was joined by another acquaintance, Lord Renaer Neverember. Later in the night, the two left together, but thugs jumped both Floon and Renaer.

Solomil recognized the thugs as Zhent's who operate out of a ramshackle two-story warehouse not far away on Castle Lane.

You reconvened your group however Nala seemed to have wandered off. The rest of you headed for the warehouse. Investigating it led to a fight with some Kenku who apparently had killed the Zhent thugs that you were tracking. With the Kenku dead, silence fell over the warehouse. From under the stairs you begun to hear an urgent knocking and a muffled voice calling out.

### Notes

Nala is missing... assumed to be wandering the city.

The Season is Fall = Jarlaxle villian

##### Naivara's Wild Magic

* Roll [1d4](https://rollthedice.online/en/dice/1d4) with every spell cast.
* On a 1 roll [1d100](https://rollthedice.online/en/dice/1d100) on [Wild Magic Surge Table](https://www.reddit.com/r/UnearthedArcana/comments/67qei9/a_true_1d100_wild_magic_surge_table/)

## Waterdeep: Dragon Heist Chapter 02a

### Session Goals

* See and move into Trollskull Manor
* Get to know the neighbors
* Start Renovating Trollskull Manor and dealing with Lif

### Set the Table

1. Rollout the dry erase mat
2. Print everyone's character sheets
3. Put out coasters, minis, handouts
4. Plug in computer
5. Set an alarm for 7pm
6. Open [Messages](https://messages.android.com/)
7. Set up session recording
8. Prep [encounters](https://kobold.club/fight/#/encounter-builder)
9. Review Session plan and edit until comfortable

### Session Beats (7 hrs)

* Start Session Recording
* Session Intro
* Get to know Trollskull Alley
  + Trollskull Manor Described
  + Steel and Wood Quest
  + Paper Problems Quest
* The Haunting at Trollskull Manor - Act I: New Blood
* Random City Encounter
* What does everyone want to do next time?
* (Stretch) Joining a faction
  + Lord’s Alliance– Jalester and Riley
  + Harpers – Threestrings and Killigan / Maynard
  + Emerald Enclave – Talking Cat and the group
  + Zhentarim – Davil and Naivara
* Clean up

### Notes

Describe the [Weather](https://donjon.bin.sh/d20/weather/). The season is Fall (Jarlaxle).

##### Naivara's Wild Magic

* Roll [1d4](https://rollthedice.online/en/dice/1d4) with every spell cast.
* On a 1 roll [1d100](https://rollthedice.online/en/dice/1d100) on [Wild Magic Surge Table](https://www.reddit.com/r/UnearthedArcana/comments/67qei9/a_true_1d100_wild_magic_surge_table/)

### Previously...

*In the city of Waterdeep, Volothamp Geddarm asked you to find his missing friend Floon Blagmaar. Over the course of searching for Floon you have learned that The Xanathar Guild and the Zhentarim are in open and deadly feud across the city, mainly in the Dock Wards.*

*You also learned that Floon and a friend of his, Raener Neverember, were kidnapped by the Zhentarim. Raener believes both groups seek out a huge sum of "Dragons" that his father Dagult embezzled from the Waterdeep coffers. An artifact known as the Stone of Galorr lies at the center of the feud.*

*After saving both Raener and Floon. You returned to The Yawning Portal to meet Volo who, while grateful that you returned his friend Floon, could not produce the 100 gold each that he promised you. Instead he signed over the deed to a house in the North Ward called Trollskull Manor.*

### Now…

*It is now the next morning. Volo met you in the Tavern room of the Yawning Portal prepared to show you Trollskull Manor and hand over the keys.*

*As you step foot into the street you are struck by the bite of cold in the air. Acclimated to the stove-warmed air of the tavern the chillness outside momentarily creates a tightness in your chest. As you set off following Volo, that tightness quickly subsides and the clear brisk air feels like a pleasant splash of cold water on your face. You feel alert and ready to face whatever the day has in store for you.*

Pause here for player dialog and interaction as the characters walk through the streets of Waterdeep. If it seems appropriate you might roll on the random encounters tables for the Docks, Trades or North Wards.

