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## Iarno albrek stat block

Average humanoid, legal evil Common, Draconian, Dwarvish, Elvis Spellcasting. Iarno is a 4th level spellcaster who uses intelligence as his spellcasting ability (spell save DC 13; +5 to hit with spell attacks). Iarno knows the following spells from the wizard's spell list: Cantrips (at will): light, hand mage, sensational understanding 1st Level (4 slots): charm face, magic rocket 2nd level (3 slots): hold face, foggy step Quarterstaff actions. Assault hand-to-hand weapon: +1 to strike, reach 5 ft., a target. Hit: 3 (1d8 - 1) beating damage. average humanoid cr1 lost-mine-of-phandelver It's going to necro it a little bit. If the party manages to arrest Iarno Albrek, how exactly should they hold him captive, assuming he does not want to face justice in Neverwinter? Even though I didn't plan to add to his spell list (since he has very few spells preparing for a 4th level icing), the ones on his stat block make this difficult. If he is going to eat, he can Misty Step since it requires only one verbal component, and if his hands are untied to allow him to feed at any point, this is physical too much for using the rest of his list other than Hold Person. Not only that, but the actions to temporarily reject and then remind his rat familiar don't require any of the ingredients at all, so he could theoretically have the gnawing thing in every bindings every time the characters look away from him, or even just can't see this side of him, even for a few minutes. All this is once a day or two has passed and he has been allowed to rest and regain spell slots, of course. If ever in the personal custody of the party, his chances of a successful escape attempt may not be great as long as there are always more than one member on alert, but at this point he is back in Pandalin and they have handed him over to Sildar Hallwinter to keep in the town hall. Now I guess Sildar's supposed to be experienced enough to anticipate the problems with keeping the wizards incarcerated, but what would those be, in the middle of the small town? Like two guards watching Iarno in the cell at all times, with loaded ballistics ready to try something? A guard would be clearly asking for an escape attempt, especially considering that there can be nothing more than common around to serve in this role. Then add that they have also captured Wyerith, the doppelganger in the form of a female drow, and she is in the next cell that also requires guarding. You will allow the use of Deception to the attention of a guard, allowing the surprise and use of the characteristics of the Ambush and the surprise attack on an unfortunate guard? Or would it be impractical, making her 'bide' her time? Anyway, open to suggestions as to what steps Sildar would have taken to keep imprisoned a magician former ally and a drow of unknown possibilities (except that he might have some monk training based on how fought before being knocked unconscious), and how could this play out of there? The party has gone off to make the sleeping giant habitable as accommodation, having killed the owner when he joined in on a Redbrand attack earlier and returned to Pandalin with their prisoners to find that their rooms at the Stonehill Inn had been taken by another group of travelling adventurers. Hmm, I guess RAW that wizards don't need their spellbooks to recover slots, only if they're going to change their spell option? This seems so different to me from the first versions and making them a little harder to control. Hmm, I guess RAW that wizards don't need their spellbooks to recover slots, only if they're going to change their spell option? This seems so different to me from the first versions and making them a little harder to control. Right, you only need to hit the books if you want to change your spell option. Otherwise, the slots return and the spells remain prepared, at least as I read PHB. Also, this damn known. AFAICT, you don't need to be able to talk or make a gesture to contact him telepathically, use his senses, reject it or call it back. Putting a blindfold on it would be enough to frustrate Misty Step since it only teleports you to a place you can see. Or put him in a windowless room when he's in town. Also, if you kill the known then you have to do the whole ritual to call it back. It has 1hp, so this shouldn't be too difficult - especially if it's already blindfolded and so less careful. Killing the familiar would have been easier had he not already discarded his familiar pocket dimension. As it is, since the cell he is in is not reflected and could lay so tied his hands are out of sight, he could remember the rat gnawing at his rope connections (metal shackles would deny this, but neither computers nor Sildar have thought about it), discard it again and recall it just beyond the back wall of the small building, and when the opportunity arises pull out his gag using the rat's senses to see where he's going. Or just, until inevitably they want to question him about what he knows about the Black Spider, and pull the same trick by using the rat's senses to target Misty Step's. Or if there are only two common guards when the rat has his hands free, he can understand that he can get both out with a skillful use of the magic rocket, again or killed. I think he can recognize the difficulties in completing an escape and decide to wait for a better chance along the way to trial in Neverwinter, depending on how exactly he is treated. Wyerith is also likely to bide her time before trying to pull off a prison break, not wanting to reveal her doppelganger nature, not even to Iarno, who could still prove useful and so it would probably be better to stay alive. The main thing, though, is that I wonder if I'm missing something and version 5e of Forgotten Realms has established ways to keep magicians and other spellcasters in captivity I haven't thought about. I guess going into metal shackles would make escaping a lot more difficult. Lost Mine of Phandelver Spoiler contained DM or GM only! I'm running LMoP at the moment. I'm an old school DM who started with Gary Gygax and the original basic set of rules and beginner D&D box set (I still have some of the original dice from the set). That said I took over LMoP after the DM who was running the campaign wanted to resign and become a player. Unfortunately for me and our team. LMoP was designed to teach a new player and a DM who are familiar with the 5th Ruleset. I think it does this well if you have a DM that comes from a long background of DM'ing. LMoP gives the DM a lot of options and is a great starter for a very big campaign. It gives many places for the party to create a base and many sites for adventure and discovery! Also, many great NPC develop and many villains develop as well. In any case, our pc teams are in the 5th level as they hit Wave Echo Cave so we had to adjust the meetings quite a bit. In our last session, our party group left a Bugbear escape that was part of a group of wandering monsters at wave echo cave around Area 3. One should assume that every Bugbear at WEC works for Nezznar and will warn him immediately. Well, what am I supposed to do? My first instinct is that he'd send his minions to ambush the player somewhere in the western part of the WEC. Areas 2,10, 17 and 18 or the intersection of areas 10 & 11. I have decided that Nezznar will probably try to make it difficult for the computer to travel to the western part of the mine. He has set up his minions so that they can respond to any threat that enters the areas of the mine he controls. Since its ultimate goal is to reach the Forge of Spells it will direct the party to the eastern part of the mine to deal with the undead creatures that inhabit this area and have so far been intercepted on access to the area where Forge of Spells