

# Dungeons and Dragons Campaign notes

## Our plan:

- Players go in tournament with other victors
- Get sent on side quests for Feylin, as extra tests
- Other winners of the tournament get knocked out until only Feylin and her friend are left of the party
- Explore dead dragon's lair [searching for eggs?? Scales, dragon remains, treasure, other things? Rumors of living dragons?]
- Find a baby dragon??
- Help clear out an abandoned magical college
- End plot: Evil dragonborn necromancer bringing dragons back alive for the purpose of destroying everything and two headed red/white dragon living under Cramber helps

Feylins stats:

file:///C:/Users/jackread/Documents/D&D%20stuff/1-20%20campaign/Feylin.pdf

## Lore:

- The main governing council is known as "The Voice" no kings/royalty - dragons eliminated all royalty in the war
- All true dragons culled in a bloody century-long war
- Most magical races and schools destroyed in the war
- The campaign starts 100 years after the war
- The war is known as "The Great Dragon War, The War of Dragons, or The War"
- A remote island called Crnaka
- All races are segregated for the most part but live in harmony
- Government is a representative democracy
- Very few magical races are still alive and all are extremely rare (Aasimar, Dragonborn, elves, Genasi, etc..)
- Magic is uncommon but liked, trying to train more magic users. Very few people alive that can cast above 8th level spells
- Main cities: Cramber, Arkham, Eerb, Garoth, Greyhawk, Kazahni, Adralon, Kel'singra.
- The main currency is GP and draconian DP or DS??? made from dragon scales Dp or DS is equal to PP
- Calendar is Harptos
- Standard Factions [Need two more, one neutral, one anti-dragon/aggressive the ones who wanted the war] perhaps a faction who hated the devastation from the war, wizards and druids, who are appalled by both sides?
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## Adventure Hooks:

- You have been personally asked by a famous and well respected human wizard called Feylin to compete in a tournament she is hosting in the rich city of Cramber
- A note slipped under your door saying that you have been invited to compete in a tournament in Cramber
- Congratulations! Your request to compete in Feylin's tournament has been approved!
- Once every night you have a very vivid dream, the honor gained from competing in Feylin's tournament and the adventures beyond.

- You are very poor, and the tournament offers rich rewards.
- A famous wizard wants you to spy on Feylin

## Cramber:

- Harmonious
- Respected, fair and just leader
- City of entertainment
- “Here for a fun time, not a long time”
- Large and magical colosseum in the middle of the city
- The city used to be an old dragon’s lair, based in a huge underground cave-system
- There is a dragon that is hidden under the city, in the lower levels. Most commoners don’t have proof that it doesn’t exist, but it is rumored. The council members, high-society and some knights/warriors are the only ones permitted to see it/know about it.

## The Dragon [NAME???]:

The dragon is a huge two headed red and white dragon who helped in the war to kill other dragons and his life was spared. He now wishes he didn’t and would secretly do anything to return the dragons to this world. He now broods in the lower levels of Cramber, waiting for an opportunity to show itself.

Roll a d20 every time someone leaves a dwelling inside the city. On a roll of 10 or higher roll a d10 on the “Urban Encounters” table.

## Urban Encounter Table

1	Swarm of 1d4 giant rats [need to replace]
2	A street brawl between 2 commoners
3	Abandoned 2d4+1 cp
4	Shady transaction
5	Pickpocket
6	Protest against the tournament
7	Trinket Dealer
8	Run into a fellow competitor
9	Street urchin
10	Public band
11	Council member meeting
12	Dragon hint

## Swarm of 1d4 Giant Rats

The rats attack anyone near them (including NPCs) and NPC on their own can fend them off after five rounds of combat if no one else intervenes.

## A Street Brawl Between 2 Competitors

Roll a d100 on the “tournament participant” table and a d100 on the “races of participants” table to decide who is fighting. The fight can be settled quickly if the players attempt to interrupt the fight peacefully. If the

competitors remain uninterrupted have them play out fight until someone goes below 1hp, if someone drops below 1hp instead of falling unconscious or dying they run away.

### Abandoned 2d4+1 CP

The players witness 2d4+1 CP fall out of a commoners pocket. If the players try to give the money back to the commoner, the commoner is very grateful to receive the money.

### Shady Transaction

The players witness two cloaked humanoids exchange a wrapped box like a parcel and some GP. If the players attempt to interrogate the cloaked, they find that they cannot see their faces or discern what race they are. Persuasion DC of 20 or intimidation DC of 18 will reveal that the transaction was a book of advanced evocation magic for 76GP. If the players attempt to physically take the hood of the figures, the figures run away with a speed of 60ft.

