

After their long rest, does an event occur?

(50/50) Yes

Remote event

New ideas

As they awaken, they overhear news from a passing town yeller about an innovation in the capital. What is this innovation?

Develop / Death

Rangers have discovered what the ghoul's footprints look like, and are using this knowledge to pinpoint the location they are coming from.

Can they find a messenger in this town?

(Sure Thing) Yes

After much begging from Tol, Raska agrees to pay for a letter to be delivered to his family explaining the situation. Does it cost 1 silver piece?

(50/50) Yes

With Ruwkwa's wealth going from 177.1 gp to 177 gp, and with everyone else being eager to go (Tol wonders if they should get a couple more camels, but the process of buying them will take too long), they set off.

Do they happen to run into a potion seller along the way?

(Somewhat Unlikely) Yes, but...

...he's got no healing potions, and is probably a snake oil salesman.

So they go onto the northern road. What is the first event that happens?

NPC positive

The intellectual

They run into Torto again! He's studying an ancient draconic ruin, this time with a strong friend by his side, and he's pleasantly surprised to meet the party. The party asks if he or his friend have seen anything of note out here. Have they?

(50/50) No

Not much to say. Xokwana looks over these ruins. Does she know them? DC 15 History check to know.

Pass. What were these ruins in the past, according to historians?

Punish / Failure

One of the last constructions of the Dragon Empire, a totem to the failures that led to their collapse, supposedly a divine punishment from Bahamut himself for letting the kingdom go to waste. Xokwana would ask why he's studying, but everyone needs to go, so onward! Does Torto or his friend have any last-minute help or advice?

(50/50) Yes

What is their help?

Adjourn / Goals

He requests that they do more than just deliver the letter; help fight the curse on this land. He can see the potential in them. Those are his parting words.

The next event?

Move away from goal

The physical

As they pass by a rocky outcropping, little do they know that two Rage Drakes (400 xp total) have nested there with two little babies (represented by Spiretop Drake, though flightless with a standard speed of 8, 200 xp total). One of these babies will try to steal the letter.

As they pass by the outcropping, baby 2's stealth check beats their passive perceptions, and they make their move, using Flybyattack to charge forward, use Snatch on Ruwkwa to steal the letter, and start running back. Surprise round ends, initiative is rolled.

The drake runs deep into the outcropping.

Xokwana gives chase, squeezing through the gap between rocks. She rolls perception to listen for what's up ahead. Getting a 10, she's able to hear deep, heavy breathing down there.

Is there a spot on the outcropping that's only 6 feet up or so?

(50/50) No, and...

...the rocks are up to 12 feet tall and have sheer outer walls on this side.

Tol decides to run around the outcropping, see if he can catch the bugger on the other side.

Ruwkwa sprints around the outcropping as well, and gets much further than Tol since she wasn't sitting down. She listens to discern where the bugger could be, gets 5 perception, can't tell where he is.

The other's attention is now perked up, and they roll initiative.

Xokwana goes ahead and catches sight of the parents, she tells the others about them, then tries to calm them down with a nature check. Must beat their Will to stop them from immediately attacking. If three success are made, they will be calm enough to try retrieving the letter. If two failures are made, they will attack. If a roll beats their Will + 5, it's an instant success.

1 Fail.

Raska goes on ahead, and tries intimidating them into backing down.

Massive success! Her fiery display cows them, but they will still attack anyone who gets too close. Will + 5 is now needed to succeed in a nature check to calm them.

Tol goes on ahead, and reaches another gap in the rocks. Can an easy jump get him up this side?

(50/50) Yes, but...

...the top is difficult terrain.

Ruwkwa heads closer to the gap.

The rage drakes ready actions to bite the first person that draws near.

The babies hide behind their parents.

An idea is hatched. Xokwana, Raska, and Tol try to distract the drakes with intimidate checks, each success giving a +2 to a stealth check from Ruwkwa so she can climb onto the lower rocks.

Intimidate checks must beat parent's Will.

Only Raska passes; Ruwkwa gets a +2 to stealth. She tries, fails, but manages to get on the outcropping.

