



SESSION 0

MARCH 2025

Discord:
AlanC#4219

GAME DAY/TIME

I will run game sessions each alternative Sunday starting on March 9th. Each session is approximately 3 hours from 5:50pm – 8:50pm PST.

MARCH 2025

SUN	MON	TUE	WED	THU	FRI	SAT
23	24	25	26	27	28	1
2	3	4	5	6	7	8
9	10	11	12	13	14	15
16	17	18	19	20	21	22
23	24	25	26	27	28	29
30	31	1	2	3	4	5

SESSION CANCELLATION

A session will be cancelled if I can't make on game day it as indicated on Discord by 12pm PST, or if less than 2 players confirm by 12 noon on gameday. 5 players max.

If someone is late, I will only wait 10 minutes before starting gameplay; gameplay starts at 6pm PST.

2 PLAYERS

If less than 3 players confirm attendance, the game session will take a detour and continue with a one-shot. Duration: 2 hours.

3-5 PLAYERS

If 3-5 players confirm attendance, the game session will take place as scheduled.

If a player is absent, then their character will be played by another designated player or be inactive & with the party.



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DUNGEONS
& DRAGONS

SETTING

The setting is the
World of Greyhawk.

(Homestyle)



Classic D&D: The Flanaess



SETTING

Created by Gary Gygax in the 1980s, Greyhawk served as the main setting for Dungeons & Dragons for many years. When developing your character, base their backstory on available online resources, starting them at level 1-2, representing their "apprenticeship." Characters will progress to level 3 as gameplay continues. Though we may start as strangers, our characters will come together through shared past and present experiences. Ensure your background is tied to the Flanaess region of Oerth.

SETTING

For your character's apprenticeship, craft a backstory that brings them to Gryrax, in the Principality of Ulek. A few paragraphs are sufficient to explain how they arrived there. If you need guidance, refer to Anna Meyer's detailed maps of Oerth at greyhawkonline.com. For those unfamiliar with the Greyhawk setting, you can consult the TSR1015 PDF (2983). Additionally, the 2024 edition of the Player's Handbook contains further updates to the setting — use this version for reference.



CAMPAIGN

Type of Game - As currently defined, the game is a railroad that leads to a sandbox. There is an initial storyline that leads from one location to another, but players can get off that road at anytime.

Style of Play - Gameplay will involve delving into dungeons, chasing or being chased, doing investigations now and then, as well as dealing with magic items. Combat will also be involved.



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DUNGEONS
& DRAGONS

PAST & PRESENT

All of you began adventuring 4 years ago in 564 CY (pre-level 1). How old are each of you? Commence character creation in D&D Beyond. You will soon incorporate a backstory to your planned character. What Greyhawk race do you have in mind?

[564 CY] This is the year you all met. At the time, you got to know each other's weaknesses and strengths. This is the year a mutual friend left southward, hoping to strike it rich.

ACTIVITY IN THE AZURE

In 564 CY, the Azure Sea is a large area, and despite your friend going to the Amedio region, trouble was brewing elsewhere (that you did not know about). This would soon change



“BARRIER IN THE AZURE”

In 564 CY, a group of sailors discovered a mysterious circular barrier in the Azure Sea, north of the Olman Islands. Many speculated that it was somehow controlled from the Amedio Jungle, but the western side of the barrier was too distant to confirm. Over the next six years, numerous attempts were made to cross the barrier, but none who tried ever returned.



“BARRIER IN THE AZURE”

The barrier was deemed a peril to all who encountered it, with high winds often tearing ships apart. Despite the danger, some sailors persisted and managed to return with treasures. Survivors who made it to Fort Easthook reported that the inner seas were home to Krakens and other terrifying monsters. As a result, many sailors refused to venture into the heart of the Azure Sea.

Who would be crazy enough to risk such a journey southward in 564 CY?

Answer: Your Mutual Friend, Jarvis.

CHARACTER INFO

Possible races: Elves, Dwarves, Humans, Half-Elves, Halflings, and Gnomes. What is your character's name.

Physical description (sex, height, weight, etc.)

Choose your character's age and the color of his or her hair, eyes & skin.

Your race indicates the languages your character can speak by default, and your background might give you access to one or more additional languages of your choice. Note these languages on your character sheet.

564 CY

Treasure & Slaves from the south arrived in the Flanaess.

Re: “Races,” all Greyhawk species are applicable. Multiple sources contain the blueprints to each.

Initial HP = 9 to 16 (d8)



COMPLETE YOUR BACKSTORY

- How did your character become an adventurer?
- What are your parents like and are they still alive?
- Do you have any brothers, sisters, sons or daughters?
- Do you have a wife? / Husband?
- Any allies? Enemies? ... Associated organizations?

Some of you may have long stretched out backstories due to your age. Akin to a 2nd career, adjust things accordingly.



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DUNGEONS
& DRAGONS

“INDIANA JONES”

In 568 CY, your friend Jarvik, who fancied himself the “Indiana Jones” of the Flanaess, invited you to join him on an expedition to Fort Easthook, located on the outer edges of the world. He promised untold riches and fame and made sure you were well-prepared for a journey into the Amedio Jungle upon your arrival.

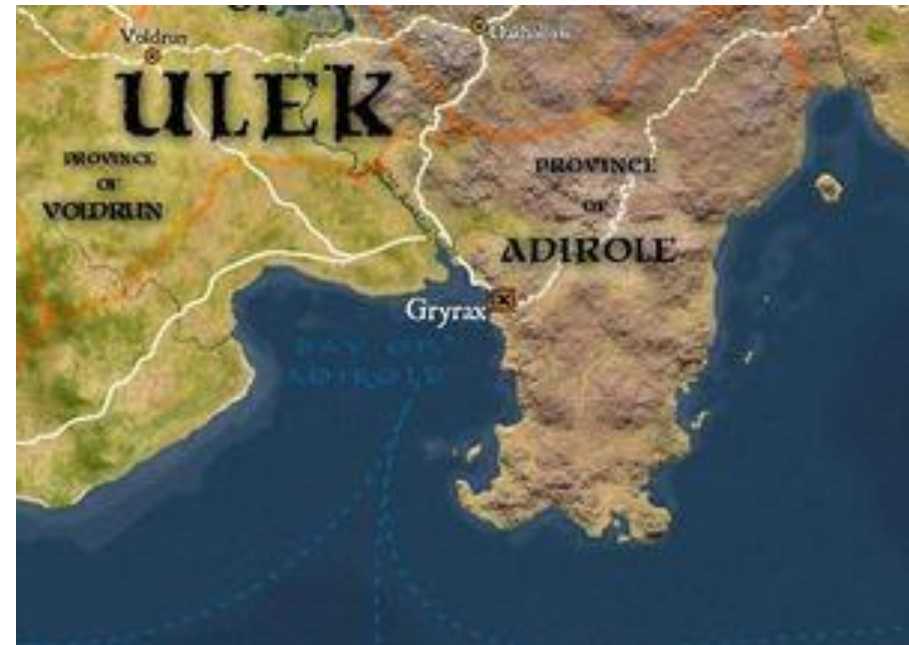
THE TEMPLE

Through a message sent from Fort Easthook, Jarvik told you of a large temple entrance he had discovered, claiming there was gold inside. He urged you to join him quickly before anyone else found it. (Photo: Petra)



GRYRAX

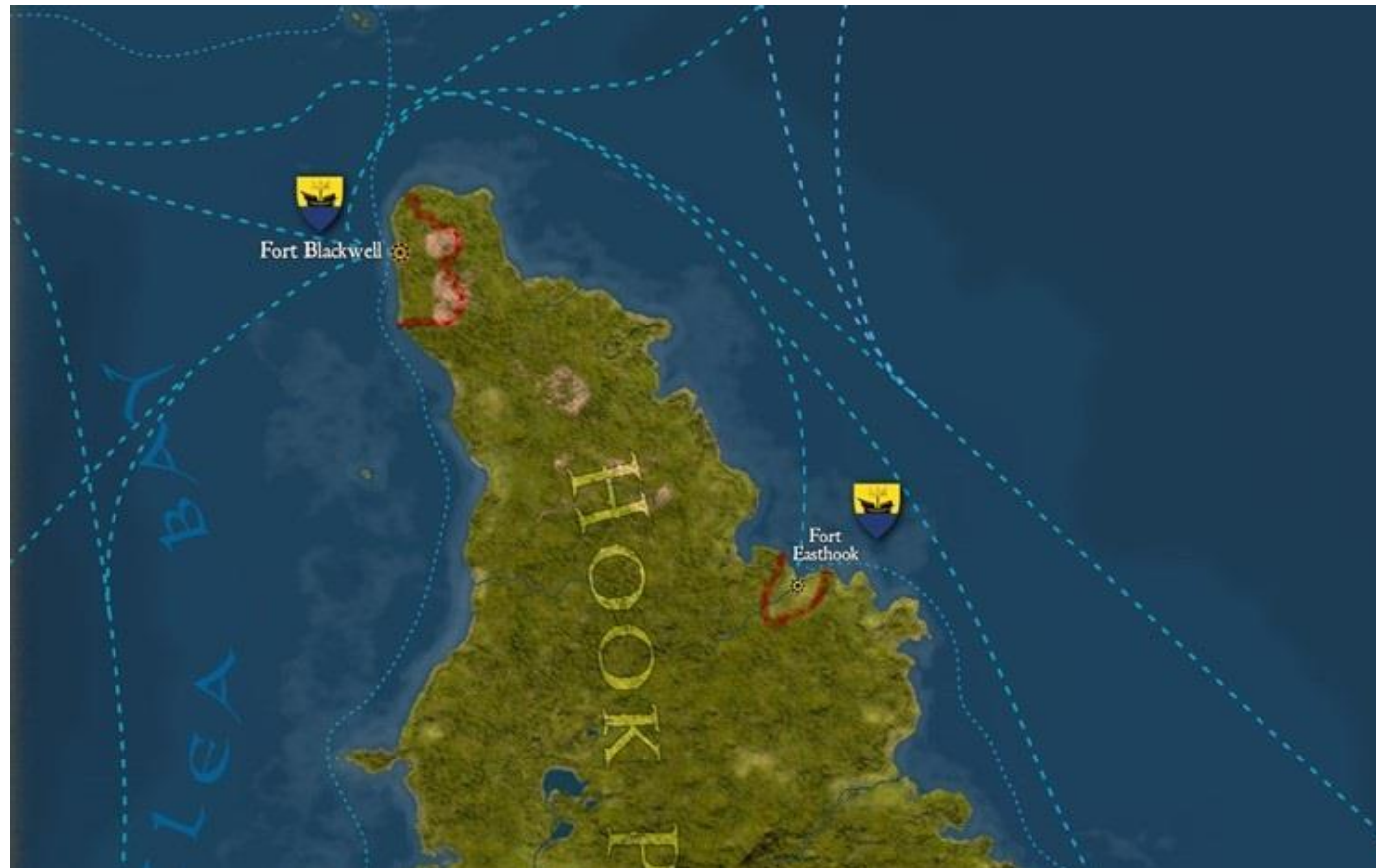
You first traveled to Gryrax, where an associate of Jarvik further convinced you of the treasures waiting near Fort Easthook (Barliman Azimar). Jarvik's promise of wealth and adventure enticed you to explore inland and descend into the newly discovered temple.

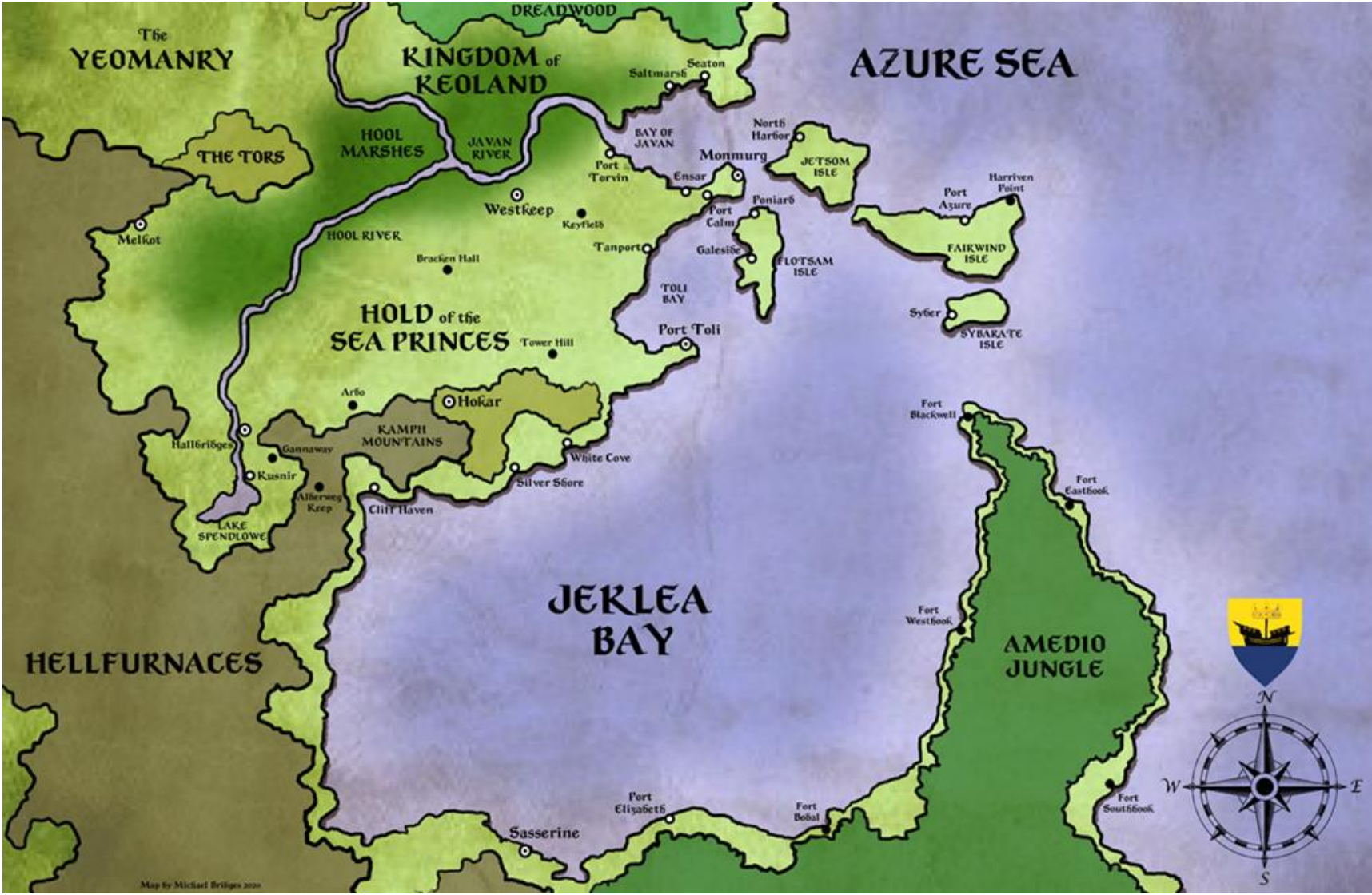


HOOK PENINSULA

Fort Easthook, located in the Hook Peninsula, was not a common destination due to the harsh conditions of the Amedio Jungle. However, the allure of adventure and Jarvik's promises led you to follow in his footsteps. After traveling south via Gryrax, you were eager to prove yourselves.

HOOK PENINSULA





A PLACE OF MYSTERY

The Amedio Jungle remained shrouded in mystery to most of the Flanaess. Only after the Matreyus expedition in 560 CY did people begin to learn about the jungle's secrets, thanks to the detailed notes and artifacts brought back.

DELKAR

Jarvik had arranged for his friend Delkar to meet you upon your arrival at Fort Easthook. With little else to occupy your time, you accepted his invitation. Jarvik warned that other treasure seekers might be after the temple's riches, urging you to hurry.

By the time you returned to Gryrax in 570 CY, Delkar had become part of your group and even kept a journal documenting your travels.



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DUNGEONS
& DRAGONS

RECORD SHEET

Make use of D&D Beyond to start / continue the character creation process.

1. The attribute method is 4d6 for each stat, subtracting the lowest roll.
2. With respect to character creation, select the order of abilities that you wish to proceed with.
3. Language, Desired Alignment, Physical and Personal Characteristics
4. Do you have a backpack? Personal items and stuff related to backstory.

CREATE A CLASS

Level = 1, Adjusted HP = [9-16 HP] + Class HP

Barbarian ~ d12 = 10-28

Paladin ~ d10 = 10-26

Bard ~ d8 = 10-24

Ranger ~ d10 = 10-26

Cleric ~ d8 = 10-24

Rogue ~ d8 = 10-24

Druid ~ d8 = 10-24

Sorcerer ~ d6 = 10-22

Fighter ~ d10 = 10-26

Warlock ~ d8 = 10-24

Monk ~ d8 = 10-24

Wizard ~ d6 = 10-22

Class Features, Spells ... Background

Current Date: Planting – Moonday 17, 568 CY (Spring)

Planting

Starday	Sunday	Moonday	Godsday	Waterday	Earthday	Freeday
1	2	3	○ 4	5	6	7
8	9	10	☾ 11	12	13	14
15	16	17	● 18	19	☾ 20	21
22	23	24	☾ 25	26	27	28

Flocktime

Starday	Sunday	Moonday	Godsday	Waterday	Earthday	Freeday
1	2	3	○ 4	5	6	7
8	9	10	☾ 11	12	13	14
● 15	16	17	● 18	19	20	21
22	23	24	☾ 25	26	27	28

Wealsun

Starday	Sunday	Moonday	Godsday	Waterday	Earthday	Freeday
1	2	3	○ 4	5	6	7
8	9	☾ 10	☾ 11	12	13	14
15	16	17	● 18	19	20	21
22	23	24	☾ 25	26	27	28

Richfest

Starday	Sunday	Moonday	Godsday	Waterday	Earthday	Freeday
1	2	3	○ ○ 4	5	6	7

BARLIMAN AZIMAR

Aware of the dangers ahead, you knew Jarvik's proposed journey wouldn't be easy. He advised, "In Gryrax, seek out Barliman Azimar for funding."



STARTING CASH

Upon arriving in Gryrax, Azimar provided each of you with a small sum of gold** to cover the cost of equipment and passage to the Hook Peninsula. He mentioned that your ship was scheduled to depart at 1 PM and the voyage would take a few days. "Prepare for an underground expedition," he said. "Use the funds wisely."

Your starting cash is 300gp + the classed-based cash that you started off with. Choose your equipment wisely.

STARTING CASH

Barbarian: 80 gp

Bard: 200 gp

Cleric: 200 gp

Druid: 80 gp

Fighter: 200 gp

Monk: 20 gp

Paladin: 200 gp

Ranger: 200 gp

Rogue: 160 gp

Sorcerer: 120 gp

Warlock: 160 gp

Wizard: 160 gp

EQUIPMENT

1. Re: equipment, refer to the Player's Handbook.
2. How did you learn the skills of your class?
3. What sets you apart from ordinary people who share your background?
4. Decide what your proficiencies are. Each background gives a character proficiency in two skills as described in chapter 7 of the Player's Handbook
5. Skills are also described in chapter 7.

BLACKSMITH / ARMORY		ADVENTURING GEAR									
Item Name	Buy	Sell	Village	Town	City	Item Name	Sell	Buy	Village	Town	City
WEAPONS						Ammunition					
<i>Simple Melee Weapons</i>						Arrows (20)					
Dagger	2 gp	1 gp	x	x	x	1 gp	5 sp		x	x	x
Handaxe	5 gp	2.5 sp	x	x	x	Crossbow Bolts (20)	1 gp	5 sp			x
Javelin	5 sp	2.5 sp		x	x	Ball Bearings (1000)	1 gp	5 sp			x
Light Hammer	2 gp	1 gp		x	x	Bell	1 gp	5 sp	x	x	x
Sickle	1 gp	5 sp		x	x	Block and Tackle	1 gp	5 sp	x	x	x
Spear	1 gp	5 sp	x	x	x	Chain (10 feet)	5 gp	25 sp	x	x	x
<i>Martial Melee Weapons</i>						Caltrops (Bag of 20)					
Battleaxe	10 gp	5 gp	x	x	x	Crowbar	2 gp	1 gp	x	x	x
Flail	10 gp	5 gp		x	x	Grappling Hook	2 gp	1 gp			x
Glaive	20 gp	10 gp		x	x	Hammer	1 gp	5 sp	x	x	x
Greataxe	30 gp	15 gp	x	x	x	Sledge Hammer	2 gp	1 gp	x	x	x
Greatsword	50 gp	25 gp	x	x	x	Hunting Trap	5 gp	25 sp	x	x	x
Halberd	20 gp	10 gp		x	x	Lamp	5 sp	25 cp	x	x	x
Lance	10 gp	5 gp			x	Lantern, Bullseye	10 gp	5 gp			x
Longsword	15 gp	7 gp	x	x	x	Lantern, Hooded	5 gp	25 sp			x
Maul	10 gp	5 gp		x	x	Lock	10 gp	5 gp	x	x	x
Morningstar	15 gp	7 gp		x	x	Manacles	2 gp	1 gp			x
						Mirror, Steel	5 gp	25 sp			x
						Pick, Miner's	2 gp	1 gp	x	x	x

EAGER TO PROVE YOURSELVES

With everything in place, you were eager to prove yourselves as you headed toward Fort Easthook, wondering what challenges awaited you on this perilous journey. south, you were all eager to prove yourselves; you all wondered what would occur.



THE AMEDIO TEMPLE ADVENTURE

Setting: It's 568 CY. The Amedio Jungle looms vast and dangerous before you, a dense expanse of towering trees, endless humidity, and the constant drone of unseen creatures. Your party, motivated by a promise of riches, has traveled far to seek out a newly discovered temple deep within the jungle. At **Fort Easthook**, you met Delkar, a grizzled ranger and mutual friend of the elusive Jarvik, who is already deep within the temple, awaiting your arrival.

Characters:

- **The Party** – A group of adventurers (you and your companions), eager to prove yourselves and claim the treasure said to be hidden within the jungle.
- **Delkar** – A cautious, battle-worn ranger waiting at Fort Easthook, who has explored the Amedio Jungle for years. He knows Jarvik and has agreed to guide you to the temple.

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- **Jarvik** – The charismatic and somewhat reckless treasure hunter who fancies himself the “Indiana Jones” of the Flanaess. Jarvik sent word to the party and Delkar, promising wealth beyond imagination. He is already inside the temple when the party arrives.
 - **Barliman Azimar** – The financial backer who provided the funds necessary for equipment and travel from Gryrax to Fort Easthook.

Act 1: Fort Easthook

The journey to **Fort Easthook** was long and perilous, but your party finally arrives at the edge of the world—an isolated outpost perched on the Hook Peninsula, at the brink of the vast and hostile Amedio Jungle. Here, you meet Delkar, a stern and pragmatic guide who knows the jungle better than anyone. He is cautious, reminding the party of the dangers that await them—venomous creatures, deadly plants, and worse. However, he also speaks of **Jarvik**, the mutual friend who has already ventured into the temple and is waiting for your arrival.

Delkar informs the party that Jarvik sent word just days ago, urging you to hurry, as other adventurers are rumored to be hunting for the temple's treasure. "You'll know the temple by its entrance," Jarvik's message had read. "It's like something out of a dream, carved into the cliffs as if it were part of the stone itself."

With the jungle before you and the promise of treasure luring you onward, the party sets off, with Delkar leading the way.

Act 2: The Jungle Trek

The trek through the **Amedio Jungle** is grueling. The oppressive heat and humidity take their toll, and every step feels like a struggle against the dense undergrowth. The jungle is alive with unseen dangers, from venomous creatures hidden in the trees to the constant threat of disease and exhaustion.

The rest of the summary is available [online](#).

ELAPSED LEVELS: 1 & 2

By this point, your characters will have reached level 2, and are in Gryrax ... so you can get any equipment if necessary.