*It takes a few hours but you now walk down Trollskull Alley with Volo. The chill on the air has turned more bitter and a strong wind has developed. The wind howls as it whips between various well-kept homes and buildings some showing shop fronts with colorful names like “The Bent Nail”, “Corellon’s Crown”, “Steam and Steel” and “Book Wyrm’s Treasures”.*

*As you make your way to the end of the narrow cobblestone street, Volo begins to nervously work to lower your expectations…*

*"Now… I uh told you it is a bit of a fixer-upper but with a little work I'm sure you can uh restore her to glory. Perhaps even re-open her taproom doors and turn a profit eventually.”*

## Waterdeep: Dragon Heist Chapter 02b

### Location Goal Obstacle

Location: Trollskull Manor

Goal: Start renovating the Manor

Obstacle: It’s haunted by Esther Greybrow

### Set the Table

1. Rollout the dry erase mat
2. Print everyone's character sheets
3. Put out coasters, minis, handouts
4. Plug in computer
5. Set an alarm for 7pm
6. Open [Messages](https://messages.android.com/)
7. Set up session recording
8. Prep [encounters](https://kobold.club/fight/#/encounter-builder)
9. Review Session plan and edit until comfortable

### Session Beats (7 hrs)

* Start Session Recording
* Session Intro
* The Haunting at Trollskull Manor
* Clean up

### Notes

* Describe the [Weather](https://donjon.bin.sh/d20/weather/). The season is Fall (Jarlaxle).
* Naivara's Wild Magic
  + Roll [1d4](https://rollthedice.online/en/dice/1d4) with every spell cast.
  + On a 1 roll [1d100](https://rollthedice.online/en/dice/1d100) on [Wild Magic Surge Table](https://www.reddit.com/r/UnearthedArcana/comments/67qei9/a_true_1d100_wild_magic_surge_table/)

### Previously...

*In the city of Waterdeep, Volothamp Geddarm gave you a house. Trollskull Manor. It was payment in return for finding Floon Blagmaar.*

*Floon was taken by the Zhentarim when they kidnapped Raener Neverember, son of Dagult the disgraced former Open Lord. Raener believes both groups seek out a huge sum of "dragons" that his father Dagult, the former Open Lord, embezzled from the Waterdeep coffers then hid somewhere in the city. He thinks an artifact known as the Stone of Galorr lies at the center of a bloody and open feud between the Zhentarim and the Xanathar Guild. Though he does not know why.*

*On a chilly and very windy morning, Volo took you through Trollskull Manor and handed over the keys. The manor needs a lot of renovation and apparently is home to a poltergeist. Lif the tavern room’s former bartender.*

*Later that morning you met some of your new neighbors. Tally of The Bent Nail seems to be a good resource for woodwork. He is going to work on Nala’s club.*

*There seems to be some conflict between Fala of Corellon’s Crown and Rishaal of Book Wyrm’s Treasures.*

*You haven’t yet visited the other neighboring businesses Steam and Steel nor Tiger’s Eye.*

### Now…

*We pick up now where we left off… As the sun sinks below the horizon and streetlights begin twinkle to life, you seemed to have arrived at a kind of truce with the volatile poltergeist Lif and Killigan hangs the manor’s namesake troll skull behind the bar.*

*Heroes of Phandalin, Restorer’s of the Weave… What do you want to do?*

::Pause for player interaction::

As they wrap up but before they leave the house read the following.