### Pickpocket

The players witness a hobbit child pickpocket a human commoner of 1d6 GP. A Persuasion DC of 7 or intimidation DC of 5 will get the child to give the money back, while an intimidation check DC of 10 or persuasion of 12 will get the child to give it to them (if they think of it).

### Protest Against The Tournament

The players witness a marching protest against the tournament that Feylin is hosting. The protesters are holding signs saying: “why to spend money on a tournament when others are starving?”

### Trinket Dealer

A shady human commoner attempts to sell a worthless goblet to the players for 50GP. He claims that the goblet is magical and if the water is drunk from the cup it will remove all diseases and heal cuts from the person. The goblet is actually just a normal goblet and doesn't do anything except hold water.

### Run into a Fellow-Competitor

Roll a d100 on the “tournament participant” table and a d100 on the “races of participants” table to decide who they run into. The competitor is very friendly, enthusiastic and excited for the tournament.

### Street Urchin

A shady street urchin follows the player with the highest charisma until frightened off.

### Public Band

A marching band playing

### Council Member Encounter

Council member encounter: as your party walks amongst the streets you see nearby a gathering of NPC's surrounding a figure who turns out to be one of the council members who is acting in a way that shows their character more (will they be handing out rations to the poor, is one of them assaulting a peasant, has one of them gotten off their carriage to help out a beaten child (could be the halfling pickpocket that later got assaulted by the victim for stealing)

### Dragon Hint

as you see fit (roll a d20 to determine what they find,

1 - 5: nothing

6 - 9: all the horses don't seem to like Cramber.

10 - 15: something is hidden in the dirt that glimmers catch your attention. With further investigation DC 17 you know it is a Dragon Scale that appears quite fresh it could have fallen off a Dragon not too long ago.

16 - 19: possible tracks or maybe hearing whispers from a group about an imprisoned dragon

20: You see what appears to be a group of knights protecting a cart filled with dead cattle walking off to an alley-way and if you pursue them you find a secret passage to the underground Dragon's Keep where the Last True Dragon dwells within somewhere...

## Chapter 1: The Party

- The adventure starts with players traveling to/already in Cramber
- Players are competing in a tournament called "need name"
- "The Party" is hosted by a human wizard call Feylin
- Feylin hosts the tournament to select her personal bodyguards
- Feylin needs bodyguards to help her explore old and untouched dragon lairs
- Feylin is rich and well respected [Job?? archaeologist/studies and teaches magic/funded by the government to explore the lairs/adventurer]
- One way or another, players will participate in the tournament
- prisoners are allowed to compete in the tournament
- Each person participating in the tournament is assigned a barracks with 4 others 5 total
- Players get a choice if they want to be with each other. If there are not enough players going together and the barracks needs more people in it roll a d100 - the party number on the "tournament participants table"
- The tournament is being held in the big central colosseum

### Tournament Participants:

#### Races of Participants

Table

1-45	Human
46-55	Hobbit
56-65	Dwarf
66-75	Half-Elf
76-85	Half-Orc
86-90	Gnome
91-93	Elf
94	Dragonborn
95	Tiefling
96	Aarakocra
97	Aasimar (incognito)
98	Drow
99	Genasi
100	Shifter

All participants numbers 1 to 10 use the "Guard" stat block  
All participants numbers 11 to 20 use the "Bandit" stat block  
All participants numbers 21 to 30 use the "Tribal Warrior" stat block  
All participants numbers 31 to 40 use the "Cultist" stat block  
All participants numbers 41 to 50 use the "Noble" stat block  
All participants numbers 51 to 60 use the "Acolyte" stat block  
All participants numbers 61 to 70 use the "Apprentice Wizard" stat block  
All participants numbers 71 to 80 use the "Scout" stat block  
All participants numbers 81 to 90 use the "Thug" stat block  
All participants numbers 91 to 100 have their own stat blocks  
To decide the races of the participant's numbers 1 to 90 roll a d100 on the "races of participants" table for each participant.

