

# *The Chronicles of Castle Whiterock*

## **A Goodman Games 5E Organized Play Program (ver. 1.2)**

### **GAME MASTER'S GUIDE**

This document provides you with the rules for running games within the *Chronicles of Castle Whiterock*, a 5E organized play program hosted by Goodman Games.

Companions to this document include the *Chronicles of Castle Whiterock Player's Guide*, *Chronicles of Castle Whiterock Optional Species*, and the *Chronicle Logsheet*.

### **PREPARING TO GAME MASTER**

Being a GM for the *Chronicles of Castle Whiterock* is simple, fun, and rewarding. The adventures are already created for you. Here is what you need:

- An official *Chronicles of Castle Whiterock* Adventure. These are identified by a two-letter code followed by two numbers, such as CW-01, or CW-02.
- The 5E core rulebooks. When a monster appears in an adventure in bold text, that is a cue to have its statistics on hand. The statistics are either in the core monster rulebook, or if it's a new monster or NPC, the appropriate appendix of the adventure.
- A GM Screen.
- Although not required, a battle map and miniatures or something to depict the characters and monsters would be helpful.

### **AVAILABLE ADVENTURES**

Season 1 of the *Chronicles of Castle Whiterock* features six adventures:

CW-01: *A Simple Errand* (Tier 1, Level 1)

CW-02: *The Road to Castle Whiterock* (Tier 1, Level 1)

CW-03: *The Upper Ruins of Castle Whiterock* (Tier 1, Level 1)

CW-04: *The Hidden Entrance to the Dungeons of Whiterock* (Tier 1, Level 2)

CW-05: *The Slave Pits of Despair* (Tier 1, Level 2)

CW-06: *The Upper Mines of Whiterock* (Tier 1, Level 2)

Ideally, the adventures would be played in the order presented. But this is not required! If the players want to get right to action at Castle Whiterock, CW-01 and CW-02 can be skipped. All of these adventures are designed for Tier 1 characters (levels 1-4). Each is designed for a specific level, and assumes a group of 5 players. Each adventure includes notes on how to adjust the challenges of the adventure based on the total levels of the adventuring party.

### **RUNNING ADVENTURES**

The *Chronicles of Castle Whiterock* organized play will only be available at a few in-person conventions for season 1. Later seasons will hopefully expand these offerings to additional conventions, in-store play, on-line play. To play, you need one Game Master (GM) and three to six players per table.

The GM is the final arbiter of the rules. You oversee the table. Here are your charges:

- Prior to the game starting, discuss any safety concerns (see Safety, below).
- You will understand the rules. House rules, except as presented in one of the official *Chronicles of Castle Whiterock* documents, are not permitted.
- You will prepare the adventure ahead of time. If you have questions regarding the adventure structure or plot, please contact the *Chronicles of Castle Whiterock* Organizer before the event starts.
- You will follow the structure and plot of the adventure. You may adjust or improvise as needed, but always maintain the original spirit of the plot and encounters as presented.
- You should be a fair and impartial judge of the rules.
- You will keep the game moving, providing appropriate clues and tips to the players if needed.
- All your dice rolls should be in the open.
- Challenge your players to craft a collaborative story-telling experience.
- Have Fun!

## SAFETY

The *Chronicles of Castle Whiterock* does not have an official Code of Conduct (CoC). We are working on it! In the meantime, we ask the players (and GMs) to respect the following safety topics:

- **Inclusivity:** The *Chronicles of Castle Whiterock* is an inclusive Organized Play Program. All are welcome at our organized play tables. Players must respect the proper use of gender pronouns, which should be discussed pre-game.
- **Pre-game Discussions:** Before play actually starts, the GM should lead a conversation on safety tools. This is the time to go over content warnings, set boundaries, and if needed discuss possible consequences.
- **Disruptive Players:** If you have a disruptive player that makes you or any of the players uncomfortable, stop the game and address the situation. Be a listener during this interaction and attempt to solve the disruptive issue. If you can't resolve the issue in a few minutes please contact the event organizer for resolution.
- **Confidentiality:** You are not authorized to gather personal information, or required to disclose your personal information. If both parties agree, personal information can be exchanged.
- **Post-game Discussions:** If time permits at the end of the session, have an open conversation about safety concerns or program concerns and take detailed notes. Please provide these notes to the event organizer.

