Rebuilding Mannheim

I am playing three characters: Elera the 8th level wood elf gloomstalker ranger, Casey the 5th level human arcane trickster rouge, and Léofdæg the 7th level human fighter.

ChatDM summaries

Part 01

In the bustling city of Mannheim, part of the larger Elderwood region, the adventure unfolds amidst the backdrop of a town striving to rebuild after the devastating Devil's War. The atmosphere in Mannheim is one of cautious optimism, with the townsfolk and city leaders alike working hard to restore a semblance of normalcy.

The weather in Mannheim has been particularly harsh lately, with cold winds sweeping down from the north, hinting at an early and severe winter. The streets, lined with buildings both old and newly repaired, show the scars of war, yet there's a resilience in the air, a determination to move forward.

The Adventure So Far:

\* Casey and Elera, an 8th level gloom stalker ranger and member of the Elderwood guard, find themselves at the heart of the city's efforts to rebuild. The day begins with Casey picking up a special pair of Boots of the Winterland from Elera's workshop, a transaction that underscores the city's ongoing recovery.

\* As they navigate the Docks Market, a bustling hub of trade and conversation, they encounter a tense situation involving Hobgoblins arguing with a merchant over food prices. The Hobgoblins, remnants of the war's losing side, are in a delicate truce with the town, adding complexity to the confrontation.

\* Elera, adhering to her lawful neutral alignment and her duty as a guard, intervenes to de-escalate the situation. However, the tension escalates when one of the Hobgoblins threatens the merchant with a knife.

\* At this critical moment, Count Mannheim the Younger, the town's ruler, steps in with his guards to resolve the conflict, emphasizing the importance of maintaining peace and justice in the town.

\* Following the altercation, Casey and Elera visit The Seven Bows tavern for a meal. Here, Casey becomes intrigued by Elsie, a serving staff member using subtle magic. Despite his efforts, he is unable to discern the nature of her magic or her unusual, light-emitting object.

\* Later, Casey returns to the tavern in disguise, attempting to uncover more about Elsie's mysterious object. His plan to retrieve the object from Elsie using his mage hand legerdemain is successful, but he has to abandon his surveillance due to a scheduled dinner with the Count.

Recent Happenings and Conditions in the Town:

\* The town has seen an influx of traders and craftsmen, contributing to the rebuilding efforts. The market is teeming with goods, but there's an undercurrent of tension as different factions vie for influence in the new Mannheim.

\* A group of druids from the Elderwood have recently arrived in town, offering their assistance in healing the land and the people. Their presence is a source of both hope and controversy among the townsfolk.

\* The docks have been undergoing reconstruction, with an effort to strengthen the town's trade routes. There have been rumors of a mysterious ship seen on the horizon, sparking curiosity and concern among the sailors and dockworkers.

\* The evenings in Mannheim have been growing colder, with locals gathering around fireplaces in the taverns, sharing stories and plans for the future. The chill in the air is a constant reminder of the approaching winter, adding urgency to the town's preparations.

The adventure continues as Casey and Elera navigate the complexities of a town caught between its war-torn past and hopeful future, their actions contributing to the delicate balance of peace and progress in Mannheim.

Part 02

In the heart of winter, the Elderwood—a vast, snow-covered expanse known as The Ride—serves as the backdrop for a tale of courage, mystery, and unexpected alliances. Our adventurers, Elera the gloom stalker ranger, Casey the rogue arcane trickster, Léofdæg the human fighter, and Freydis of the Algiz, embark on a journey fraught with danger and intrigue.

The adventure unfolds in Mannheim, a city recovering from the scars of the Devils' War. The once formidable city now lies vulnerable, its defenses weakened and its people struggling to rebuild. Amidst this turmoil, the party finds themselves entangled in a confrontation at the Docks Market, where a dispute with hobgoblins threatens to escalate into violence. The encounter is a harbinger of the complex challenges that lie ahead.

As the group navigates the political and social complexities of Mannheim, they are drawn into the plight of a hobgoblin legion suffering under a mysterious enchantment. This affliction, brought about by a being posing as an angel of salvation, has rendered the once-fierce warriors docile, their martial prowess replaced by an unnerving peace. The revelation comes from Garnet Shadowstrike, an emissary and sister to Captain Varak of the hobgoblins, who pleads for the adventurers' aid.

The weather in The Ride is relentless, with biting cold and frequent snowstorms that hinder travel and obscure paths. Yet, the party perseveres, their journey marked by encounters with spectral foes—a revenant queen and her wight minions—remnants of past conflicts that test their resolve and unity.

Through battle and diplomacy, the adventurers forge a tentative understanding with the hobgoblins. Captain Varak, bound by duty and honor, reveals the depths of his legion's despair. The group learns of ancient ruins, a place of power where the deceptive angel-devil resides, potentially holding the key to lifting the hobgoblins' curse.

Meanwhile, Mannheim stirs with rumors of the adventurers' exploits, their actions sparking hope among some and suspicion among others. The city, blanketed in snow, buzzes with the activity of reconstruction, its inhabitants bracing against the cold and the uncertainty of the future.

The party's path is fraught with challenges, from the harsh elements to the moral dilemmas posed by their newfound alliances. Each decision carries weight, shaping the fate of not only the hobgoblin legion but also the broader struggle for balance within the Elderwood.

As they prepare to confront the malevolence lurking in the ruins, the adventurers stand at a crucial juncture. Their journey is a testament to the enduring spirit of those who dare to traverse the shadowed paths of the Elderwood, seeking not just survival, but understanding and harmony in a world torn by conflict and strife.

Character List

The headers are d4 rolls, and the lists go as long as I want, by default a d6 (should be five, but I’ll add one to make rolling simple - no need to do d-math in my head).

d4 (1)

1. Enddom the Pouch (Broken Coin Inn)

2. Elera’s Workshop - a portable hole finished out with a small workshop and tent stand on-top.

3. Hobgoblins: Zreks & Merden the Crusher.

4. Escaped goblin: Gneeq. Captured goblin: Frosb.

5. Tynoran the Grocer.

6. Count of Mannheim the Younger.

d4 (2)

1. Docks Market (where Hobgoblin Conflict happened)

2. Elsie, mysterious serving girl at Seven Bows tavern.

3. Mysterious glowing orb that Elsie keeps in her pocket (under booth in Seven Bows).

4. Tyrember's Falls, peat farming village.

5. Freydis of the Algiz (“a guardian with a divine connection”).

6. Revenant Queen Lopthæna - now finding a new body.

d4 (3)

1. Captain Varak: The hobgoblin captain who showed a willingness to negotiate and revealed the plight of his legion.

2. Garnet Shadowstrike, Hobgoblin Emissary (Captain Varak's Sister): The sister of Captain Varak, who seeks assistance for her afflicted legion and provides crucial information about the ruins and the deceptive being.

Adventure Threads

The headers are d4 rolls, and the lists go as long as I want, by default a d6 (should be five, but I’ll add one to make rolling simple - no need to do d-math in my head).

d4(1)

1. Magic show at Broken Coin Inn.

2. Casey pick-pocketing Elsie’s light orb.

3. Rescue lost scouts

4. Alliance with hobgoblins - Exploring the possibility of forming an alliance with the hobgoblins to aid in the protection of Mannheim.

5. Enchantment of the Hobgoblin Legion: The mysterious 'angel' that has afflicted the hobgoblin legion with an unnatural peace, stripping them of their will and martial prowess.

6. Ruins and the Angel-Turned-Devil: Investigating the ruins where the deceitful being resides, potentially the source of the enchantment and key to lifting it.

7. Hobgoblin conflict.

8. Pick up the boots from Elera’s workshop

9. Dinner with the Count.