is located. I also think if they do take the easy way to eastern Nezznar, is a Drow magician in command not only of a Doppelganger, but an army of Bugbears who have the surprise attack feature, as well as Glasstaff a human wizard and 2 2 Brand gang member one is a level 5 Rogue Assassin the other a level 4 Fighter, harras the party making one or two of these minions invisible and follow the party around so that they can strike at an appropriate time and possibly get a computer or two! I'm not trying to kill my players, but on the other hand, I think the advanced way of these PCs to fast because they were awarding XP to each player and not divided between the team. So, any thoughts to anyone? Question - is the intention to teach computers that they should never let monsters retreat, even when morale is broken? Having the monsters running away bring the fucking world down on their heads seems like the exact best method to do so. Does slightly strain suspension of disbelief to have monsters running away fail to make later encounters more difficult? Perhaps. Which is more important, though, the plausibility, or teaching the players that it's ok to let the monsters go, and making it a big deal when things are fighting to the death here and there? I'm trying to put myself in a Nezznar's position. Also Bugbears NEVER fight to the death. They always leave when two-thirds of them are dead! Further I'm not trying to teach players anything rather makes the game realistic without mundane. Question - is the intention to teach computers that they should never let monsters retreat, even when morale is broken? Having the monsters running away bring the fucking world down on their heads seems like the exact best method to do so. I'm not trying to teach players anything rather give life to the game and adding realism to the situation rather than mundane dungeon trampling! Does slightly strain suspension of disbelief to have monsters running away fail to make later encounters more difficult? Perhaps. Which is more important, though, the plausibility, or teaching the players that it's ok to let the monsters go, and making it a big deal when things are fighting to the death here and there? The most important thing is to make the game look real! Drow's smart, not stupid! Are you suggesting that Drow is an idiot, sir? They took me back. Have you Gm/DM'ed before? If so are all your monsters stupid? I'm not trying to be a troublemaker, I'm just asking a fair question. Some DM are like mundane dumb monsters to carve and vertical inside. Personally I like to give my monsters a brain is not an automatic response like ploughing in the face of death. If you were an extremely intelligent and conscious Drow villain you would sit back and start singing... Zippidy doo dahh oh me what a wonderful day? I don't think... We're a week away from completing the module. You can read about our experience on my blog. I greatly adapted the module to match the setting and recent events in the world of my campaign. My players keep forgetting the dwarf who hired them in the first place. When they arrived at Phandelver (Flinch in my campaign), they heard a bad bad for the Redbrands and be in the abandoned mansion with fair revenge in mind. When they finished, they heard an item that led them to Cragmaw Castle as they left without distraction. As a result, they completely ignored the inhabitants of the city and omitted many of the secondary searches. I messed with the shoes later. They wisely avoided the dragon in Thundertree. In fact, they avoided thundertree entirely and on purpose. It wasn't at the heart of their goal. He's in Emma Echo's cave mine now. Three of them went last week without a fighter and without a cleric. So he was a thief, a ranger, and a magician against many ghouls, a wraith, a flame dog, and others undead. They did... Poorly. Last edited: Jul 14, 2019 Page 2 Is going to necro it a bit. If the party manages to arrest Iarno Albrek, how exactly should they hold him captive, assuming he does not want to face justice in Neverwinter? Even though I didn't plan to add to his spell list (since he has very few spells preparing for a 4th level icing), the ones on his stat block make this difficult. 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hints, harbinger etc in that direction. Since the dragon in Thundertree feels strange and kind of random for some reason (going to the Queen's Treasure Dragon?) I was thinking of replacing it with a elemental. Cultists would be members of the respective worship of course instead of dragon cultists. Something that speaks against him? Any other ideas for connecting PoA early to LMoP?? I did the same thing (started at LMoP and moved to PoA), sooooo, I didn't decide to do it until two-thirds of the way through lost mines. I kept the Dragon, but had the cult of hate hooq approach with an offer of alliance. The computer heard this encounter (well one of them did, because he was locked up in one of the abandoned houses at the time). Then the Dragon made a deal with them, asking them to go to the Dessarin Valley and find out if this cult was a good thing to join or, in my party technically works for it (not paid huh), I was planning to trade the dragon for the Whiner for Acidmaw. Other links I added (spoilers for my players): The Hobgoblin Army under Targor Bloodsword (which in my game was a whole 1000 strong Legion) came from the Dessarin Valley (so these are Bloodsword Hobgoblins in fire worship areas), and was sent to invade on behalf of elemental Cults. I had evidence of this in Hobs not worshipping their traditional gods, but instead they are nihilists, they do not believe in an afterlife. (In my game I've swapped the Elements for Primordials so that makes sense). The computers of the Lord's Alliance are investigating the reason for the invasion. The Spider in my game was not a Drow, but a primordial servant, and the 4 weapons in PoA were in the Lost Mine (which is full of veins of purple glittery primordial substance). He wanted to get there and steal the guns to give to the Prophets, which he did successfully at the end of the LMoP. Computers are therefore still chasing the Spider and its plots while in the Dessarin Valley. The armored armor in the Lost Mines was changed for a set of elemental resistances. In it were the 4 runes associated with the 4 cults. The armor changed resistance every time it was hit by a result of the guy who resisted. This was another piece of primordial-related construction created in the dying days of Pandain. I linked the destruction of Gaudrim and Tyar Bresil. Both fell victim to the same attempt to exploit the powers of the imprisoned Primordials. This is a cannon for Gaudrim, but not for Tyar-Bresil. If you use the pregens from the whole box, one of them came from the city of dragon squats and has a little bit on the character sheet to want to go back and claim it. But I think if you squeezed the dragon and wrote elemental, it would still work. No, I don't use the pregens. It makes this place a little easier, but other places... Not so much. I kept the Dragon, but had the cult of hate hooq approach with an offer of alliance. I like that. This would also not accidentally pop an elemental in the town. The other things are great too, to think. Thank you all So I'm running part of this Monday for some boys on vacation, and their mother so she can see how D&amp;mp; D&amp;M/D&amp;M projects &amp; take over for them (using the pre-gens). They wanted the zombies and the. I don't know. as the end piece and ... the green dragon is CR B?!!?!?!? I don't have the monster book box since they have it to look over, but please tell me the green dragon in LMoP is not the same as in MM. I may make something halfway between the wrymling &amp;mp; young dragon. Actually, I do the goblin cave, I kick the bandits out of town, I get the