Drakes stay where they are.

Everyone tries another distraction. Again, only Raska passes, and Ruwkwa gets a +2 to stealth.

Again she tries, and though she barely passes, the Drakes look at her. She wisely decides to not move.

The drakes stay where they are. Everyone passes their turns except Tol, who squeezes into the gap.

Next turn, another round of passing except Tol, who gets inside.

Next turn, after the drakes continue to wait, Xokwana attacks with Lance of Faith, missing.

She then runs back into the gap.

Raska misses with storm walk, then retreats into the gap, taking cover behind Xokwana.

Tol squeezes out of the other gap and starts running back to the wagon.

Ruwkwa tries to hide, but fails again.

Rage 1 charges at Xokwana, then squeezes into the gap.

Rage 2 protects her hatchlings.

The hatchlings stay put.

Xokwana attacks with Dragon's Breath, misses. Attacks with Righteous Brand, misses.

Raska starts to squeeze out of the outcropping.

Tol climbs onto the outcropping and heads to the edge, pulling out his sling.

Ruwkwa makes a prepared action to climb down the rock when the drake is out of the way.

Drake 1 bites Xokwana for 10 damage.

Drake 2 climbs up to Ruwkwa and bites her for 6 damage.

The babies back away, using total defense.

Xokwana makes a nature vs will check to goad Drake 1, succeeds, then starts backing deeper into the gap.

Raska gets out of the gap, then starts running to the northward gap for assistance.

Tol flings a stone at Drake 2 for 5 damage, then uses Dancing Cobra to back toward the opposite edge.

Ruwkwa makes another prepared action to climb down the rock when drake 2's turn has ended and it is out of the way.

Drake 1 squeezes further into the gap and bites Xokwana for 5 damage, bloodying her.

Drake 2 charges toward Tol.

Ruwkwa heads down to the baby drakes.

Baby Drake 2 bites Ruwkwa and runs toward Drake 1.

Baby Drake 1 does the same. Ruwkwa is now bloodied.

Xokwana heals herself back to full, tries to move out, takes an opportunity bite of 14 damage from Drake 1 that bloodies her, then she squeezes back outside. She spends an action point to use her second wind, healing herself to 20.

Raska uses thunder slam on Drake 2, pushing it away from Tol and dealing 13 damage. She then runs back.

Tol runs to the left gap with Dancing Cobra, then tries to hit the letter out of the Baby Drake's hand with a stone (attack roll must surpass +5 its AC). Complete miss, so he spends an action point and tries again with a +3 from action surge. Hit. Baby Drake takes 8 damage and drops the letter.

Ruwkwa charges to the gap, grabs the letter, then spends an action point to use her second wind. She heals for 7, unbloodying herself.

Drake 1 is currently trapped between his babies and an area he can't squeeze through. He delays his turn.

Drake 2 charges at Tol again.

Are the walls of these gaps too sheer to climb easily?

(50/50) No

Baby Drake 2 tries to climb out. Can't.

Drake 1 tries to bite Ruwkwa. Misses.

Xokwana delays.

Raska makes a nature check to taunt Drake 2 into coming after her. Fails. She gets closer.

Tol uses Drunken Monkey on Drake 2. Attack misses. Moves, Drake 2 makes a bite opportunity attack but misses thanks to his increased defenses, gets off the outcropping and starts running back to his wagon.

Xokwana takes her turn, moving to Tol to defend him from Drake 2.

With everyone running from their den, the Drakes chase them for a bit, then returns to their nest.

Everyone gains 150 xp. Is a treasure parcel gained?

(50/50) No

After some distance, everyone stops to take a short rest, then they continue on.

What is the next scene?

PC positive

Advice

They come across an old draconic praying stone on the path, said to deliver advice to those who pray before it. Xokwana insists on praying there. What advice is she given?

Agree / New ideas

It tells her to listen to Torto's advice because...

Overthrow / Status quo

...the kingdom will soon be thrown into chaos.

They continue on. What is the next encounter?

Move towards goal

Emotions

As they near the Chalice, they realize they are being pursued by ghouls. Next session, we will have the team running away from them.