### Tournament Participant Table

1	Dander	21	Norbalar	41	Bhalmaalk	61	Singeka	81	Whitcomb Diamond
2	Centi	22	Watamar	42	Cekkut	62	Vurenda	82	Doyt the Maniac
3	Bodvar	23	Presomoira	43	Ekok	63	Berru	83	Muscled Thornley
4	Knash	24	Nikwin	44	Ghomlalk	64	Rerra	84	Angel Eyes Halbert
5	Lucien	25	Umelar	45	Juddual	65	Gash	85	Numbers Huntley
6	Ulgrim	26	Trisnor	46	Giles	66	Ucan	86	Grinning Winston
7	Teros	27	Wranzorwyn	47	Nader	67	Zebird	87	Kasandra the Serpent
8	Sidra	28	Farared	48	Laurence	68	Rilgru	88	Abigale Blue Eyes
9	Koji	29	Illicaryn	49	Gaakro	69	Balnut	89	Two-Face Maitane
10	Xull	30	Falindel	50	Thoza	70	Cedo	90	Mad Man Clotilde
11	Winward	31	Arakian	51	Azvro	71	Wonga	91	Thane the Silent
12	Layton	32	Hamdeyr	52	Kubu	72	Etodri	92	Razor Tooth Sullivan
13	Cory	33	Vengolor	53	Thodul	73	Tumrex	93	Adam the Predator
14	Marcel	34	Hermry	54	Cars	74	Ayghu	94	Ah'Je the Fool
15	Mikite	35	Miradove	55	Gnadhur	75	Tivru	95	Jhak the Helpful
16	Tatsuzan	36	Royleb	56	Bongrakum	76	Inlu	96	Thomo the Drunk
17	Sekigami	37	Dhoccor	57	Draugok	77	Rhodrosh	97	Patty the Fatty
18	Raimtevar	38	Rargoun	58	Caibudol	78	Thamluo	98	Codwell the Sharer
19	Balzana	39	Ledla	59	Hrauzaghill	79	Zanu	99	Five Fingered Ty
20	Nikridan	40	Imgak	60	Baaktoum	80	Declan One Eye	100	Vrakdhall Dragonslayer

## Tournament Introduction:

After spending 1 day in Cramber the players will be invited into the colosseum for an introduction ceremony with all the other participants. It is here that an introductory announcement will be made to the competitors. The competitors will be arranged in a circle in the middle of the colosseum facing outwards towards the audience. Feylin will cast fly and thaumaturgy and fly over to the middle of the circle and make her speech.

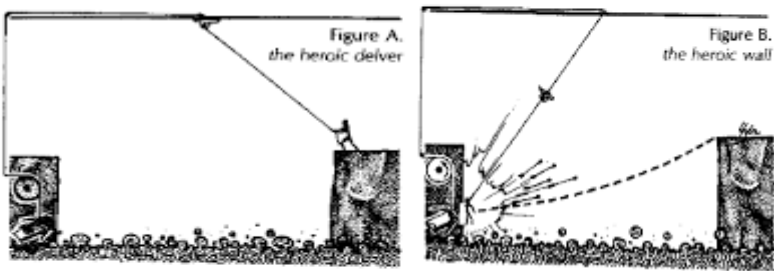
“Competitors! You all have shown great power and competence just by being here. I wish you could all help me, but sadly my party must be small to attract as little attention as possible. I have devised three tests of stamina, teamwork, intelligence, and strength to determine who will be joining me on my quest! I assume you have all devised the teams which you will be competing in! The first challenge will take place here, starting at midday tomorrow and I am sure that you all are excited to know what you are doing. Tomorrow you will be racing against each other in a challenge I have called... The Shifting Maze! The rules are fairly simple. All the teams will start at different places around the maze, with the aim to get to the middle. The last 5 teams to get to the middle will be eliminated from the competition. But look out! We have added some surprises to make this more challenging and to keep you on your toes. The rules are simple! No magic, climbing, burrowing or flying of any kind, team vs team is allowed, but please no in team fighting. Breaking these rules will immediately evict you from the challenge.”

## Tournament Challenge: Shifting Maze:

The players are teleported in front of a pathway through 10ft high dense, hedges with a left and right hand turn at the end of the path.

- Race against other teams
- Whenever someone walks past an uninvestigated path, roll a d6, on a 6 roll a d6 on the maze random encounters table.
- No blasting/cutting through the hedges
- Small monsters
- Fighting between teams allowed
- Once the remaining members of the party are through(people who are evicted don't count), they win the challenge
- Last 6 teams get eliminated
- Anyone dropped to 0hp or lower and are unconscious, on their second turn in this state are teleported out of the arena to a private spectator stand as are people who break any rules