dragon to rush in and kill something/ someone important, I'm going to take this dragon and convince him to leave! I'm moving Thundertree halfway along the Triboar Trail because, seriously? Why is the dragon a threat to the city when Neverwinter is there? Let's make it a local problem. Page 9 Issue #3: Recovering goblin weapons, are they usable, are they saleable? I thought yes to both at the time, since I never liked the alternative that enemy weapons become useless (and therefore also worthless); That seemed annoying to me. But I also think that goblin weapons are going to be pretty crap since they are, well, goblins. (This logic won't apply to the most serious criminals later, of course.) However, I am also aware of not wanting to upset my economy in the game. Edit: this was partially addressed above. Thoughts? To quote the PHB, page 144: As a general rule, intact weapons, armor, and other equipment fetch half their cost when sold in a market. Weapons and armor used by monsters are rarely in good condition to sell (my emphasis) Goblins are dumb as bricks... Their weapons are either primitive things they were hitting together last night, or they are weapons they took from someone they killed, and since then they have given zero care to the preservation of that weapon. The weapons are rusty, battered, dinged, and only mostly in operation. You may be able to sell them to a smith as scrap metal, but that's probably about it. For better or worse, SE has very consciously moved away from a huge economy in the game favoring adventurers looting and setting up shop to make some gold. It's much more about searches and killing stuff, at least in terms of both xp rewards and finances. EDIT: That said, gems, art objects, and other treasures from DMG's Treasure chapter retain their full value when sold, so be an art collector at D&amp;mp;B5 is quite lucrative. Last edited: June 23, 2015 Logic check please. I thought I might as well just make GM's map of Pandain available to my PBP players right away, rather than the players' map. It will make the discussions simpler and faster, it will not research to any significant extent (in fact, it will allow fast forwarding through some of the dull things), and there is nothing secret on the map of players that I could see. Any flaws in my plan? Logic check, please. I thought I might as well just make GM's map of Pandain available to my PBP players right away, rather than the players' map. It will make discussions simpler and faster, it won't slow down research to any significant degree (in fact, it will allow fast forwarding through some of the dull stuff), and there's nothing secret on the map of I could see. Any flaws in my plan? No. There's nothing secret there. I play online too – through via Skype – and leaving them plan in advance where they wanted to go to Phandalin and the routes to take made it much easier than trying to selectively lift bits bits of fog war for no real benefit. The Redbrands Drawing inspiration from the red-bandana-wearing Cowboys in the film Tombstone. The way I see it, the Redbrands are basically a medieval motorcycle gang. They didn't mind working hard as hired adventurers/mercenaries, but equally they didn't mind throwing their weight around as hired thugs. However, since Glassteel'took over, they have been encouraged to indulge in their darkest desires, with the aim of bringing the city fully under Redbrand's control through intimidation. I reckon Manor House is not commonly known to be where the Redbrands are based. Everyone in town knows that the roof of Manor House has collapsed a lot, so it doesn't provide shelter, except everyone assumes that all the Redbrands are wedged in the city. In addition, of the city is forbidden to play there because the walls are likely to collapse. (So, of course, the kids go there all the time, and one of them spotted a Redbrand slipping into the woods and followed them to the secret tunnel entrance). Thoughts? Here's my history of the situation in the criticism of my welcome idea. Harbin got the job as a Townmaster because no one else wanted, after all, pioneers wanting to... Well... Champion. They left Neverwinter and anywhere to escape the bureaucracy. And the city administration was easy work to begin with, the city ran essentially the same, pioneers basically being good at these things, they just need some coordination for community projects. And Halia handled the difficult part, dealing with the unruly, unruly miners and their many and complex rights claims. It was Talia's idea to appoint a master chef, to take some of the load off her shoulders. It also gave her a firebreak when miners had to be jailed for drunkenness and/or fighting. The Alliance of Lords received reports of Phandalin's growing success, but also of the increasing activity of bandits, not to mention frequent barbarists. So the decision was made to send an (initially covert) agent to make (ultimately obvious) openings in the city, with a brief to coordinate the creation of an official gendarmierie to provide both internal and external protection. The Black Spider wants to be able to excavate Wave Echo without risk of discovery, so hunting by researchers (with immediate intimidation and by breaking their infrastructure in Pandain) is key to his plans. Iarno was appointed an agent of the Lords, but instead of carrying out his mission, he instead opened up to the Black Spider. (Or maybe it makes more sense to have the other way around?) Iarno never really showed his face in Pandain, instead worked with the Black Spider to take on the Redbrands, and then really intensified the plan to shut Pandain down. Iarno's first move was to play carrot and stick with Harbin, offering bribes and persuasive threats. The Redbrands are not subject to any justice, even the recent murder of Thel Dedcar (per rumor) has initially been brushed off by Harbin as self-defense. Either Irno stopped sending reports to the Alliance of Lords, or he never sent anything. (Thoughts?) Eventually the Alliance became concerned, and when they confirmed that Iarno was not in town, especially with alarming reports of increased bandit activity, they decided to send Sildar to investigate. Logic check, please. I thought I might as well just make GM's map of Pandain available to my PBP players right away, rather than the players' map. It will make discussions simpler and faster, it won't slow down research to any significant degree (in fact, it will allow fast forwarding through some of the dull stuff), and there's nothing secret on the map of I could see. Any flaws in my plan? No. There's nothing secret there. I play online too – through via Skype – and leaving them plan in advance where they wanted to go to Phandalin and the routes to take made it much easier than trying to selectively lift bits bits of fog war for no real benefit. The Redbrands Drawing inspiration from the red-bandana-wearing Cowboys in the film Tombstone. The way I see it, the Redbrands are basically a medieval motorcycle gang. They didn't mind working hard as hired adventurers/mercenaries, but equally they didn't mind throwing their weight around as hired thugs. However, since Glassteel'took over, they have been encouraged to indulge in their darkest desires, with the aim of bringing the city fully under Redbrand's control through intimidation. I reckon Manor House is not commonly known to be where the Redbrands are based. Everyone in town knows that the roof of Manor House has collapsed a lot, so it doesn't provide shelter, except everyone assumes that all the Redbrands are wedged in the city. In addition, the children of the city are forbidden to play there because the walls are likely to collapse. (So, of course, the kids go there all the time, and one of them spotted a Redbrand slipping into the woods and followed them to the secret tunnel entrance). Thoughts? Here... When