*Suddenly, the windows and doors fly open and the cold wind invades the manor! It’s almost as if the manor itself has taken a deep breath in. Then just as sudden everything slams shut.*

::Pause for player interaction as they realize they are locked inside::

## Waterdeep: Dragon Heist Chapter 02c

### Location Goal Obstacle

Location: Trollskull Manor

Goal: Start renovating the Manor

Obstacle: It’s haunted by Esther Greybrow

### Set the Table

1. Rollout the dry erase mat
2. Put out coasters, minis, handouts
3. Plug in computer
4. Set an alarm for 7pm
5. Open [Messages](https://messages.android.com/)
6. Set up session recording
7. Prep [encounters](https://kobold.club/fight/#/encounter-builder)
8. Review Session plan and edit until comfortable

### Session Beats (7 hrs)

* Start Session Recording
* Session Intro
* The Haunting at Trollskull Manor
* Clean up

### Notes

* Describe the [Weather](https://donjon.bin.sh/d20/weather/). The season is Fall (Jarlaxle).
* Naivara's Wild Magic
  + Roll [1d4](https://rollthedice.online/en/dice/1d4) with every spell cast.
  + On a 1 roll [1d100](https://rollthedice.online/en/dice/1d100) on [Wild Magic Surge Table](https://www.reddit.com/r/UnearthedArcana/comments/67qei9/a_true_1d100_wild_magic_surge_table/)

### Previously...

*In the city of Waterdeep, Volothamp Geddarm gave you a house. Trollskull Manor. It was payment in return for finding Floon Blagmaar.*

*Floon was taken by the Zhentarim when they kidnapped Raener Neverember, son of Dagult the disgraced former Open Lord. Raener believes both groups seek out a huge sum of "dragons" that his father Dagult, the former Open Lord, embezzled from the Waterdeep coffers then hid somewhere in the city. He thinks an artifact known as the Stone of Galorr lies at the center of a bloody and open feud between the Zhentarim and the Xanathar Guild. Though he does not know why.*

*On a chilly and very windy morning, Volo took you through Trollskull Manor and handed over the keys. The manor needs a lot of renovation and apparently is home to a poltergeist. Lif the tavern room’s former bartender.*

*Later that morning you met some of your new neighbors. Tally of The Bent Nail seems to be a good resource for woodwork. He is going to work on Nala’s club.*

*There seems to be some conflict between Fala of Corellon’s Crown and Rishaal of Book Wyrm’s Treasures. There’s a strange private eye named Victor Trench operating out of the Tiger’s Eye.*

*You haven’t yet visited the other neighboring business Steam and Steel.*

*We pick up now where we left off… As the sun sunk below the horizon and streetlights begin twinkle to life, you seemed to have arrived at a kind of truce with the volatile poltergeist Lif and Killigan hung the manor’s namesake troll skull behind the bar.*

*Suddenly, the windows and doors flew open and the cold wind invaded the manor! Almost as if the manor itself has taken a deep breath in. Then just as sudden everything slammed shut.*

*A group of three ghosts, children who inhabited the manor as orphans, appeared and ran off throughout the manor. Chasing them is the spectral form of Esther Greybrow the evil former orphanage runner who you have surmised seemed to have had a habit of eating children.*

### Now…

*The fight is on! Heroes of Phandalin, Restorer’s of the Weave… can you defeat Esther and save the ghost children from her grasp?*

## Waterdeep: Dragon Heist Chapter 02d

### Location Goal Obstacle

Location: Trollskull Manor

Goal: Start the Trollskull manor machine, cultivate intel about personal goals and pursue one of them

Obstruction: The Trollskull isn’t open and thriving

### Set the Table

1. Rollout the dry erase mat
2. Put out coasters, minis, handouts
3. Plug in computer
4. Set an alarm for 7pm
5. Open [Messages](https://messages.android.com/)
6. Set up session recording
7. Prep [encounters](https://kobold.club/fight/#/encounter-builder)
8. Review Session plan and edit until comfortable

### Notes

* Describe the [Weather](https://donjon.bin.sh/d20/weather/). The season is Fall (Jarlaxle).
* Naivara's Wild Magic
  + Roll [1d4](https://rollthedice.online/en/dice/1d4) with every spell cast.
  + On a 1 roll [1d100](https://rollthedice.online/en/dice/1d100) on [Wild Magic Surge Table](https://www.reddit.com/r/UnearthedArcana/comments/67qei9/a_true_1d100_wild_magic_surge_table/)

