

Oct 25 2017

OK folks...announcing the next campaign I'd like to host: "The Journeyman Challenge." (D&D) Teams from the near realms vie for glory, treasure, and the renown of their home land. The teams are inexperienced, but their true heart is what proves the value of their realm. The Journeyman Challenge may be your ticket away from whatever ghosts haunt your past; the promise of a new, better life. Naturally, the competition is besieged by troubles, trials, and treachery. Knowing the DM, there *may* be a plot twist or two.

Do you have what it takes to win? Is the glory, treasure, and renown worth it...or does another path call to you?

Nov 20 2017

The Journeyman Challenge - Part I

Nov 23 2017

So much fun the other night! Although we got thru about 1/6th of the planned mission. 😊

Dec 18 2017

The Journeyman Challenge - Part II

Dec 19 2017

Fun gaming session last night! There was no blood shed by foes (just yourselves) just some broken bones--but that's the way when fighting skeletons.

You started, as you did last time, with a critical failure. You got to stretch your gifts a little bit to your benefit...charming bandits, talking with an amiable horse...but sometimes to your detriment, as when burning your own hands and breaking your fresh bows.

Madam Fren showed herself to be more than a crusty noble, bravely drawing her jeweled dagger on the skeletons (though missing when swiping at the charging undead warhorse).

You intelligently avoided what is clear would have been a flooded beach road in a torrential downpour. You met some desperate bandits but managed to balance out a strange bargain. You picked up a horse left for dead by the two miscreants who seem to be behind it all.

Somehow, in your rush to Kingsport, you had enough time to shop at Velenia and pick up some fine jewelry. After their suspicions of you dropped, they showed themselves to be both commercial and sentimental, as the bard's teardrop Velenium pendant attests.

You discovered that Jeddard is apparently a sensational, legendary champion...something you'd have never guessed from his humble demeanor. What did he do that makes people remember him after 20 years?

You made it to the "big city," and though you schemed and plotted, you ended up walking in the front gate and talking your way back to your rightful place in the parade. It almost seemed too easy, didn't it? The druid and the fighter are winded, though, which may be difficult since they are about to be cast into the fray of the challenge in just a few short hours.

But at least you no longer smell like fish. And if the horse remembers, you might find that back way into Kingsport--if that's ever needed.

Now at last you can begin the quest you set out on...to engage in the Journeyman Challenge!
Thanks to all of you for a fun evening! Pat, thanks for reminding me of rules...I'm still new and the help is appreciated! I'm liking the system a lot.

Dec 29 2017

The Journeyman Challenge - Part III

Dec 30 2017

Reported around Kingsport: "The first challenge of the Journeyman Challenge is complete! Ylvan leads with 30 points after a mad pass through the Minotaur's Walkway. The Wilders team takes second with 20 points in a wild race against the Ternans, with 10 points. Kilnett is far behind, still back in the first stage in Giant's Temple. Things look rough for Kilnett as the other teams have now entered the depths of the second challenge. Ylvan, in the lead, was seen with one less member as they entered the second challenge. The road to victory is often paved with tragedy."

The bard and the Druid are suffering from exhaustion, and the fighter got wrapped in a tapestry, but you are geared to fight what foes lie ahead!

Feb 24 2018

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Last we met, the party had entered a subterranean complex and met up with the Ylvans, holed up in a side passage while the Ternans has charged ahead down through the central chambers. On the advice of the Ylvans you began searching for a secret passage in the central room, adorned with towering tapestries depicting strange celestial imagery. The Ternans probably charged ahead through the curtain on the far side of the chamber.

The gnome might have found something, but was distracted as the fighter accidentally tore a length of the tapestry, and it fell in his head.

What dangers lie ahead? Who are the denizens of this ancient place? Who leaves beautiful tapestries unattended?

Feb 26 2018

The Journeyman Challenge - Part IV

Feb 27 2018

OK...so you guys are now ahead in the Challenge...90 points, to 30 for the Ylvan and 15 for the Ternans. Don't get too complacent!

You did well, with the gnome rolling a 20 at the critical first glimpse of the wight's temple, and learning of the Beckoning Gem's power. The cleric did well against the undead with a much-needed Turn and copious use of the radiant attack on the wight. Though the fighter was wrapped up in a magical tapestry, the Druid took many hits after transforming into a tiger.

You guys rolled pretty well...making most of your saving throws, even with high DCs. I didn't expect you to live so easily! 😊

That just means I'll have to take it up a level next time.

Despite your achievements, you found your horse had been poisoned in your absence! The fighter will not abide this, certainly.

March 4 2018

A more full writeup of last week's action in the second stage of the Journeyman Challenge:

The elven fighter, after having accidentally cut a length of the celestial tapestry down upon himself, found that it exhibited sentience and crept back up on him for revenge. It wrapped him tightly, but it was clear it had done so only to restrain him, and some suspected that it would not release him while its master yet lived.

Shrugging off this setback, the gnome feeling the walls behind the tapestry for crevices and eventually found a door that was easily pushed open. This led to a long corridor that linked the pit trap they'd encountered before to a door framed at a slant, some fifty feet down. The gnome gathered the others and bravely cracked open the slanted door, finding a room illuminated by a rosy glow. The room was laid out as a temple's nave and sanctum, with the glow emanating from just above the dais in the sanctum. Transfixed by this glow were the Ternans. The gnome immediately suspected that the gleaming object held some sort of power over the competitors, and figured this could be used to the Wilders' advantage...as long as they did not gaze upon the glow itself.