I posted some real play notes on another forum, I referred to my experiences there as it is in a fantastic version of Tombstone. My players and I watched tombstone together when it was first released and we remain huge fans. As a result, I played up a similar corner and made the pub where I hung out a really bad place that the rest of the city hated. And, for the first time in 34+ years, I had computers burn a building to the ground..... And there was a lot of joy. I also made this little wood guarding the secret entrance quite threatening IMC. It's touched by Feywild so there's a green witch hag there (it's a Tardis forest so there's more room to play) and hunting choikers there giving the place a menacing reputation in the city so no one goes there. Here is my background on the situation in Phandalin, criticism of the idea greeted me. I like it, I like it. We finished with the Redbrands launched and Sildar arriving at griffon-back to see what was really going on in Pandain. We haven't returned to SE since, but may do so in the future. Thanks Scrivener, bad minds think the same! I think Mezzar must have spotted the Wave Echo as a result of his spies following Goodren, though else makes sense. I think there is a bit of disconnect between Iarno and Melzar, as to why, how and when they they would together. But to be honest, I don't think I'm going to worry about that. Some bad guys worked together for the same reason, I don't think computers will care so much. I really like the idea of doing the tavern with the Redbrands really hanging out from the rest of the city, thanks for that. Any thoughts on whether there should be more Redbrands around town, even if they are not overly criminal (as opposed to those that are stated)? I think I like the idea of computers struggling to cope with people who are just one by one unpleasant, and not out-and-out murderous villains. Or is this going to slow down and complicate things? Unfortunately, I don't have an answer. I changed things emphatically and had the Redbrands as pawns of Zhentarim who were... I would have been if we had continued... in the caves of hobs by hold on the border so I had moved away from the original LMoP story. (I had two requests from the players heading into the campaign: one wanted to run his own version of LMoP for his team and wanted some experience with SE first and the other wanted to play Keep in the Borderlands.) We are about to get our SE game after several months away. By the time we had stayed away, I had deviated significantly from the section as it was written. And because I have... to clear it all up for myself again, I'm going to write it down here. First, I decided I wanted to lure things into the old red steel AD&amp;D campaign setting, which changed the backstory for a lot of things. Unbeknownst to almost everyone these days, Wave Echo Cave is a rich cinnabril mine, and the Forge of Spells refers to a team of human, elvis, and dwarf craftsmen who knew how to make use of it. The Order of the Red Brand was a group of knights dedicated to protecting the Cave of the Echo of the Wave on behalf of the lords on the Wild Coast. But that was centuries ago. The gang known as Redbrands who now run Phandalin have forgotten its origins, but they like wearing red cloaks and painting their swords red. It's their thing. The location of the Wave Echo cave has been lost. People are still looking for it, but mostly crazy, and the search often proves deadly. It's like the Lost Dutchman's mine - it's out there somewhere, but it's generally considered a wild goose hunt. The Rockseekers are just three more suckers who think they know where the cave is, and their map is nothing more than a bunch of cryptic symbols and wiggly lines that require a lot of interpretation and speculation to mean anything at all. (Spoiler: It's the real deal!) How could anyone in Pandain know that hundreds of miles away, on the Wild Coast, a place none of them have ever heard of, some powerful, rich, redheaded weirdo conducting his own desperate search for the Wave Echo Cave? Or, more importantly, that they possess critical information that no one in P veradain does? To that end, they sent a handful of trusted lieutenants (led by an arania named – what else? – Black Spider) to secretly track her down. One of these vassals is Iarno Albrek. On the Savage Coast, he had the legacy of the web. When he left that place, he lost the powers of his legacy, but he kept it in the Commission. So it has an extra set of eyes, extra joints, spidery nails, and everything else. He imagines himself noble on the rise, and sees in the Redbrands an opportunity to own property, live in a mansion, command a private army, and rule a city. City. Price for all this is admittedly high, but it's more than he was likely to get in his homeland. When computers appeared in the city, Lord Glasstaff has his own personal (pun unintentional) Tresendar Manor renovation: floor cleaning, painting, etc. It aims to govern in style. Harbin is still the Chief Master, but that doesn't mean much - he's a midfielder who responds to the Redbrands, and a means for Lord Glasstaff to run things without having to interact with the public. Because he's, you know, awful. Computers are driven (basically) by an uncompromising paladin of Ilmater who had no qualms about the three of them taking on an entire gang on their own. They found out about Tresendar Manor's secret entrance from the kid and went straight in. Because Iarno and his people live in the mansion itself instead of just in the cellar, I mapped it all out, modeling it in Downton Abbey. Then I put in some NPC tributes to characters in Downton Abbey, because it aw entertained me. The computers ended in a protracted battle in the great hall. Fortunately, thanks to a feint before they went in, not all the Redbrands were there (specifically, they sent word that one of them wanted to challenge the Redbrands' champion in a fight at city hall, which drew a bugbear and a few spectator villains), but it was still a tough fight. Glasstaff threw magic down them from the gallery above, then tried to escape through a secret door, but the computers and Droop the turncoat goblin managed to catch him and kill him. Among Glasstaff's books and documents, computers find documentation of redbrands' farms and references to the Black Spider, the Wild Coast and Cragmaw Castle. There is also a text about the ancient history of the area that makes reference to the Order of the Red Brand. Droop can tell them where Cragmaw Castle is (Droop has made his business aware of all the master's secrets), and beet, glasstaff's personal vate and the only Redbrand who seems to be a half decent person, helps them sort all the stolen commercial goods in the cellar. Getting these things back to its rightful owners would be a decent series of mini-missions. But before they deal with all this, they have to deal with the bugbear in the middle of the city that is Harbin. He and his fellow Redbrands have suspended him from the roof of the town hall and throw things at him for sport. A crowd has gathered - while the city's residents are not fans of the Redbrands, they're not exactly fond of Harbin either, so this is cathartic for them. Then the computers appear, and that paladin of Ilmater that bugbear with flail's. So... So that's it. When the opportunity arises - Beet has things in order, one of the computers creates a city library using Glasstaff's non-magic books, etc.