The Story of Current

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# To Do List

### Prep ToDo’s

1. Generate

# Quick Notepad

##### Waterdeep Rumors

See the table in the Waterdeep Encounters add-on

##### Weather

Roll on the table in Waterdeep Encounters add-on

# Current Session Plan

## The Story of Current : S1E1

### Session Goals

* Introduce the NPCs
* Run combat
* End on a cliffhanger

### Session Beats (2 hrs)

* The Noble gives Current gold
* “Orc and a Pie” She runs into but does not follow the kid into the alley
* On the High Road she knocks over a crate of oranges and has to flee through a crowd around a game of Silver Melee taking place between the North and Sea Wards.
* Gladelch the priest who runs the orphanage at the Chapel of the Divine Right asked her to deliver a letter of adoption papers to Brandon a Griffon Rider who is stationed at the top of Mount Waterdeep.

### Next Time

* Roll for weather
* Recap last time
* Pass the House of Inspired Hand on the way to deliver the papers. See 5 [Acolytes](https://www.dndbeyond.com/monsters/acolyte) ([descriptions](https://donjon.bin.sh/5e/random/#type=npc;npc-order=divine)) unloading a huge crate. Something inside thumps and rages.
* Run a combat encounter on the way to The Griffon. [2 thugs](https://www.dndbeyond.com/monsters/thug) confront Current saying “Camay’s lookin for her and she best come along quietly”.
  + Use this for [descriptions](https://donjon.bin.sh/5e/random/#type=npc;npc-order=martial)
  + One of them has a weasel on his shoulder
  + Use the Alleyway cards to make a map
  + Give a ring of Find Familiar as a reward
* While delivering the papers she learns of a “Haywire Experiment” An accident caused the release of a dreadful creation from the House of Inspired Hands.
* Start “Unholy Invitation” Waterdeep Encounter

# Quests

## Help the Orphanage

Glatelch would like you to deliver a letter to Brandon, one of the Griffon Riders posted at Arie Peak. The rider and his wife had expressed interest in adopting one of the orphans currently under Glatelch’s care, a tiefling boy named Skamos. The letter includes guidelines, rules and forms related to starting that process.

Glatelch usually likes to deliver such messages in person as a step to help him gage the likeliness that the family will provide a good home for a child. However, there is a common flu going around amongst the kids in the orphanage that he is busy combatting it.

# 

# Locations

## The Chapel of the Divine Right

*Shrine to Siamorphe*. A chapel that is part of the [Assumbar](http://www.oakthorne.net/wiki/index.php/House_Assumbar) villa, but open to the public, it mostly sees other nobles as its reverents.

*A two-story structure whose street-facing section boasts a grand shrine-chamber two full stories in height. The second floor holds a choir loft that opens on the shrine, as well as a set of apartments for the shrine's main attendant. At current these opulent apartments are given over to Areen.*

*The back half of the shrine's first floor was dedicated to storage and meditation spaces for years but about 10 years ago it was converted to an orphanage.*

While the wealth and patronage of the Chapel’s noble reverents means the orphanage here is well-funded relative to other similar establishments in Waterdeep that just means Glatelch, the priest running it can consistently provide for the basic needs of the children who call it home. Glatelch needs to find creative means to fund any additional services.

## Cassalanter Villa

*Cassalanter Villa's stark white walls and gleaming crimson roof and turrets stand out even among the other opulent estates of the Sea Ward. A three-story mansion lies in the midst of picturesque green gardens dappled with hedges and water features. The estate is surrounded by a tall white brick wall, with a single wrought-iron gate as an entrance. The Cassalanter family crest-a green Y overlapping a stylized goose being fed-is emblazoned on the gate, and armored guards stand at attention on either side.*

Cassalanter Villa is an extravagant manse with dozens of lavish chambers for the masters of the house and their guests-but its splendor belies the terrible secret it holds. The temple of Siamorphe that once lay beneath the estate has been desecrated by Victoro and Ammalia's devil-worship. Now, this great chapel is dedicated to the Lord of the Nine Hells.

# Non-Player Characters

## Camay

Camay runs a carpentry shop specializing in ornate furniture for a noble clientele. The shop is successful in it's own right but it really serves as a front for her mercenary activities. She has a small team working for her both in the shop and as mercenaries.

She is very protective of and generally honest with her people telling them *"We have to take care of each other, because no one else is going to do it."* She has a witty sense of humor and makes constant jokes.

However, she is also quite hot tempered with just about anyone else and intolerant of any faiths, openly condemning the worship of gods. When she is riled up it shows through a nervous eye twitch. Once he starts drinking, it's hard for her to stop.

She is exceptionally beautiful, with golden hair and hazel eyes. She wears studded leather and wields a longsword as a two-handed weapon. What her small frame lacks in physical strength it makes up in hardiness and grit. The scars that line her face seem to add more to her beauty than they detract.

