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Wild sheep chase 5e

In 2018, I organized a 24-hour charity D&D marathon. As part of this event, I played The Wild Sheep Chase by Winghorn Press as a player. It was a peculiar little adventure with a talking sheep and a dragon formed from a polymorphous bed. It got stuck in the memory. Recently, I have done adventures at once in Roll20 and The Wild Sheep Chase seemed to be an ideal candidate. It certainly was a nice joke. Much of it went to the group i directed. They were actually bought into the peculiar and humorous nature of the adventure, so that really helped. However, like all the adventures of the Winghorn Press, the adventure itself is very well written. However, I've learned some important lessons from this: it's bigger than it looks, but it may be shorter than it looks too. I usually aim for 3 hours for one shot only. It always seemed like the right time. 2 hours does not itch the itching and 4 hours can lead to nervous and bored players. At first glance, it doesn't look like it's going to take long to complete. There is an initial encounter with Shinebright the Ram and his pursuers, so he goes straight to the Wizard's tower to confront his star, Ahmed Noke. If the party decides to take the non-combat route through this, then recover shinebright's wand can be quite fast. I made the mistake of allowing the party to interact face-to-face with Ahmed Noke shortly after they arrived at the tower. The Wizard threw a charming person over him (an event I couldn't predict). Only a lucky shot of salvation saved my game from a disaster and a quick finish. On the other hand, if they decide to fight in every meeting, then it can really take a while. There aren't many potential encounters, but your opponent has a large stack of hit points. It has the potential to become a long war of attrition. I've made it worse to add a Table Dragon with the same statistics as the Bed Dragon. The Bed Dragon is a TPK machine. As humorous as it may be for the party to be completely decimated by a Dragon made of a bed and sheets, the reality is that it's not much fun for the players, especially considering that they could find the Bed Dragon at the beginning of the adventure. The splinter breathing ability does an astonishing 7d6 of damage and knocked down two players in the first round, including the party's main healer. It also recharges on a 5 or a 6 on a d6, so there is a fairly high chance of him being able to use the ability again quickly. It is a highly effective TPK machine and you need to be careful with it. Sheep are a pain in the ass. I let my party carry the sheep with them. It was a totally annoying and additional NPC for me to run. Besides, there's always the risk of being killed, especially with all those splinters of the bed. Bed. If the sheep die, the whole premise of the adventure goes up in smoke, so make sure the party leaves Shinebright the Sheep back in town if they can. All in all, it was a fabulous adventure, but it could be very overwhelming if it wasn't handled properly. When the party's attempt to catch a rare afternoon of inactivity is interrupted by a frantic sheep equipped with a Scroll of Speaking to Animals, they are dragged into a magical game of grudge that will test their strength, courage and willingness to endure baa'd puns. Campaign level 4. Pre-Gens provided. When the party's attempt to catch a rare afternoon of inactivity is interrupted by a frantic sheep equipped with a Scroll of Speaking to Animals, they are dragged into a magical game of grudge that will test their strength, courage and willingness to endure baa'd puns. Will our heroes be able to overcome a band of transmuted assassins and an extremely bitter apprentice packing dangerously instible magic items? There's only one way to find out... Get the PDF here or download for free on the DM's Guild website Much of it depends on the particular configuration you have landed on, but these are the main points I've already wanted in this scene:Finethir reveals that he's a wizard and promises players anything to get his wand back. Guz reveals that he thinks Noke is a genius, but is becoming more protective of his talents. The large person in a hooded robe is not revealed to be a bear until the fighting begins. Guz's goal is to catch the sheep and leave - his actions in combat reflect this. With half the health, Guz and the bear will flee to reappear in the final battle if possible. Scene 2: The middle partThe transition between battles is a good opportunity to improvise some elements of content and signaling the boss's final battle. As the player's characters head toward Noke's, they come across a semi-built outpost in the trees. The investigation reveals a pile of black gooey with an appearance of ribs and mixed organs — it's a failed transmutation. Finethir suspects Noke messed with the wand too much. For variety, this is a great opportunity to insert a skill challenge or puzzle. Write your own game. Crazy. Scene 3: Confrontation with NokeAnd someone escaped the first fight, sub them to some monkeys here. If there are no survivors in the first fight present and the players do not come in akimbo weapons, Noke is willing to trade for the sheep. When the fight begins, however, he flees. Maybe Noke triggers some kind of chemical explosion in the lab and fire to crawl through the battle map. This meeting can be complicated in terms of balance. In fact, there are three separate encounters boiled in one -- there can be no overlap with these fights, or will accidentally destroy the party. When the guards are dead, Noke turns his bed into the splinter dragon. If you think the party can take you and you have time, has Noke Noke in a functional chatter. Otherwise, it turns into inert gosa. Contingency: Noke attacks the city If players deliver Finethir, you are in improvisational territory. It probably ends with Noke swinging on a dragon bed and leveling some buildings though. I've never had players deliver the sheep, though. imgur.com/a/YE6L...Page 22