- our heroes set off for Cragmaw Castle. Fortunately, they find the hidden side entrance and I'm going to sneak in. While two of them take the elves and their leader, the third, a cleric, scouts around. After the fight began in earnest (the burning hands of the rogue/magician turns out to be particularly destructive), the cleric sees someone in the chief's room, crouching over two immovable bodies. When he steps forward, the figure spins, revealing himself as a raccoon - a cat-face from the Wild Coast. They've been fighting for a while, and it's not going well. She says she doesn't want to fight him, and she suggests she go on her way. They hit him and he decides to let her go. When he examines the two unconscious forms, he finds that one is Sildar Halwinter (oh, he wasn't in the Cragmaw hideout, BTW) and the other is Bunden Rockseeker - both their necks have been cut. The raccoon does, obviously. We don't have time to waste. He only has time to save one of them! Thanks to a riles misunderstanding, he throws prayer healing and saves both, then runs behind the side entrance with them and into the woods. At the time, none of us knew that this spell had a casting time of 10 minutes, so tomorrow night, he's going to have to make a real choice of Sophie. Who are you saving, someone who might be able to bring lasting order to Phantaln (Sildar) or someone who might know how to find the Echo Cave (Bunden)? The other two computers try to follow suit and run out after the leader is killed, but the elves from the kitchen stalk them - and then they are confronted outside a war party led by the castle's second commander. That's where we left things. Tomorrow night, a couple of new computers will show up to come to the paladin and rogue/rescue magician, while the cleric will have to figure out who he left to die. Now, I was initially waiting for computers to try to talk their way out of it. With the death of the leader, the tribe has a power vacuum, one that the leader of the war party could fill. If computers rotate it correctly, they can use it to their advantage. Or they can try to kill everyone, as usual. But it's down to HP and spell slots, so I'm not sure which way they'll go. Either way, I can't wait to get back to it. Page 10 So my party just arrived in Pandain, or more specifically, the two halves of the party have joined in Pandain, I had a recent attempt to reinvent party that went very well. I decided to have the two kids mentioned, the ones who know about the secret tunnel, starting to follow the party around, playing Junior Adventurer. A combination of cute and annoying. I have worked the background so that the links with both sildar and They're very powerful. In addition, there are links to Reidhoth, Thundertree, the Redbrands, and more. I made a small mistake with one of the backgrounds, in that Glassteel was active two years ago. But this is easily solved by having Iarno kill the previous leader Redbrand and adopt the code name. I decided that I would have Iarno never really seen in Pandain, at least not overtly. I think it works better, especially in relation to my attempts to patch a plotline. I'm still trying to connect Neznar, Iarno and Goodren with a coherent timeline of past events. I'm closer than I was, but at the end of the day, it probably won't matter much. Here's what I got: Goodren's two brothers are the explorers. Goodren's the businessman. When they found the Wave Echo, they sent a message - including a map - to their brother. Bring yourself, and a bunch of digging tools! A short time later, but too late to intercept the message, Neznar discovered the brothers and understood the significance of their finding. Neznar specifies that it takes several months at least in order to fully explore Wave Echo without being disturbed. So Neznar determined that he had not only to remove Bunden and his brothers from the scene, but must also close all search activities on the site. Neznar decided he had to gradually bring Pandain to his knees. As the city died, so would the infrastructure that supported the researchers. In addition, increased greenskin activity will deter (or deal with) any lone explorers. To achieve Pandain's death - without making a huge scene - Neznar added the X' to his contact/spy/traitor within the Alliance of Lords to come to the region under the guise of the establishment of a gendarmierie/embassy by the Alliance of Lords. All Iarno had to do was sell the same idea to the superiors of his Alliance, which was relatively simple. Instead of just executing this plan, Iarno and Neznar decided that the best way to proceed was to instead have Iarno go undercover and take on the Redbrands. By the time the Alliance got involved, assuming they ever did, it would be too late. In the worst-case scenario, Iarno can claim to have been a prisoner of the Redbrands, who learned of the plan to create a gendarmierie, and so kidnapped Iarno to avoid this happening. \* money, power, magic, something \*\* definitely not the worst case as computers are likely to prove! So the timings of the above are still a bit messed up, but I think the overall backstory is a little more cohesive now. I'm struggling a little bit to flesh out the hooks and pizzazz for the druid who recently joined the party. It has a neat background, half elf wood/half-Drow, Circle of the Earth (Underdark), Here's the additional blurk I gave him: Thundertree is lost. Once a prosperous community on the outskirts of the forest, rich from the woodcutters and trappers. Then, thirty years ago, the eruption of Mount Hotenow in the north destroyed the city. In the aftermath of the sudden natural disaster, a gradual but unnatural has apparently followed, a plague of strange zombies has wrapped its ruins City. A local druid, a Reidhoth, has made a plea for help from his fellow survivors in the end. Seeing an opportunity to prove yourself will join a team heading to this area. You'll pay your way by helping them, then either convince them to help you in your quest, or find Reidhoth on your own... With Drow's orphan village, it might be neat enough to have Husk attached to Neznar somehow – maybe Neznar is all NO, I'm your father!!! Or is it too tacky? But either way, it's going to be a long time before this relationship becomes apparent, so I'd like to expand the links a little. I think there is an opportunity to add information/intelligence/missions from Emerald Enclave even before the PC meets Reidhoth – an audition perhaps? Is it inappropriate to handcuff the computer to the Emerald Enclave immediately? Is there a way to strengthen this connection while still giving the player and character one out? I think I just made another neat/useful link. Daran Edermath is a member of the adventure team that destroyed the wyverns' nest in what is now known as Wyvern Tor. Daran retired for this job as a favor to a friend. He recruited and led the young men who destroyed the nest fifteen years ago. Most of Pandain's residents don't remember that since they arrived in recent years, but Daran is a great gorram hero. Daran would never have to buy his own beers if he ever returned to dragon shore for a visit. I'm going to play him as a retiree, but Spray, Malcolm Reynolds. So I need a speaker/logic check for my Phandelver PBP campaign (see my footer). My gang of wannabes cleared from the Cragmaw caves, led by pandalain... but left immediately for Cragmaw Castle, bypassing all things Redbrand. They are currently inside Cragmaw Castle... And it's totally kicking. That's great, except that it's likely to head straight to the Wave Echo, and even when it's over there, it will still be significantly smaller than L3. Wave Echo recommends L4, so I want to send them somewhere else first to level it up. They haven't met King Grohl yet, though the meeting is imminent. So my thought is, I want to reinforce the evidence in Grohl's room. I would like the Spider to be more conspicuously involved heavily in pulling the strings. Maybe he offered King Grohl magic and loot in exchange for control of the hills and the southern forest on behalf of the Spider. It has offered Glassteel control of the city Pandain (plus magic, and in exchange for control of the city through which the Spider will use to