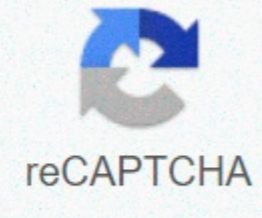




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Wave echo cave pdf

Loading... This session took place on 10/2/2019. The players explore the Echo Wave caves and deal with most of the threats with ease. Rupert the Spectator was dismissed, and the treasure was claimed. All that's left is the Black Spider... This time on The session started a bit late, but I started by pointing out that everything had been explored except rooms 18 and 19. The players helped with a recap of what really happened, and discussed that plan. They had detected strong magical energy in room 18 before, but despite the Black Spider's greater threat and investigated room 19 first. They eventually agreed to split the group, had charismatic players come in at the south door, and others slipped to the east door. The plan was to talk about it and see how they could save their Dwarven friend Nundro Rockseeker. The keyword is Keruffle (lol). They start by knocking on doors. After a while and whispers are heard through the door, the flamboyant voice of the Black Spider is clear: Who is it?! Oh come in! And the door was opened by a nervous little goblin. I asked the players for a marching order first, and Paladin Brise was first in line. Nezznar has set up his Faerie Fire spell to be cast on anyone who comes through the door. I explained the spell effect without mentioning it or its actual effect (profit on attack!), and after one arcane inspection failed, they did not know and continued to chat with the Black Spider. Indoors, in addition to Nezznar and goblins, a bugbear guard stands near a bound Nundro, as well as a Giant Spider named Brian (receive a podcast from The Adventure Zone for this, as well as the sound of Nezznars.). Brian is Nezznars' life partner, and together they have big plans. Nezznar introduces the party to Brian, and asks about how clear the basement is. Where are the bugbears he sent with the players? The players try to bluff that something is wrong; bugbears died as well as some party members, but the place is cleaned now. Black Spider cares a little about bugbears, but he knows something is up and on the attack. At this point, I surprised most of my players by removing some really cool 3D printed basement tiles! I tried combining rooms 19 and 20 into one, with the cubby on the right acting as the cell where Nundo was stored. I also failed to print enough tiles, so the place was a bit cramped. Regardless, the players were impressed! The battle begins with Nezznar shouting at his bugbear: KILL THE DWARF! The obvious opponents are: - Black Spider (low CR mage) - Brian the spider (giant spider of MM) - Bugbear who tried Nundro, what's going on? (MM) Brian with I, not magic Bryan Battle opened pretty quickly with some web spells, and the Wizards party issued two charges of fireball necklace, causing damage 9d6 9d6 Luckily the roll was low (29 damage I think), but this was enough to kill Brian immediately, which caused Nezznar to fly into a dramatic rage that gawked. BRIAN NOOOOOOOOO! WE HAD A BRIGHT FUTURE WITH BRIAN, OH NO KIDS !!!!!!! It was a great time for RP, hahah. This fireball also makes the net burn, which is a danger of cool terrain. The whole bugbears goal in battle is to rush to the restrained Nundro and beat him to death. I planned to roll a death rescue for him (using the rule hit =death save), and I think my players initially thought he was dead. But at the end of one round he finally made a death save and I made him choke on blood. This caused Aeras to immediately use the Healing Word on him, taking him. Nundro Has Joined the Party!--** Nezznar, in blind emotional rage, summons his god Lolth, asking for power. I've read Drizzt's novel (which is an amazing story set in Forgotten Realms of dnd 5e, would recommend), and I learned a lot about how Drows works! Lolth responded to her call in a very typical Lolth way, sarcastically. For sleepy men to be transformed into Drider is an insult and one of the worst punishments that can be given. But it was the right place and the right time: just what Nezznar needs, and so with his gasps and a few feet boiling, he grows more and becomes a spooky Drider. Note: Don't say it Dee-Rider, it means something else and your players will laugh. He pulls his scimitar from the holster and it drips blood, signifying the next phase of the fight! check that blood lol A Drider gets 3 attacks per round, 2 sword attacks and one bite. I also chose to give the monsters full of HP Drider as well as legendary action from other free sword attacks at the end of one player turn per round. Talk about super cool shit! Amnnnd I immediately targeted paladin with the highest AC (19), but also with Faerie Fire still on him. Many of the attacks were hit, and Paladin eventually went down twice, but survived. Other players lose a lot of HP, but most of Nezznar is surrounded and it is clear who will be the winner of the fight. I was a bit disappointed with the rest of the fight because there was no more dramatic tension. I added a little by having brians corpse spawn some cute 2HP ill spider henchmen, but they are mostly distractions. I really feel like one last surprise; some big AOE spells, or some spare monsters. But by this point, I had squeezed my players around 5 health potions, and many other resources so I feel they've got it. Phoenix Falconflight, a noble fighter, delivers the final blow, splitting Nezznar in half to cheers. The players have a huge reaction to his death, and the fighters physically run to his car to get a plastic battleaxe and be rewarded with a point of inspiration! For loot, I'm me they listed Spider Staff (a rather lame, fee-based spider climb + web spell) and I also threw a funny Grammarian Ring. The players also remember to check room 18 and find Gauntlets of Ogre Power Afterglow After the big boss battle, the players chat with Nundro and take him to the cave entrance where Gundren is waiting. They had a wonderful reunion, followed by tears as they shared a moment about their dead brother Tharden. Gundren thanks the players, and asks about the remaining monsters and the location of Forge Of Spells! He again promised them 10% of the profits after the mine went. The Rockseekers suggested that everyone return to the city, to rest and bury the dead brother, as well as sell barrels of players from the golden ore. The players agreed, and we left! Go back to Phandalin, win!

