

# Plan and Notes

Sunday, April 19, 2020 12:10 AM

Set during Blood Wars; Sembian Wild Marches.

Goal is destroying a giant titan coming at wall.

Success should be hard, but not impossible. Success/failure determines legends & fight.

Several groups gone already but have not returned, so be wary.

Setup: border fort along the wall, on edge of badlands

Reports of searching & walking mountain, climbing out of the pits of down (real name)

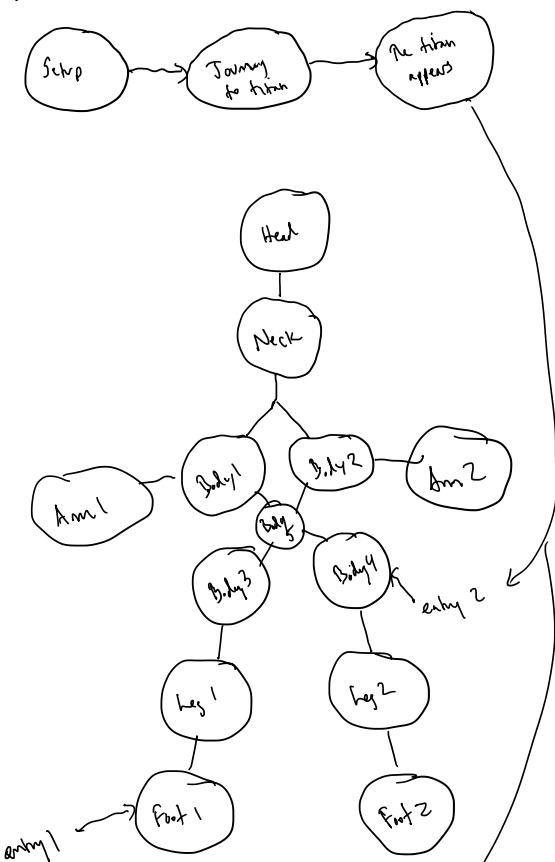
Party is 3rd group to go in - first sent high level team, then backup chavs, then party. High level team destroyed since it is mostly members but are all dead. Backup chavs get scattered and lost.

Design about 10-15 rooms, not all anti encounters. Mix it noisy traps, puzzles, and combat. Some warm up battles en route.

Layout roughly like a humanoid:

Legs, chest/body, head/brain → steal from Crit Role

Flow chart



What's animating this creature?

Mind players using corrupted Chalyle from Chimutte's grave

Process went badly so many died, and high level party killed more.

Goal is destruction of Sembia

Dungeon ecology:

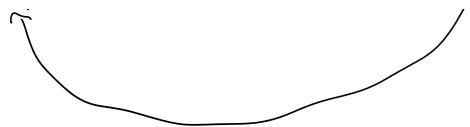
Center of body originally Dwarven temple  
Abandoned and colonized by quaggmire

Mind players + grimlocks took over

(Corrupted chalyle energy = animated undead dwarves too)

General effects:

Movement - occasional quakes  
Chalyle aura - weird things



## Encounter notes

Setup → have everyone come up with a reason

why they are in the **border town**

Called into garrison; **watch commander** "okay crew,  
you are late home. You know what's coming. Two teams  
are ahead but we haven't heard anything, so it is  
up to you?"

Have introductions, etc., then start off

Journey → just narrate it - through backlands

Titan → description, should be clear two possible  
entrances: water pouring from sides, care entrance in  
left foot