do... things (what?) all well and good. And how what? I've given the druid to the party strong ties to Thundertree, which seems like a cool place for the party to go next. So my thought is that Spider wants to bring Venomfang into the deal. His offer is that Spider wants to bring Venomfang into the deal. His offer is that Venomfang will the north, without any problem from Grol and friends (plus magic and loot). In return Venomfang does not interfere in the south, and also deals with any annoying d-goooders coming from Neverwinter (that the spider will know thanks to Glassteel). But Spider knows about Ridhoth, and he believes Druid will interfere in any negotiations with the dragon. So he ordered Grohl to send a war party to Thundertree to take out Raiith. This war party left just a couple of days ago, and I hope that's enough motivation to get the party to continue in a hurry. They will arrive at Thundertree just in time to save Reidhoth, etc. etc. It will also include in the Grol halls some more information about the goings-on in Pandain, hopefully to give the party motivation enough to deal with the Redbrands and Glassteel before continuing to Wave Echo. Can anyone polish (or spot any horrible flaws) in it? A related question is why the spider uses a Doppelganger, and not just a regular Drow messenger. What else does that add besides confusing my players? Can anyone polish (or spot any horrible flaws) in it? This all looks good to me! Another way to get the party to take on the redbrands is to use the hook of taking prisoners to sell into slavery. If the party has any NPCs that are fond of it, they could easily find that one of these people has fallen foul of the redbrands and been kidnapped, soon to be sold into slavery... You could make a nice cliffhanger after you've finished at Cragmaw Castle – they've kicked him, they're celebrating, and just then a breathless messenger on a horse slavingr rides at full tilt with the urgently bad news that their contact/friend/whatever has been abducted by the brigands. A related question is why the spider uses a Doppelganger, and not just a regular Drow messenger. What else does that add besides confusing my players? I struggled with it a little too much. I think once you introduce a Doppelganger you're introducing a good one of many possible mistrust and confusion – which can be a lot of fun, but there's no point for the Doppelgangers in this adventure. I constructed it so that the Spider would be a paralysed and outcast from his society, so he has slaves of Doppelganger, whom he orders to take the forms of the Dark Elves to make him feel less alone. The Doppelgangers fight as Dark Elves, but when they are killed they return to the Doppelganger form with an iron manacle around an ankle or wrist - a peg sealed with the spider's mark. Letters or a magazine in of the spider at the end of the adventure could indicate them in its loneliness and outcast/patria state. The Spider is an outcast is an interesting idea, I might as well use this. It could be nicely connected to Out of the Abyss, whereby every one gets captured by a Drow party hunting the renegade, or the final showdown in wave cave causes a cave, preventing their escape and throwing them into the arms of the Drow army. (Or a hybrid of both). The renegade also explains why spider has ties to Glassel. Last edited: September 27, 2015 yes that's true - why does Dark Elf work with bugbears, goblins, human brigands, and doppelgangers? It's really good. It makes more sense if he's a lone agent (and he works with the drow thing too, because he's not usually a woman?), and what's the next campaign? A whole down-to-the-ground, full of drow, yep, baby. Page 11 Regarding the COVID-19 virus and its effects: Things are frustrating, and confusing, and scary. People dream of conspiracy theories to help make sense of things. They are not useful, though, and only serve to make the world more confused and scary. We're not going to have that here. If there's new information to share, share it, but report your information to a trusted source. And we swear to God, if someone comes here and starts overflowing with QAnon's about COVID-19 or literally anything else, you'll get permabanned so well that your grandchildren won't be allowed to post here. Page 12 Pretty much what the title says. Both players and DMs, have any tips/ins/warnings for running the Lost Mine of Phandelver adventure? Things to edit, things you might avoid? I've found some themes that detail some inconsistencies in the text, but I was also curious about parts of the section that were of course fun and parts of the section that could definitely use some spicing up. Warning: Here is a dragon! yes, there's a dragon, and he's not the boss. It's a meeting you can skip, and it will be a TPK if you play it like a video game, in which computers have to kill the dragon or else. The adventure could do a better job of guiding the DM to let players know (maybe E50 Insight rolls or simply through a useful NPC, the same guy who suggests searching for a dragon in the first place) that this dragon can simply be driven out. He doesn't care enough about the area and cares much about his life, really hard for it. My computers never got to that, but they did, in their negotiation with the dragon. In general, adventure shines when computers use social skills and overall creativity to solve problems. Some groups are more creative than others. Pre-gen computers are connected to various people or groups in the city. Some kind of extortion would be nice. My DM... The adventure reminded me of a western - a city overrun by bandits, citizens too scared or too weak or too corrupt to openly oppose them. So I borrowed from western dogs in the vineyard, and I made computers new, but full juddges in the service of the main antagonist or gods, like a background above their other backgrounds. They could be an alignment other than neutral chaotic evil. This gave computers great responsibility and social power, which my group used well, distinguishing between smaller and larger criminals and showing restraint. I did add a circuit judge trip expected to arrive soon, so the computers didn't have to act as a judge, jury, and executioner. They were a few sessions in (I have a real game here, but be aware that it also includes a prequel session) and so far the players have been digging. I really like the overall form of adventure, and the very Skyrim-esque vibe of the city's first hit and finding all these side quests and stuff. My own thoughts on potentially disturbing things: Dragon: I'm going to change it so that Mamajama is in a similar tower, but with a basement that has been turned into his treasure: some attacks can crash through the floor and into the basement, where players can distract the dragon by tampering with his stuff so that a badass fighter or war-cleric can jump from the top of the tower to the back of the dragon as he rushes down to the basement, yadda yadda yadda. I want it to be a great fight, not just a random-feeling side encounter, and I think it will go pretty well. Goblins: I've gently unblocked and hidden bonus actions, partly because I've heard that we've led to TPKs early, and even more so because I think I'd just be frustrating as shit to fight (no one in my small group of three players is capable of perception, for example, so I'd be pretty screwed). I have increased the number of goblins to make up for their brief change from their special abilities, and the matches are still quite tense and ugly. Fight: Fights are, well, very tense and ugly. I have just three players (Fighter, Cleric, Wizard), and I would say in about half the matches, someone has been down and made death saves (the cave goblin was just cleared with only the magician still about 2 or 3 HP, in the last gobbos). At the lower levels, in particular, fighting feels very swingy, and only one or two good hits (lucky injury rolls, not even crits, here!) can really change the tone of a fight. NPCs: Last session (which I haven't posted yet, I'm lazy) was just a little fight against some Redbrands/robbers, and everything else was RPing in. It was awesome. I tweaked some NPCs to fit into the history of the prequel started (only a few of the folks in Pandain were refugees from Port Lyst, nothing significant), and the group seriously spent about 4 hours just roaming the city, talking to people, leaving great tips, eating good food, meeting young townsfolk, re-acquainting themselves with NPCs they had met at the prequel session, etc. etc. I hammed it up and had a good time with a bunch of different accents, the players had a great time, everyone was happy (and made the fight itself much more annoying and tense, I think). So... I don't know, I don't know. Have fun with it, and hopefully your team will dig in, too... In general, adventure shines when computers use their cunning, social skills, and overall creativity to solve problems. Some groups may need a question... What adventure forgets: Pre-gen computers are connected to various people or groups in the city. Some kind of extortion would be nice... These things were the key to my experience. 1st and 2nd level characters can die very easily. I would like to explain to the players that we should try to be smart or interesting; that straight up matches will be very deadly. Also: connecting the background of computers is really useful to encourage them to explore and interact in the village. We didn't see the pre-gens, but I listed these hooks and let each player get one and work on their backstories. He did wonders! I agree with the above comment regarding adding hooks or using the pregen hooks to connect computers to adventure. My own advice: 1. Be aware that both the den of Redbrand and Cragmaw Castle will probably see computers entering the middle of the dungeon, near the climax. There's nothing wrong with that, but it changes the goal somewhat than you get the impression of the adventure as it was written. 2. Thundertree is so far away that computers may decide not to bother, seeking all other avenues first. 3. Its not difficult for computers to find Cragmaw Castle via multiple routes, so many of the side searches can be bypassed. Again, it's not bad, but it may come as some surprise. Last edited: Oct 14, 2014 Slightly covered by Phil Calle, but there, worth repeating - make sure you read k&mp; are familiar with pre-gen backgrounds, if you're using them (and I'd really like, it's really a big part of what makes LMoP/Se so special) - I've run with two separate groups, both I got slightly blinded by the name playersCs& amp; expect a relationship. You can bluff through it, but you better be prepared. Also, if computers aren't careful, Glasstaff can easily escape the safe house, and if he doesn't, chances are he's falling like a bum. In hindsight, I'd rather run it, respond to the carelessness of computers, and then make sure they know they missed the chance to punch his teeth in, then I'd probably have him show up at. In. support/control of King Groh. It might make the race a little difficult, but on the other hand, it establishes a response that many novice DMs fear too, IMO... I love The Lost Mine. Lovedy adventure. If I ever meet Rich Baker, I'll buy him a beer. Last edited: October 14, 2014 All the different Realms organizations felt shoehorned for such a small small village. I threw them out of my game. Also, make sure to play up the Redbrands as all out and about the city doing things, not just hanging on to their respective areas. It's a part of the city and probably related to other villagers. Play it as a situation where it's not bad with a chapter E. If I wanted to run it again, I'd change the wagon guard introduction to something else. I felt cheesy, I would also like to repeat Thundertree. Fell flat in my game (except for the dragon deal, which was fun). And I would always suggest when running a written adventure to pass tediously and make a list of each member of each faction. Quite convenient when my party ended up in a showdown in the middle of the road with the Redbrands OK Coral-style. Or when the surviving members at the hideout joined their brothers in the castle after a PC raid. All the different Realms organizations felt shoehorned for such a small small village. I threw them out of my game. Also, make sure to play up the Redbrands as all out and about the city doing things, not just hanging on to their respective areas. It's a part of the city and probably related to other villagers. Play it as a situation where it's not bad with a chapter E. If I wanted to run it again, I'd change the wagon guard introduction to something else. I felt cheesy, I would also like to repeat Thundertree. Fell flat in my game (except for the dragon deal, which was fun). And I would always suggest when running a written adventure to pass tediously and make a list of each member of each faction. Quite convenient when my party ended up in a showdown in the middle of the road with the Redbrands OK Coral-style. Or when the surviving members at the hideout joined their brothers in the castle after a PC raid. I agree with that. If I run it again, I'd placate the Redbrands as an example of feudalism as a bad system. They are the protectors of the city but also the torturers. Therefore, I think the city needs a palisade with Redbrands at the gate. Perhaps Galstaff has secretly taken over for a former warlord (who the pre-gen thief was close to?) and has them shaking more people down, looking for treasure and clues to the Lost Mine. I also agree custom backgrounds and pre-gen links in modules are good and should be used. I dropped the factions myself. As for Thundertree, I think it should be played on the atmosphere and anticipation of Hoard of the Dragon Queen. Make imaginative use of Dragon Nest Effects. Maybe you'll flood the place with branch-like creatures. Worshep is there to beg the dragon and offer her treasure. My team ended up offering to serve her as well. I think Wave Echo Cave itself could expand as well, I'm thinking of sending characters back to explore Hammer of the Gods from LotFP. We've only had one session of Phandelver so far, and one of my players has run about half of it, so I've had to make a number of changes to make it less predictable for him. I had met them and met Bunden (both his brothers) and Saldir in Neverwinter. One of the brothers stayed behind, but Goodren and the other went with Sadler to Padelver. Instead of finding two dead horses on the road, the computers met the dwarf no-Gundren. He stumbled towards them, trying to maintain some semblance of dignity, then fell forward to the ground with like a dozen black-winged arrows protruding from his back. When they found the ambush site, there was only one horse there, the other that was clearly dragged off the road where there was ample evidence that it had been slaughtered. (I guess there's no way some goblins are going to drag an entire horse all the way home, but there's also no way they're going to leave all that delicious horse meat behind.) Instead of ambushing there, I moved the four elves down the path. Two archers are put on hold from the first trap as observers, with orders to retreat back to the second trap to support melee-goblins in case of trouble. The computers chose to deliver their wagon to Phandalin and then return at night to look for gundren et al. No, you know, the best plan, but anyway. One of them found the trap trap, then immediately got under a goblin's crit archer. I thought breaking up the elves might have reduced the chances of that happening. Oh, well. Knowing how much of a problem Klalg was likely to be, I decided that Yeemik wanted Klalg out, and would try to enlist the