### Session Beats (7 hrs)

* Start Session Recording
* Session Intro
* Wrap up the party with the neighbors
  + Move Paper Problem’s forward
    - Fala and Rishaal talk it out
    - Rishaal asks the party to help him re-source scroll paper
  + Tally leaves
  + Avi and Embric arrive
    - bring [Sending Stones](https://www.dndbeyond.com/magic-items/sending-stones) so the party can check in with the Manor while they are gone.
    - Resolve Steel and Wool
      * The party tells Avi and Embric about Tally’s reasons for being cold
* First month running The Trollskull
  + Riley
    - Adventure Hook – Old Dad and the Sea
    - Brewing beer
      * Describe your assistant
      * Make a check to determine the quality and quantity of this month’s brew
  + Naivara
    - Adventure Hook – Zardoz and the Soul Miners
    - Managing the Intel network
      * Describe your assistant
      * Make a check to determine a lead related to the Dragon Heist
  + Nala
    - Adventure Hook – Bad Druids!
    - Building the yard
      * Describe your assistant
      * Make a ceck to determine whether your garden flourishes
  + Killigan
    - Booking entertainers
      * Describe your assistant
      * Book 4 acts.
      * Make a check to determine the quality of acts you’re able to book
      * You can step in to assist one of the 4 acts.
  + Maynard
    - Sending people on quests
      * Describe your assistant
      * Create 1-3 quests to post
      * DM Assigns a skill check to each quest
      * Choose a low-level adventuring group for each quest
      * Make a check to determine the result of the quest
  + Earning money is determined a month later
    - See Options for Trollskull Manor Ch1. Earning Money
* Everyone gets a quest hook to their backstory
  + Naivara – The captain of the ??? ship might know something about the Soul Miners.
  + Nala – There are rumors that a mysterious and dark druid circle has
  + Riley –
  + Maynard – Rumor has it that Skaug Island has recently been reopened.
* Set off for a new adventure
* Clean up

### Previously...

*In the city of Waterdeep, Volothamp Geddarm gave you a house. Trollskull Manor. It was payment in return for finding Floon Blagmaar.*

*The manor was in bad shape though and haunted! The malevolent spirit of Esther Greybrow an owner of the Manor from the distant past who used it as an orphanage attacked you. You defeated Esther and freed the souls of the orphan’s that she had preyed on.*

*With the evil spirits gone, the ghost bartender returned, you hung the manor’s namesake troll skull behind the bar, then got to the business of planning the reopening the tavern of Trollskull Manor.*

*You want Trollskull to be a place for new adventures to socialize and find work. You want the tavern to be a hub for information gathering. You want to brew ales, entertain patrons and maybe make a profit!*

*But the need for adventure calls to you as well. There are so many unanswered questions!*

*Why does Maynard have memories of the Skaug Collective? Why was the ancient advanced magics of Spellgard so easy for him to manipulate?*

*In the distant land of Cormyr, Riley’s father was presumed dead after going off to fight the undead war and never returning. However, the words of The Oracle planted a seed of doubt. Could her father be alive?*

*Weighting heavy on Naivara’s shoulders is the strange disappearance of her sister from their home in the underdark. The Soul Miners an ancient cult of humans that stole drow children seems to be responsible. But the trail’s gone cold it seems.*

*With the help of her friend Yagra Stonefist, an affiliate of the Zhentrim. Nala escaped from the circle of druids that raised her. Was that it really it? Would these druids really just move on from the ritual they planned her to be a part of? Dragonborn eggs are not easy to find.*

*Finally, if that weren’t enough there is still the matter of the huge sum of gold (or Dragons) that had been embezzled then hidden somewhere within the city.*

*There is much for the Hero’s of Phandalin to do it seems. But no matter what you choose to do next you can be sure it will make it into a well-sung song by the world-renowned bard, Killigan Magillicutty.*

### Now…

*We pick up now where we left off… in the tavern room of Trollskull Manor. It’s the night of the soft opening and you’ve invited the neighbors over to help you celebrate.*

