

D&D @ Relentless Brewing - Session 0 Notes

Introductions

6:00 – 6:15

- Introduce yourself by answering three questions:
 - What do you love about RPGs?
 - How would you describe your playstyle?
 - What is your strength as a player?

Logistics and Rules

6:15 – 6:40

- Scheduling and cancellations
 - I'll send a reminder 2 days in advance. **Please let me know ASAP if you can't make it.**
 - We'll play as long as we have 4 players
 - Characters of absent players "fade into the background" or go off to do something else
 - If D&D is canceled but others want to attend, we can still hang out and play a board/card game
 - If I can't make it and someone wants to run a 1-shot, that's an option too
- Discord
 - Please join it! I'll use this to send out announcements and reminders.
- Rules:
 - First and foremost, I run an inclusive and welcoming game and I have a zero-tolerance policy for harassment, bigotry, or hate speech. (Attempting to dismiss such behavior as playing "in character" is no excuse and will get you immediately banned from the group.)
 - For the benefit of our hosts, I ask that you please buy at least one beverage while playing. We want to make sure our hosts welcome us back!
 - No cell phones at the table except when using D&D beyond. If you need to use your phone, please step away from the table or wait for a break. This is out of respect for other players.
 - Please respect other players at the table. Some examples include:
 - Don't hog the spotlight. As DM, I'll ensure everyone's character has an opportunity to shine.
 - Play your character, not everyone else's. Collaborating with other players is fine, but please avoid pressuring other players to make the decision that you think is optimal.
 - Don't try to ruin other people's fun by intentionally causing chaos that derails the campaign.
- Subject matter/Safety Tools
 - Lines and veils – what does that mean?
 - The Pause Button
- Support Roles
 - Bookkeeper – treasure, important decisions, etc.
 - Rules Lawyer
 - Snack Bringer (rotating)
 - Other?

Campaign Overview **6:40 – 6:50**

- Tone and theme – fantasy adventure and drama, mix of pillars (roleplaying, exploration, and combat)
- Background and overview (1-pager)
- Estimated duration – probably around 10-ish sessions. Level 1 to 6-7. After that we can continue with these characters in a follow-on campaign or start something different.
- Character downtime – think about what your character might want to accomplish. Don't need to decide now.

House Rules **6:50 – 7:00**

- My GM style – players drive the story,
 - The world adapts and changes. I try to create the immersion of being in a living, breathing world without diving into simulation. It's a sandbox.
 - narrative is important but so is the appearance that the world is real. Weird stuff can happen (fumble at a dramatic moment) and characters can get killed if the players make bad decisions or get unlucky. I'm not out to get the characters!
 - Rules provide structure for play but this isn't a board game. I will adjudicate/adjust rules when it makes sense to do so. And I'm open to stuff that doesn't fit in the mold of the rules if it makes sense/doesn't break the game.
- House rules review
- Character creation rules review

BREAK 7:00 – 7:10

Character Creation **7:10 – 8:30**

- Character concept/hook
- Race and class selection (look at subclasses)
- Ability scores
- Description: Name, Background, alignment, gender. Then personality, ideals, bonds, flaws. Then deity, lifestyle, appearance.
- Equipment
- Spells

Encounter **8:30 – 9:00**

Initial Encounter

Regardless of their broader motives for traveling to Phandalin, each of the characters has accepted work to guard a merchant wagon traveling to the town, under the auspices of the **Silversteel Company**, a smith's guild out of **Neverwinter**.

The wagon and is owned by a dwarven woman, a trader named **Elmira Clouthammer**. She's a member of the Silversteel Company, part of their trading arm, and may be connected to one of the PC's if they are in the employ of the company.

The wagon contains an assortment of tools (shovels, hammers, picks, pliers, axe blades, chamber pots), some less common supplies (coffee, spices), as well as an assortment of common weapons. She also carries two masterwork weapons, a longsword and a dagger, which she is disinclined to sell but which she will show off to anyone who wants to see them.

It's late afternoon, autumn, cloudy day. Characters are in the foothills, about a day's ride from Phandalin. Road runs along steep hillside. Thick forests on both sides. Perception or survival check DC 10 shows thick webs in the trees and undergrowth.

A dragon flies overhead, roaring terribly. The horses pulling the wagon panic and bolt, sending the beasts and the wagon careening off the path.

They slide down the hillside and quickly become ensnared in thick webs and undergrowth. Entire area is difficult terrain with low light.

Two giant spiders attack. They attack the horses first, then go for the PCs as soon as they attack.

Once encounter ends, PCs must complete a skill challenge to get the wagon back to the road.

The Silversteel Company seeks to setup shop in Phandalin and wants to investigate the local competition and perhaps take in gold and other metals.

Elmira Clouthammer
Dwarf, merchant, commoner, LN
Fiesty and sharp-tongued
Wants to turn a nice profit and lead the expansion in Phandalin
Left her clan to join the guild and aggressively challenge those who question her decision.

"Mind your own breeches."

"My relatives were once kings in these hills."

GIANT SPIDER

Large Beast, Unaligned

Armor Class 14 (natural armor)

Hit Points 26 (4d10 + 4)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	2 (-4)	11 (+0)	4 (-3)

Skills Stealth +7

Senses Blindsight 10 ft., Darkvision 60 ft., Passive Perception 10

Languages --

Challenge 1 (200 XP)

Proficiency Bonus +2

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Web (Recharge 5–6). *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).