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DUNGEONS
& DRAGONS

NEW LEVEL: 3

Date: Wealsun 11

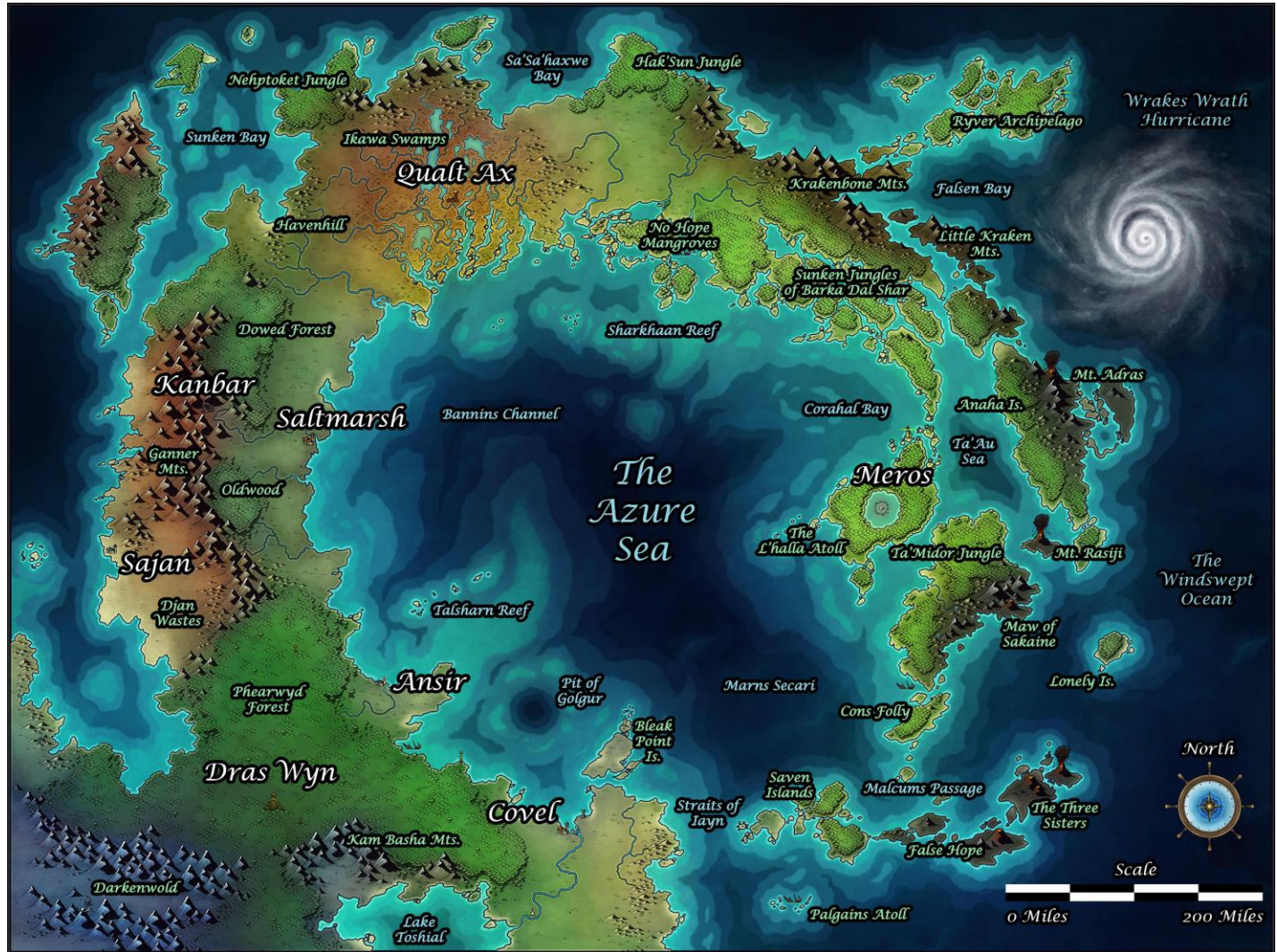
Time: 10:20 pm

Wealsun (Low Summer)

<i>Starday</i>	<i>Sunday</i>	<i>Moonday</i>	<i>Godsday</i>	<i>Waterday</i>	<i>Earthday</i>	<i>Freeday</i>
1 F. of Blinding Light Goodrhys	2 F. of Blinding Light	3 F. of Blinding Light	4 ○ F. of Blinding Light (Olidammara)	5 F. of Blinding Light	6 F. of Blinding Light	7 F. of Blinding Light
8	9	10 ☾ Luna Discorda (Boccob) (Zagyg)	11 ☾ Luna Discordia (Boccob) (Norebo)	12	13 (Bleredd)	14 (Phaulkon)
15	16 Bawming the Thorn (Sotiliion)	17 Ceremony of the Turning	18 ● (Nerull)	19	20	21
22	23	24	25 ☾	26	27 (Jascar)	28 (Beltar)

STORYLINE

In 570 CY, on your return voyage, the ship was overloaded with valuable cargo, making living conditions unbearable. Tensions were high, and rumors of mutiny spread quickly. There was talk of setting the captain adrift. You all had to face the barrier found in the Azure.