She is a demon who is compelled to serve the Yellow Spider until she has secured a \*\*specific object or sum of money\*\*. Camay's evil bond to the Yellow Spider are secret to all including her team. Until the goals that the Yellow Spider set for Camay are complete, she is trapped in this service.

Goals

Camay wants to be released of her bond to the Yellow Spider and return to the Nine Hells. That will only happen if she can secure a \*\*specific object or sum of money\*\*.

The object of Camay's goal is vaguely stated to allow you to place her as a foil in any adventure you might be running. For example if you are planning to run *Waterdeep - Dragon Heist*, Camay may need to secure the *Stone of Golorr* or perhaps even the *dragonstaff of Ahghairon*.

### Assets

She has her workshop; her skills as a fighter and a carpenter; She has her team working for her both in the shop and as mercenaries; while reluctant to call upon it she does have access to the Yellow Spider's resources; she has her Demonic Boon

### Plans

Camay generally works to find ways to compromise local nobles and turn them into, generally unwitting, agents of the Yellow Spider. Her plan is to use her existing agents to turn the party in this way toward securing for her the \*\*specific object or sum of money\*\* that will release her from serving the Yellow Spider.

GAME STATISTICS

[Camay Stats](https://www.dndbeyond.com/monsters/215421-camay)

## Glatelch

The dwarf Glatelch oversees the orphanage at the \*\*Temple to ???\*\* in Waterdeep.

Glatelch is strong as an ox with powerful forearms and brawny shoulders. He blames his stout frame for his clumsiness.

He is strangely fey in appearance, with large brown eyes, silver hair and beard and a slight mint green hue to his skin. He wears fine robes and an amulet of luminous crystal.

Glatelch compulsively chants nonsense. He’s honest and at times irritable. He’s a hopeless romantic, always searching for that 'special someone'.

At some point in the past the orphanage was cheated out of a large sum of gold. Glatelch believes that the culprits are connected to Xanathar’s Guild. He values fairness and wants the wrong to be righted.

GAME STATISTICS

Glatelch is a dwarf Priest.

Saeth Cromley

Saeth Cromley is a retired sergeant of the City Watch, a likable fellow with a sharp, sarcastic wit. He occasionally comes out of retirement at the request of Barnibus Blastwind, and he assists the mage in investigating unusual crimes in the city. Cromley helps Barnibus relate to the common folk and he is good at coaxing information out of them. Though Cromley was once a strict proponent of Watch regulations and dress codes, he has grown a bit lax in both matters now that he's officially retired.

GAME STATISTICS

Saeth Cromley is an Illuskan human veteran with these changes:

• Saeth is lawful good.

• He has a Charisma of 14 and Intimidation +4.

He speaks Common.

## Victoro Cassalanter

The lord of House Cassalanter is a devilishly handsome half-elf who likes coin and power. Victoro is well schooled, suave, slow to anger, and blessed with good health, long life, and immunity to disease. He dresses in the latest fashions and walks with a ruby-tipped cane, though not because he needs to. This cane has the magical properties of a ***rod of rulership.***

Most Waterdavians know him as a successful banker, philanthropist, and worshiper of Lathander. Some of his business profits go toward feeding and sheltering the poor. But behind his veneer of generosity, Victoro is a self-serving beast.

Victoro is a priest of Asmodeus, though his devotion to the Lord of the Nine Hells is a secret known only to his wife and his closest friends. He and his wife gained their wealth and power by cutting a deal with Asmodeus - which involved trading away the souls of their three children.

The soul of Victoro's eldest son, Osvaldo is forever lost and can't be saved. To allay his guilt. Victoro has forged a plan to win back the souls of his young twins, Terenzio and Elzerina. Under the terms of the contract their souls will be forfeit on their ninth birthdays, and that day is fast approaching. But Victoro can buy his way out of the obligation by providing, as the contract states, "one shy of a million gold coins and the sacrifice of one shy of a hundred unfortunate souls."

### Cassalanter Lore

A successful DC 15 Intelligence (History) check reveals the following information about Cassalanter Villa and its inhabitants:

• The Cassalanters fell on hard times a few years back, but they have since reversed their fortunes and restored their lucrative banking and money-lending business.

• Victoro and Ammalia's eldest son disappeared three years ago when the family was on the verge of bankruptcy. They have two surviving children, young twins named Terenzio and Elzerina.

• Lord Victoro Cassalanter is the only living heir of the late Caladorn Cassalanter, a former Masked Lord and a hero of the North.

• Over the years, the Cassalanters have founded a number of philanthropic societies and made generous donations to temples dedicated to good-aligned deities. They are known to worship Siamorphe, a demigod whose ethos is the nobility's right and responsibility to rule.