## Maze Random Encounters Table

1	Meet a friendly team
2	Meet an unfriendly team
3	A major illusion of a monster: roll a d4; 1 - minotaur, 2 - slade, 3 - iron golem, 4 - basilisk perception/arcana check DC 25 to see through the illusion.
4	<p>A trap is set in this corridor. Roll a d4;</p> <p>1 - spike fall trap set half-way along the corridor 5ft long. DC perception 20, if a player steps on it, they get a DC dex save of 20 or fall 10ft and take 1d - 1 bludgeoning damage as well..</p> <p>2 - bushes close together for trapping people for 3 turns - DC dexterity 15, on a fail the player takes 1d4 - 2 (min 1) force damage and can spend their turn making a DC 20 strength save.</p> <p>3 - a fog covers the path restricting sight to 5ft in the pathway and perception checks are rolled with disadvantage. Roll the random encounters table again.</p> <p>4 - lava covers the ground, counts as difficult terrain and to get across on each turn a DC dex 15 to move across, on a fail take 1d4 fire damage, and the player resumes from where he is.</p>
5	A portal appears filling up the left side of the path, the players see it is filled with piles of gold and treasure. If a player enters it they take 1d4 + 1 force damage, pushing them back out. A DC investigation or arcana check of 20 tells them it's fake, or they can work it out themselves.
6	<div data-bbox="261 1563 1037 1832">  <p>Figure A. the heroic deliver</p> <p>Figure B. the heroic wall</p> </div> <p>Pretty explanatory, a 30ft chasm, players see a rope to swing on, DC perception/investigation 20 to see what happens. Take 1d4 - 1 damage bludgeoning on wall hit, and 1d4 -1 damage from 10ft drop. Then have to climb back up.</p>

Tournament Challenge: Trap Sweeper:

1. The first part of the paper discusses the importance of understanding the underlying mechanisms of the observed phenomena.

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[illegible]

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GOBLIN

**GOBLIN**  
*Small Humans; Chacals; Elf*

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120	121	122	123	124	125	126	127	128	129	130	131	132	133	134	135	136	137	138	139	140	141	142	143	144	145	146	147	148	149	150	151	152	153	154	155	156	157	158	159	160	161	162	163	164	165	166	167	168	169	170	171	172	173	174	175	176	177	178	179	180	181	182	183	184	185	186	187	188	189	190	191	192	193	194	195	196	197	198	199	200	201	202	203	204	205	206	207	208	209	210	211	212	213	214	215	216	217	218	219	220	221	222	223	224	225	226	227	228	229	230	231	232	233	234	235	236	237	238	239	240	241	242	243	244	245	246	247	248	249	250	251	252	253	254	255	256	257	258	259	260	261	262	263	264	265	266	267	268	269	270	271	272	273	274	275	276	277	278	279	280	281	282	283	284	285	286	287	288	289	290	291	292	293	294	295	296	297	298	299	300	301	302	303	304	305	306	307	308	309	310	311	312	313	314	315	316	317	318	319	320	321	322	323	324	325	326	327	328	329	330	331	332	333	334	335	336	337	338	339	340	341	342	343	344	345	346	347	348	349	350	351	352	353	354	355	356	357	358	359	360	361	362	363	364	365	366	367	368	369	370	371	372	373	374	375	376	377	378	379	380	381	382	383	384	385	386	387	388	389	390	391	392	393	394	395	396	397	398	399	400	401	402	403	404	405	406	407	408	409	410	411	412	413	414	415	416	417	418	419	420	421	422	423	424	425	426	427	428	429	430	431	432	433	434	435	436	437	438	439	440	441	442	443	444	445	446	447	448	449	450	451	452	453	454	455	456	457	458	459	460	461	462	463	464	465	466
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4

SKELETON

Medium undead, Chaotic Evil

Armor Class 13 (armor scraps)

Hit Points 11 (2d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	4 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities

Damage Resistances

Damage Immunities

Senses

Languages

Challenge

ACTIONS

**Shortbow.** Ranged weapon attack: +4 to hit, range 80/320ft., one target, Hit: 5(1d6 + 2) piercing damage

**Shortsword.** Melee weapon attack: +4 to hit, reach 5ft., one target, Hit: 3(1d6 + 2) piercing damage

Zombie

ZOMBIE

Medium undead, Chaotic Evil

Armor Class 8

Hit Points 22 (3d8 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Damage Immunities

Senses

Languages

Challenge

**Undead fortitude.** if damage reduces the zombie to 0 hit points, it must make a constitution saving throw equal to 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success the zombie drops to 1 hit point instead.

ACTIONS

**Slam.** Melee weapon attack: +3 to hit, reach 5ft., one target. Hit: 4(1d6 + 1) bludgeoning damage.

Tournament Challenge: Gladiatorial Combat:

The remaining 35 contestants (7 teams) are teleported into the arena(120x120ft) in their teams, which is now bare ground. They are all spread out evenly around the arena. The teams must fight together, and anything is allowed. Anyone dropped to 0hp or lower and are unconscious, on their second turn in this state are teleported out of the arena to a private spectator stand. The last 3 teams left in the arena will win the competition. The competition does not require all the team members to still be in the arena, if there is one person still alive from a team they can still win. The tournament should finish with 15 contestants in Feylins party.

Feylin’s side-quests: