

Summary

The DM led a roleplaying session with Felix, Lord Chugg, Perric, and Lockstock McGlocklin, focusing on character development within a challenging interdimensional setting in Chult. The group advanced Yorb to a level five fighter champion, Lockstock McGlocklin joined the party, and they discovered the Eye of Zoltec, a legendary ruby. The next session begins at noon and concludes around 4:45 p.m.

Details

- **Session Overview:** The DM welcomed participants to a session on departmental notice deployment, continuing from a previous meeting. The session involved roleplaying a scenario within an interdimensional pocket.
- **The Interdimensional Pocket and its Inhabitants:** The group, including Felix, Lord Chugg, Perric, and Lockstock McGlocklin, found themselves trapped in a silent, interdimensional pocket. They discussed the quiet environment and a sealed bottle containing dripping liquid, possibly useful against living creatures. They debated whether to open the door, considering the numerous ghouls outside. They proceeded to eat and rest, discussing their past experiences and the reasons for their current predicament in Chult, a largely undead place.
- **Character Backgrounds and Relationships:** Felix recounted their past, including a friend Bobby and a difficult journey through a jungle. They revealed having helped burn down their orphanage with Bobby. Lord Chugg discussed their own unique birth within a grung society. They clarified that their arrival was due to a request to uncover the mystery of Chult's destruction. Felix expressed lingering resentment toward Perric for not helping them previously. Perric disclosed their own difficult past, including being orphaned and raised in a traveling circus. The discussion also revealed the relationships and motivations of the various group members.
- **Yorb's Advancement and Role:** The group discussed Yorb's role and possible advancement in the game. The DM proposed upgrading Yorb to a level five fighter champion, acknowledging that this was generous given Yorb's status as a random grung. They decided to give Yorb a plus one magic spear with unique

abilities against constructs. The implications of Yorb's advancement on the game's dynamics were also discussed.

- **Lockstock McGlocklin's Situation:** Lockstock McGlocklin discussed their mercenary group, the Yellow Banner, and revealed that their captain, Captain Brixton, was presumed dead. They faced the decision of joining the party or continuing with the Yellow Banner, ultimately deciding to join the party due to not being bound by contract. Their captain's death and the group's subsequent discussion of their shared goals brought the members closer together.
- **The Eye of Zoltec:** Perric and Felix revealed knowledge of the Eye of Zoltec, a legendary ruby with the potential to resurrect the dead. This led to a discussion of its value and its significance to Lockstock's original mission.
- **The Game's Progression and Conclusion:** The group engaged in discussions about watch shifts, character development, the death curse affecting Chult, and the party's overall goals. They ended the session with plans to play cards. The session showcased the group's creative development of the game's narrative and character interactions.
- **Card Game Rules and Wagering:** The DM proposed a card game involving dice rolls to modify hand strength. Initially, they suggested an open-ended game duration, then clarified five total rolls with betting before each roll. The group discussed the wager, initially proposing various items, but settled on a standard buy-in of one gold piece per player, later reduced to one silver piece. They further clarified the game was friendly, not for actual wealth exchange.
- **Gameplay and Betting Rounds:** The players began the game after a buy-in and initial dice rolls. They engaged in several betting rounds, with players choosing to check, call, raise, or fold based on their hand strength and the pot size. The rules for adding or subtracting from their hand values based on even or odd dice rolls were clarified multiple times. Lord Chugg folded early.
- **Game Conclusion and Loot:** Perric won the card game, despite initial misinterpretations of the rules. They received the pot, which included three gold pieces and nine silver. The players then transitioned to the next phase, involving a watch rotation.
- **Watch Rotation and Encounters:** Felix's watch involved an encounter with ghouls eating a giant snake, identified as a constrictor snake by Felix's nature check.

The discussion included humorous, off-topic comments about snakes and personal experiences. The party decided to rename the snake the "Nope Rope".

- **Downtime Activities:** During downtime, Lockstock McGlocklin attempted to create thieves' tools, initially failing due to damaging their materials. Felix eventually helped by providing a crowbar, resulting in successful tool creation. Perric wrote a song, and Lord Chugg modified their dimensional pouch to include a small pool of water.
- **Further Gameplay and Observation:** A perception check revealed an unseen battle taking place outside. Lockstock McGlocklin and Perric's passive perception didn't catch it, although Lord Chugg's familiar, Lady Penelope, did and reported it. They decided not to intervene. The group played a higher/lower game to determine the state of the battle aftermath. They noticed evidence of corpses being removed and loot being left behind. Lockstock McGlocklin subsequently stealthily descended to check the battlefield.
- **Final Observations and Wrap-up:** The group determined that an adventuring party had been attacked and killed outside their location. Following a game of higher or lower, Lockstock McGlocklin investigated, while Felix and Perric commented and made light of the situation. The session concluded with The DM preparing for the next game segment.
- **Loot Acquisition and Identification:** The group spent a significant portion of the meeting meticulously documenting the loot they acquired from multiple corpses. They identified and cataloged various items, including armor (studded leather, scale mail), weapons (long sword, battle axe), potions (superior healing, greater healing, invisibility), scrolls (power word stun, healing spirit), and other magical items (magic bell, chime of opening, bag of tricks, amulet of wound closure). Disagreements arose regarding the number of weapons found and the proper procedure for adding items to their inventory. The DM clarified the process of item identification and addition throughout the discussion.
- **Stealth and Encounter Avoidance:** The group employed stealth tactics to avoid detection by ghouls while looting corpses. Lockstock McGlocklin repeatedly attempted stealth checks, sometimes successfully, sometimes failing. The group members discussed strategies to minimize risk and maintain stealth, such as having one member act as bait, and the repercussions of failing stealth checks, resulting in potentially alerting nearby ghouls.

- **Character Abilities and Item Use:** The group members frequently referenced their character abilities and how they interacted with the loot. The DM, as The DM, clarified and enforced rules regarding abilities and item usage. They discussed the effects of various items, such as the amulet's ability to negate the need for food and water, the chime of opening's limited uses for opening doors, and the dagger of venom's powerful poison attack. Discussions also took place regarding appropriate item assignments based on character class and proficiency.
- **Map Navigation and Next Steps:** Towards the end of the meeting, the group turned to planning their next move, navigating the map of Omu. They discussed various locations and creatures encountered, including Yuanti, giant wasps, Musk zombies, and gelatinous cubes. They planned their route, considering factors like travel time and stealth capabilities, and explored different strategies for crossing obstacles, such as employing Perric's polymorph ability. They concluded by making a plan for their next steps based on the information they gathered, choosing a less risky path.
- **Pathfinding and Movement:** The group discussed the best route to the temple, considering factors like terrain difficulty, the presence of a river and fallen tree, and the possibility of flying. They ultimately decided on a stealthy approach to avoid a horde of undead, aiming to reach their destination within 20 minutes. The use of flying was considered but ultimately deemed too risky.
- **Crossing the Chasm:** The party debated methods for crossing a 60-foot chasm, considering options like levitating, using ropes, or polymorphing. They eventually settled on Perric carrying party members across in two trips due to their weight limitations.
- **Felix's Boots and Long Jump:** Felix discovered boots that tripled his jump distance, enabling him to cross the chasm in a single leap. The group clarified the mechanics of the boots, confirming they significantly increased jump distance but didn't exceed movement speed when factoring in the dash action.
- **Crossing the Chasm (Continued):** Following Felix's successful jump, the remaining party members used Perric's ability to levitate and carry them across the chasm. Lockstock McGlocklin was shrunk to reduce their weight.
- **Arrival at the Temple and Encounter:** The party arrived at the back of the Temple of Mua, encountering a significantly hotter environment and hostile creatures. Lockstock McGlocklin's stealth check resulted in them successfully moving

undetected for a time, but soon the party was confronted by multiple Jaculis (snake creatures).

- **Combat Encounter and Strategies:** The Jaculis attacked the party, triggering held actions and resulting in a combat sequence . Various strategies, including stealth, ranged attacks, and the use of spells like levitate, were employed. The group's diverse abilities and communication allowed them to overcome the encounter successfully .
- **Critical Hit Damage Calculation:** The group debated the calculation of critical hit damage. There was disagreement on whether to double the damage dice or add the maximum possible value of the additional dice. The DM initially calculated the damage as 50, but Lord Chugg suggested a simplified calculation method to speed up the process. Ultimately, they decided to use The DM' calculation of 50 damage.
- **Combat Encounter and Character Status:** A combat encounter occurred, resulting in significant damage to one of the characters. Lockstock McGlocklin was described as "bloodied big time" following the encounter. Perric missed an attack due to forgetting a spell. The combat was paused, not concluded.
- **Game Session Summary and Conclusion:** The group's session involved avoiding a ghoul swarm, finding magical loot from a dead adventuring party, and attempting to sneak into the Temple of Moa. They encountered snakes, but defeated them easily. The session ended with the party facing a difficult situation, which they will continue tomorrow. They scheduled the next session to begin at noon and end around 4:45 p.m.