# Appendix

## Rumors

|  |  |
| --- | --- |
| [1d6](https://rollthedice.online/en/dice/1d6) | Rumor |
| 1 | ??? |
| 2 | ??? |
| 3 | ??? |
| 4 | ??? |
| 5 | ??? |
| 6 | ??? |

## Reference Links

### Our stuff

[Our shared folder](http://bit.ly/2h3a8rA)

[My Homebrewery Content](http://homebrewery.naturalcrit.com/user/jonian)

[DndBeyond](https://www.dndbeyond.com/campaigns/58611)

### Character Sheets

[Killigan](https://www.dndbeyond.com/profile/SUPERBARD/characters/949622)

[Maynard](https://www.dndbeyond.com/profile/TimmyJLunsford/characters/949068)

[Naivara](https://www.dndbeyond.com/profile/EnnaBlu/characters/942762)

[Nala](https://www.dndbeyond.com/profile/Edith123/characters/970744)

[Riley](https://www.dndbeyond.com/profile/Andrea123/characters/970728)

### Maps

[Faerun Map](https://loremaps.azurewebsites.net/Maps/Faerun)

[Sword Coast](http://media.wizards.com/2015/images/dnd/resources/Sword-Coast-Map_HighRes.jpg)

[Waterdeep](https://www.aidedd.org/atlas/index.php?map=W&l=1)

[Cormyr Map](https://www.realmshelps.net/faerun/pix/Cormyr_-_1479_DR_bg.jpg)

### donjon

[Inn Descriptions by social class](https://donjon.bin.sh/fantasy/inn/)

[NPCs](https://donjon.bin.sh/5e/random/#type=npc)

[Commoner NPCs](https://donjon.bin.sh/5e/random/#type=npc;npc-order=common)

[Names](https://donjon.bin.sh/fantasy/name/)

[Magic Shops](https://donjon.bin.sh/5e/magic/shop.html)

[Rumors](https://donjon.bin.sh/fantasy/inn/)

[Weather](https://donjon.bin.sh/d20/weather/)

### Fantasy Name Generator

[Fantasy Name Generator](https://www.fantasynamegenerators.com)

[D&D Names](https://www.fantasynamegenerators.com/dungeons-and-dragons.php)

[Taverns](https://www.fantasynamegenerators.com/tavern-descriptions.php)

### Handouts

[Friendly Faces](http://media.wizards.com/2018/dnd/dragon/21/DRA21_WDH_Preview_ff.pdf)

### Other

[Lorem Ipsum Generator](https://www.lipsum.com/feed/html)

[Roll the Dice (1d100 by default)](https://rollthedice.online/en/dice/1d100)

## Running Combat

[Encounter Builder](https://kobold.club/fight/#/encounter-builder)

[Party Data](https://kobold.club/fight/#/players/edit)

Maynard +4 45 / 45

Killigan +5 32 / 32

Naivara +1 38 / 38

Riley +2 22 / 22

Nala +0 41 / 41

## Treasure and items

### Random Treasure

|  |  |
| --- | --- |
| [1d6](https://rollthedice.online/en/dice/1d6) | Item |
| 1 | A Treasure Horde based on CR: [1](https://donjon.bin.sh/5e/random/#type=treasure;treasure-cr=1;treasure-loot_type=treasure_hoard) [2](https://donjon.bin.sh/5e/random/#type=treasure;treasure-cr=2;treasure-loot_type=treasure_hoard) [3](https://donjon.bin.sh/5e/random/#type=treasure;treasure-cr=3;treasure-loot_type=treasure_hoard) [4](https://donjon.bin.sh/5e/random/#type=treasure;treasure-cr=4;treasure-loot_type=treasure_hoard) [5](https://donjon.bin.sh/5e/random/#type=treasure;treasure-cr=5;treasure-loot_type=treasure_hoard) [6](https://donjon.bin.sh/5e/random/#type=treasure;treasure-cr=6;treasure-loot_type=treasure_hoard) [7](https://donjon.bin.sh/5e/random/#type=treasure;treasure-cr=7;treasure-loot_type=treasure_hoard) |
| 2 | [Random Common Magical Item](https://donjon.bin.sh/5e/random/#type=magic_item;magic_item-rarity=common) |
| 3 | [Random Uncommon Magical Item](https://donjon.bin.sh/5e/random/#type=magic_item;magic_item-rarity=uncommon) |
| 4 | [Random Rare Magical Item](https://donjon.bin.sh/5e/random/#type=magic_item;magic_item-rarity=rare) |
| 5 | [Random Very Rare Magical Item](https://donjon.bin.sh/5e/random/#type=magic_item;magic_item-rarity=very_rare) |
| 6 | [Random Legendary Magical Item](https://donjon.bin.sh/5e/random/#type=magic_item;magic_item-rarity=legendary) |

### Trinkets

[d100 Common Trinkets](https://dnd5e.fandom.com/wiki/Trinkets)

[d100 Minor Magic Items](https://www.reddit.com/r/d100/comments/6zwwp1/d100_minor_magic_items/)

### Shops

[Expanded Catalog](https://drive.google.com/file/d/1V_udNPxlTk_ufSyLsZ4caIO5LqFmE5LO/view)

# Past Session Plan