Hand wave travel for narrative reasons! Back in Phandalin they returned to the city to find a place covered in leaflets. Surprise, tomorrow's election! I spent about half an hour in Inkscape and whipped up some flyers and I think having a physical mold of them really got my players interested. I think they realized that this was a real election with some real mechanics once they saw the flyers! They were immediately into it and had all kinds of plans. Their campaign manager (former potato farmer) Edith gave them a rundown of the political situation and explained how the election will take place tomorrow. Halia Thornton is definitely the front runner because she is well known in the city as the owner/owner of the miner exchange. Daran Edermath largely campaigned in his own honor. A retired adventurer, he just wanted to find a little more glory and recognition, but wasn't particularly interested in politics or government. Pheonix (one of my players) was recently known in the city as a member of an adventurous group that drove off the redbrand. There are some rumors that she has a house in construction, but overall Edith isn't too sure how good a chance she stands. I plan to write another article about the selection and its mechanics, so I won't be too far into it on this DM blog. Town Shenanigans The players want to do two things now they're in town: Find out where Halia is, and what she's hiding. Meet Daran Edermath and try to convince him to quit the election. The players were very suspicious of Halia, as they had seen her disappear into a teleportation ring a few days earlier along with their Bard friend Jelenath. They want more dirt and to find out what he is in the ring, and so the Druid shape turns into a rat Staking out Halias' house. The criminal accompanies him, helps choose the back door, and they find a tidy kitchen and a quiet house. CUT SCENE FOR OTHER PLAYERS: KNOCKING ON DOORS The Paladin and Noble Fight Phoenix knock on Darans' door to find handsome, twitching-clad men greeted them with firm handshakes. Daran was a total bro, he supported the players and thought Phoenix would be a good mayor, but in his honor he eventually turned down an application to quit. He agrees that his Halia and Zhentarim are dangerous, but he does not want to sacrifice his own pride. Instead, he showed the players his thorny challenge, and invited them to join the Order of the Gauntlet, one of the 5e factions. My paladin player is looking for a good story hook for his character's sunset, so here he is, and I think that's a pretty good continuation of the conversation. With little to gain other than learning Darans' resistance to dropouts, they returned to the city to further discuss their plans, and I ended the session at 10 p.m., on time. Le Fin I was quite happy with how the session went as a whole; the boss battle was a bit whining at the end, but the selection was very interesting for the players, and the 3d terrain was very cool. Things to think about for the next session: Jelenath + Halia's double identity Election item Edit Share Sword Mountains, Sword Coast North[2] Humans, dwarves, gnomes[2] Wave Echo Cave is a nice cave complex within the Sword Mountains and the location of the Forge of Spells. The cave is known for its rich minerals as well as its magical properties. Wave Echo Cave connects to an underground hot spring that continues to be boiled near the cave. This cave gets its name from the sound of the bang created every time the waves hit the cave. [2] History[edit | source edit] In the 10th century DR, clans of dwarves and gnomes made a treaty that came to be known as the Phandelver Pact. The pact allows both races to share wealth within the Wave Echo Cave mine. Much has been gained from this agreement, including human settlements near Phandalin. [2] However, in 951 DR,[1][3] the orc Uruth Ukrypt came from the north and put waste into the area. Orcs are aided by mercenary witches when they attack wave echo cave, insisting on seizing his wealth. Phandalin's human mantras fought alongside gnomes and dwarves to defend the cave. However, a magic battle destroys most of the Wave Echo Cave. Few survived the battle so the location of the cave is gone from history. [1] For hundreds of years, opportunists were drawn to the area in the hope of finding lost treasures, including a dark fairy named Nezznar. Around 1480 DR, the site was finally rediscovered by a trio of dwarves. [2] The Forge of Spells[edit | edit source] In the middle of the room, a stone pedestal holds a small brazier where a frightening green flame dances and crackles. It was discovered that the cave has amazing magical properties. Therefore, human spelling of the nearby city of Phandalin allied itself with dwarves and gnomes to make use of magical powers and use them to their full potential. They tie magic into forging what they call the Forge of Spells, where they make magic weapons and other items. [2] Known creations of forging included: Residents[edit | edit source] At the time of the pact, wave echo caves were home to dwarves and gnomes, and they worked tirelessly at the Forge of Spells. However, after the attack in 951 DR, the caves housed terrible creatures such as excited, ghouls, gricks, bugbears, skeletons, zombies, o'amer jelly, flameskull, and onlookers. [2] The most famous creature inhabiting the cave is a restless spirit, an wrath named Mormesk. In life, Mormesk was the last witch to die in an attack from an orc known as Uruth Ukrypt. He has been poisoned with anger, turning it into a vengeful apparition. [2] Attachments [edit | edit source] Notes[edit | edit source] References[edit | edit source] Community content is available under CC-BY-SA unless otherwise stated. Note.

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