*As a light wind blows through the dry leafless and brown foliage of the Manor’s yard the nearby streetlights cast eerie shadows against the manor. A flash of lightning followed by a low and quiet rumble of thunder indicates a distant thunderstorm.*

*In the tavern everyone seems to be enjoying Riley’s first run of ale. The sound of chatter fills the room along with the scent of stew and bread emanating from the kitchen where Lif works invisibly in between pouring drinks at the bar.*

*Vincent Trench, the strange private investigator showed up briefly then left awkwardly. Avi and Embric of the Steam and Steel have yet to join you, but the night is still young.*

*Maybe the ale is just the social lubricant needed to ease some of the tensions among the neighborhood or maybe it’s the removal of the evil spirits from the Manor that the alley takes its name from.*

*Fala of the Corellon’s Crown and Rishaal the Page-Turner of Book Wyrm’s Treasures seem to have reached a tentative truce, for now.*

*You’ve learned that the cold demeanor of the Bent Nail’s Tally Fellbranch toward Avi and Embric stems not from a disapproval of their relationship but from a lost love in his past.*

*As everyone chats the evening continues. Heroes of Phandalin, Restorer’s of the Weave… what would you like to do?*

## Waterdeep: Dragon Heist Chapter 02e

### Location Goal Obstacle

**Location:** Waterdeep

**Goal:** Find out what Zardoz Zord knows about the Soul Miners

**Obstruction:** The crew of the Sea Maiden’s Faire and Zardoz’s motives.

### Set the Table

1. Rollout the dry erase mat
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6. Set up session recording
7. Prep [encounters](https://kobold.club/fight/#/encounter-builder)
8. Review Session plan and edit until comfortable

### Notes

* Describe the [Weather](https://donjon.bin.sh/d20/weather/). The season is Fall (Jarlaxle).
* Naivara's Wild Magic
  + Roll [1d4](https://rollthedice.online/en/dice/1d4) with every spell cast.
  + On a 1 roll [1d100](https://rollthedice.online/en/dice/1d100) on [Wild Magic Surge Table](https://www.reddit.com/r/UnearthedArcana/comments/67qei9/a_true_1d100_wild_magic_surge_table/)
* Waterdeep Random Encounters
  + North Ward – Traffic Warden
  + Castle Ward - Guide
  + Docks Ward - Gridlock

### Session Beats (4 hrs)

* Start Session Recording
* Session Intro
* Encounter on the Decks of the Heartbreaker or the Hellraiser
* Chapter 7: Maestro’s Fall
* Quest Hook: Zardoz and The Soul Miners
* Clean up

### Previously...

*In the city of Waterdeep, you’ve established a tavern at Trollskull Manor. After a long month of non-adventuring you’ve all gotten a sense of cabin fever.*

### Now…

*You have decided to investigate a lead from Jalester Silvermane about the whereabouts of Naivara’s sister.*

*The Sea Maiden’s Faire is a carnival that travels up and down the Sword Coast. Apparently, it’s leader, a man named Zardoz Zord, sparked recognition at the name Laidon during an unrelated conversation with Jalester.*

*You’ve learned from Jalester that Zardoz covets a meeting with the Open Lord of Waterdeep, Laeral likely to petition the inclusion of Luskan in the Lord’s Alliance.*

*Zardoz is not yet aware that Laeral will meet him in three days at her family crypt in the City of the Dead. You can likely use this knowledge to barter with the man for details about Naivara’s family.*

### Encounter on the Decks of the Heartbreaker

* 2 Teams consisting of
  + Half the party
  + A ship captain
  + 5 max crew members each with 1d4 lost crew members rejoining each round.
* Win by gathering both flags at the top of the center mast and holding the top platform for 5 rounds (30 sec)
* Each time the platform is lost the hold time necessary goes down by 1 round.
* Leaving the outside deck disqualifies a player for 1 round.
* A meeting with Zord Zardoz depends on the whole party participating.
* The winning side gets a random uncommon magic item each. [Random Uncommon Magical Item](https://donjon.bin.sh/5e/random/#type=magic_item;magic_item-rarity=uncommon)