STORYLINE

Fleeing to Fort Easthook on the Hook Peninsula, survivors of wrecks in the Azure Sea often reported that the inner seas were swarming with krakens and other monstrous creatures. Many sailors refused to venture into the heart of the Azure Sea.

AS TREASURE WAS FOUND IN THE REGION, THIS WAS LARGELY IGNORED.

STORYLINE

Who would dare risk the perilous journey southward? Only treasure hunters, who seemed skilled at convincing sea captains to fill their holds with gold and rare artifacts.

Answer: Your Captain



STORYLINE

Known for its sea monsters and treacherous reefs, many claimed that storms regularly sank ships attempting to pass through the barrier. "I saw several kraken patrolling the waters," said one survivor. "The reefs and sandbars made navigation nearly impossible." Yet, something else awaited you. In the distance, a bright blue sphere approached the ship, its light blinding.



STORYLINE

When it reached the ship, the sphere tore it apart, eventually sinking it. Few of the crew survived, and those who did were haunted by the presence of an unseen entity. As you scrambled into a lifeboat on the far side of the wreckage, you heard a voice echoing across the water. "You will never see home again. How dare you steal from my islands." As the ship went down, you drifted into the night, the ominous presence fading into the darkness.



Two hours pass.

DANGER?

In the distance, a bright light hovered, growing closer. Soon, a figure materialized over the water. It introduced itself as Kaan, claiming that you were being rescued.



DANGER?

Again, you see the light approaching and a *figure* forming over the water. "I am Kaan," it said, "and I am here to save you."

This is Kaan ...



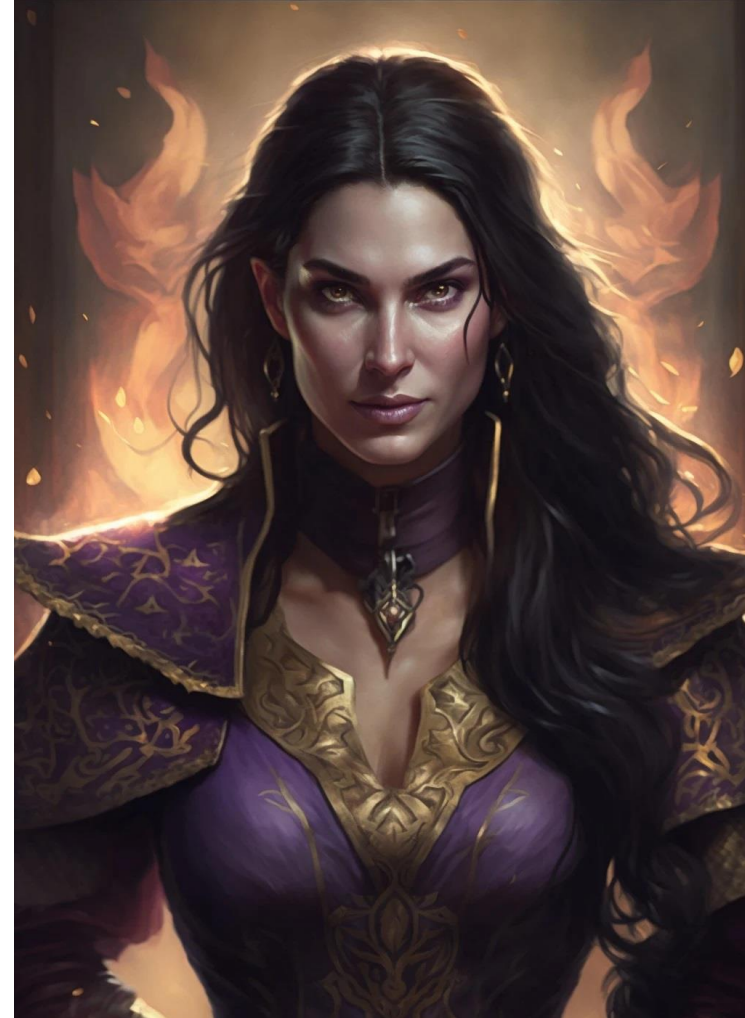
KAAN

"Your arrival has been foretold in prophecy. I know what is about to unfold, and you play a part in it. Without my intervention, you all would have perished. You should heed my words. The barrier I've constructed is dangerous to all who cross it. I have saved other sailors before, and you are fortunate to be among them."

FIND SOMEONE ...