She communicated this to the others and they decided to walk about the edges of the chamber, looking for other points of interest. The gnome and the cleric pilfered some coin from Eddin, the favored fighter of the Ternans, and in the process found a collection of small stone heads--presumably those broken from Greyrook's ancestral tokens. These too were pocketed.

Nearby they also found a refuse pile with little in it, excepting a webbed footprint. Of what, they could not tell. Upon researching, the gnome found further such marks leading in front of the Ternans, at which point they were lost.

Approaching the dais carefully, the party watched as the gleaming object, apparently the sought-after gem, took flight and carried itself to the top of an ornamental pillar on the far side of the room. On further investigation near the dais, the party was startled by the eruption of seven decayed humans from the earthen floor, and some sort of similarly undead creature springing from behind the dais, equipped with a longbow and longsword, and wearing a curious helmet with a gold band and pearly dome. A fight immediately ensued.

The zombies that emerged fought with great severity, but the team pressed on diligently against them. Eventually the cleric turned some of the undead, lightening the burden on his fellow party members. The druid turned herself into a tiger and began to tear at the already-severed creatures.

The leader of this undead crew, a wight, seemed to take offense largely to the cleric, for good reason: the holy man had cast numerous spells damaging the deathless foe. Many near-deaths were felt, and all feared largely for their lives.

The wight, after taking much damage, made work more difficult for his enemies by having the gem "perch" upon his shoulder, meaning the party had to avert their gaze while attacking him. However, this seemed to deter the team little.

Eventually the zombies and the wight became worn down, and as a last resort the wight threw an eldritch dust into the air, choking the tiger gravely; yet the others resisted the magic. Then the wight fell, and the gnome displayed a large degree of boldness, darting up the back of the tiger and leaping into the air with a bag, against all odds, with the intent to grab the gem. She did, and wrapped it strongly, though it resisted much, like a restrained animal.

With the subject of their gaze now removed, the Ternans slowly came to consciousness, in time to dispatch the last of the zombies, who had fled to the corner near them. The Wilders left the room, with the cleric using a displacement vision he had cast to try to distract the Ternans from their quest.

The Wilders dashed out through a side secret door and eventually met with the Ylvan ,who had oddly not moved from their place in the side hall. After some negotiation had occurred, the cleric displayed the stone heads to Greyrook, who eventually believed their story of having pilfered the tokens from Eddin. The Ylvans dispelled the magic of the tapestry wrapping the fighter, and used it as a way to cross the spike pit. After discussion, the team decided to leave the magic tapestry behind, for fear it would awake with great consequence.

As they all ran to the exit, they found the Ternans also were running out, with strange smirks of glee on their faces, though the Wilders had quite clearly bested them in this stage.

All were returned by the flame portal back to Kingsport, where they were brought to the temple infirmary and healed. During their convalescence, the team was visited by Jeddar, Consul Taak, and the fighter's three followers. Taak congratulated the crew and let them know that they would be expected at a party that evening at the Tower Inn, where high society would meet with them. There would be a two-week break before the next challenge would start. He also said that the next day they would set out with Jeddar to Loftbridge, the royal seat of Ternia and its cultural center. Their traveling expenses were paid, and they would receive 100 GP each for their appearance at an event where they'd shake hands, sign memorabilia, and the like.

When Taak had left, Jeddar relayed news from Seegert that the horse they'd received from the bandits, who had in turn taken from the two miscreants who allegedly sabotaged the ship, had been poisoned and died. Jeddar suggested that perhaps it was best to leave Kingsport given such scares.

So it was, and now we must only meet again to know what happens next. Why were the Ternans smirking? Why did Eddin have the token heads? Who killed the horse? Does anyone really want to go to a high-society party? What adventure awaits in Loftbridge? And...will the Wilders maintain their strong lead when they return to the Challenge?

Dec 21 2019

So thank you for a fine D&D session last night...you are truly a party of one...1 on a d20! Critical failures set the tone for the evening, but at hopefully great amusement to all. 😊

The Journeyman Challenge may be off, but the adventure continues!

The cleric with a case of Mumblejaw was often too clever by half, deceiving the ship navigator into giving him command of the course of the Roaring Seas (The Dead Ship). Will Lodorf join Crateux in mutiny against the “nice” young captain? Will “Crow” get over missing that iceberg on the horizon? Perhaps the gnome will fashion some dentures for the eleven cleric...but at what cost? And will the Tiefling forgive Lodorf for what she (accidentally) said, costing him his precious lute?

And what's up with this iceberg in the tropics?

Dec 30 2019

Nicely done last night! The battle to hold Ereke's underground snow fort was successful, with some thoughtful teamwork and some remarkable rolls by Ereke's sailors (one crossbowman hit for maximum double damage against the yeti, another leapt over a crevasse, whilst casting a firey devil into the depths).

We found hideous laughter can indeed be cruel, and creating water can be a true blessing...or curse, in the frosty realms.

The yeti has wandered off but several of the hobgoblin soldiers (and the mammoth) remain in your custody. Still no answers about the iceberg itself. And what of that creature some have seen lurking about?