help of computers to make this happen if he could. (I also built on a link between Klalg and the Redbrands, which Yeemik didn't like either.) Fortunately, the computers first met Yeemik. He offered to send some goblins along to help (literally – I was going to have them use the Help in Battle action, and also take the occasional hit), but the PALADIN PC refused. Cut into this paladin that covers the retreat of the other two computers, and then get out of Klalg's morningstar. Oh, well. Again. We are a week away from completing the You can read about our experience on my blog. I greatly adapted the module to match the setting and recent events in the world of my campaign. My players keep forgetting the dwarf who hired them in the first place. When they arrived at Phandelver (Flinch in my campaign), they heard a bad thing about the Redbrands and beelined in the abandoned mansion with me revenge in the mind. When they finished, they heard an item that led them to Cragmaw Castle as they left without distraction. As a result, they completely ignored the inhabitants of the city and omitted many of the secondary searches. I messed with the shoes later. They wisely avoided the dragon in Thundertree. In fact, they avoided thundertree entirely and on purpose. It wasn't at the heart of their goal. He's in Emma Echo's cave mine now. Three of them went last week without a fighter and without a cleric. So he was a thief, a ranger, and a magician against many ghouls, a wraith, a flame dog, and others undead. They did... Poorly. Page 13 All these upthread people talk about the value of creative solutions over direct combat? Listen to them. Low-level computers can and will fall like flies against most of the challenges if you run them directly. If you let the characters be creative then not only will they have fun, but the encounters will be easier to manage. Some highlights when I ran a group up to level 3 included: Feeding wolves some horse meat found cooking over the fire set by goblin lookouts to appease them. Elven paladin using his glaive to cut the rope securing the bridge in the goblin cave and bring the goblin to it crashes down. The monk dragon was using one end of the cut rope to swing clear when other goblins broke the barrier. The human thief with the perpetrator feat of luring individual robbers out of the rec. room so that the party could kill a couple of one at a time. The party used narrow corridors to force the bugbears and bandits to fight them one at a time when the thief fluffed a cheating roll and caused two encounters simultaneously (dwarf fighter at the front, elven paladin with the reach behind him, cleric/man of the fluctuating cantrip who ignored the cover at the back so multiple computers could attack a bugbear). The party catches a couple of bandits sleeping after taking a short rest and deciding to try the quiet approach. I'm running a team through this adventure now, and as things go, it looks like I'll completely bypass the ruins of the Thundertree section. They are ready to head to Cragmaw Castle, having learned its place from a captive elf. Once they recover Goodren's map, they'll probably go straight to the Echo Cave of the Wave. While I'm sure the adventure plays out just fine like this, I'd like to get the team to Thundertree if I can.\* Any suggestions on how I can convince the party to make such a long journey out of their way? The team hasn't shown much interest in getting acquainted with the residents of Pandain, so I've had to find other ways to get their side searches. One thing that can help is that Sildar Halwinter, learning that Iarno Albrek has gone rogue, decided to take his place and settle down as deputy head of the Phandalin gendarmierie. He's trying to train a city clock from the local local and replaced the party to help with threats that need immediate attention, such as the ork and undead that made the Triboar Trail unsafe. Iarno escaped from Redbrand's hideout, and Sildar really wants to be found. That's possible, but I can't think of a good way to link it to Thundertree, or a way to get the party back on Irno's trail. I thought I'd send them to find the druid because Gudren would need some treatment after his ordeal at Cragmaw Castle (assuming they get him out alive). But the paladin party could probably heal its wounds, and if that wouldn't work, then why wouldn't it just get someone from Neverwinter? As for the hooks in the section as written, the team does not need the druid to find Cragmaw Castle for them, as I mentioned above. I haven't used the heirloom side search of Mirna, but it seems like a pretty weak incentive for a very long journey. (And I won't put it over the team to just keep the necklace!) So... Help? Any suggestions on how to steer my team in this direction? They could even go there after the wave echo cave if necessary, although I think it might be anti-climate. Are you using the pre-gen characters? The folk-her archer has a personal goal of driving off the dragon there. Perhaps the dragon, although based in Thundertree, threatens the surrounding area all the way to Pandain. Stealing sheep, burning crops on Alderleaf farm, that kind of thing. If he flies away every time they try to intercept it, they'll have to drive it out of his nest to get rid of it properly. Hmm, maybe... but I'm well in part 3 of the adventure and haven't established any of them. And it's a long way to Old Owl Well right now. If they have some attachments in Pandain, it could threaten them - maybe acid belches for the inn they stay in, or Sildar's critical wounds, or even stealing a toddler or something. As I said, they have really resisted getting involved with the people of Pandain. I guess that's partly my fault. They've preferred to camp in a dilapidated house rather than stay in an inn. I have never even met the halfling farmer who would let them stay in her barn, although I did send the little boy to them with a message once and even had hung around and try to chat. They may have been chasing the dragon to average Sildar, but this is a long journey ashore – several days of walking – and if the dragon were flying, they wouldn't be able to locate it. Last edited: November 20, 2014 Hmm, this is difficult. If playing with their sense of revenge won't work, you could try their sense of greed. Have they interacted with Hamun Kost the Red Wizard yet? Perhaps he (or some other NPC) could throw hints at the dragon having stolen a decent magic item for his treasure-treasure (perhaps the +1 sword that's meant to be in the redbrand hideout if they don't already have that). You have to be willing to go poke a dragon on the promise of a good magic element, right? If you're really keen for them to go to Thundertree, you could always have the druid seek them out of their fame and ask them to lead the dragon away for him. Maybe throw a bunch of two-blights at them while they sleep, the druid shows up and helps them win the fight, and then asks for their help with the dragon on the promise of a good magic element, right? Have they interacted with Hamun Kost the Red Wizard yet? Maybe he (or some other NPC) could throw hints at the dragon being stolen a decent item for his treasure-treasure (perhaps the +1 sword that is meant to be in the redbrand hideout if you don't already have that). You have to be willing to go poke a dragon on the promise of a good magic element, right? Have they interacted with Hamun Kost the Red Wizard yet? Maybe he (or some other NPC) could throw hints at the dragon being stolen a decent item for his treasure-treasure (perhaps the +1 sword that is meant to be in the redbrand hideout if you don't already have that). You have to be willing to go poke a dragon on the promise of a good magic element, right? Have they interacted with Hamun Kost the Red Wizard yet? 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