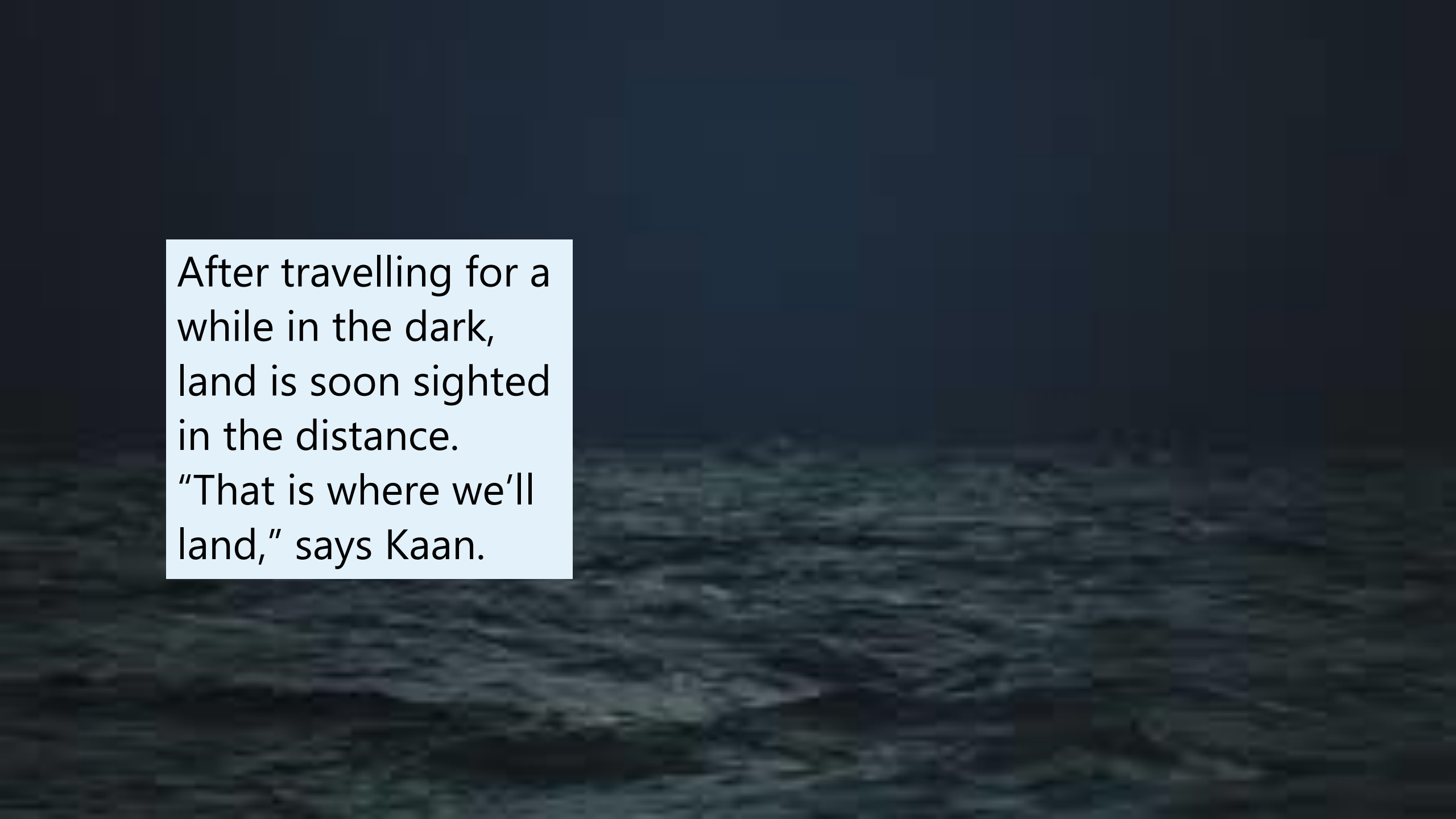
"Unlike others, however, your presence here in Denara is preordained. You now serve a greater purpose on my behalf. I need you to find someone named Avery, who arrived in this region 65 years ago. Time passes faster in Denara, which means it has only been about 18 years in Greyhawk. Some of you may not have even been born then."

This is Avery. She is currently trapped in Lorath.





Six hours pass.



After travelling for a while in the dark, land is soon sighted in the distance.

“That is where we’ll land,” says Kaan.



KESSIG

"The day after tomorrow, an associate of mine will meet you in Arnasis. His name is Kessig. I strongly advise you to head straight there using the main teleport. The native species on the eastern island are highly dangerous, especially those that dwell in the swamps. They would devour you alive. Avoid the swamps at all costs. Let me show you what it looks like..."



PROPHECY

"I am aware of events soon to unfold, and you are entwined in them, as foretold by prophecy. I wish you success, for we are up against an enemy whose power rivals my own. Do not confront her alone. Time is of the essence."



DROP-OFF

"I am leaving you near a road that leads to a teleport. Head west to find the road. Use the map I provided to guide you. The teleport is about two hours away."





AN ITEM FOR KESSIG

"You will arrive in the city at night. Give this item to Kessig," says Kaan, as he brands each of you, as if you were cattle. After setting you ashore, he vanishes into the night, leaving you alone.