## USING PRE-GENERATED CHARACTERS

You should have a few printed copies of pre-generated characters on hand in case some of your players arrive at the game table without a created character. Pre-generated characters can be found here, <https://goodman-games.com/organized-play/>.

If you need to use pre-generated characters for this event, the players can make the following optional changes.

- You can alter your attributes by either:

- Subtracting 2 from a score and adding 2 to another score and subtracting one from a score and adding 1 to another score.
- Subtracting 1 from 3 scores and adding 1 to three different scores.
- You can alter the species of the character. If you do, be sure to remove the species traits from the original character and replace the traits of the new character.
- Swap out any equipment for equivalent equipment, such as armor or weapons.
- Select a gender and a name for your character.
- Randomly determine a rumor the character has heard (see sidebar).

At the end of the session (and before the next session), the player can make any changes to the character (including changing class or species) and still get experience for completing an adventure.

## HOUSE RULES

### 1. Optional Species

One additional species (half-ogre) and three optional sub-species (deep dwarf, deep gnome, and tallfellow halfling) can all be selected as playable species by players. Consult the *Chronicles of Castle Whiterock Optional Species* document for rules on these options.

### 2. Complications on a Natural “1”

Whenever a character or an NPC/monster rolls a natural “1” on an attack roll, saving throw, or skill check, a complication occurs. The nature of the complication is at the discretion of the GM. Here are a few examples, but it should be “Cinematic”, so anything can occur that makes sense and isn’t too punishing:

- You fumble your hand-held weapon. It falls in random square within 5 feet of you. On your next turn, you need to spend an action to retrieve the weapon, or you can Draw another weapon on your person without spending an action.
- Your bowstring (if using a bow or crossbow) snaps and needs to be replaced. It takes 1 minute to find an extra bowstring (assuming you have any) and replace it.
- If attacking, you become unbalanced. On your next attack, you strike at disadvantage.
- You slip and fall prone.
- If you failed a saving throw or an ability check, you take extra damage from the effect. For example, if you roll a “1” on an Athletics check to climb a wall, the resulting fall causes an additional 2d6 bludgeoning damage, or if you fail a saving throw vs a *flaming sphere* spell, you take an additional 2d6 fire damage.
- As usual, on a Death Saving Throw, a natural “1” counts as two “fails”.

**GM Note:** A player can spend a Heroic Inspiration point to avoid the effects of a complication.

### 3. Heroic Inspiration

Heroic Inspiration works the same as the standard 5E Inspiration mechanism, with the following exceptions:

- Heroic Inspiration can be accumulated. There is no limit to the amount of Heroic Inspiration a character has, but can still only use one Heroic Inspiration per die roll.

- You can use Heroic Inspiration on any die roll. For example, you can roll 2 dice for damage (taking the higher roll) inflicted during a crucial encounter, or you can roll 2 dice for hit points gained from a *cure wounds* spell, or even hit points gained from gaining a level.
- You can spend a point of Heroic Inspiration to avoid a critical hit. Instead, you take normal damage.

## **EXPERIENCE**

The *Chronicles of Castle Whiterock* uses a simplified “milestone” progression for experience tracking. Every two adventures completed by a character grants a level of experience. Adventures completed are tracked via check boxes on the character sheet and on the Chronicle Logsheet.

When a character gains a level at the end of a session, a roll for additional hit points is required in the presence of the GM. Note that Heroic Inspiration can be used on this roll! The number of hit points gained should be recorded on the character sheet and the Chronicle Logsheet. The later should be initialed by the GM.

## **DEATH, DISEASE AND CURSES**

If a character is reduced to 0 hit points, it begins to make Death Saving Throws as described in the core rulebook. If a character dies, the player is out of the session, and does not get a share of treasure or experience. The player must retire the character, but is certainly free to create another character to continue the adventures at Castle Whiterock.

A character might get inflicted with an effect that lingers from session to session, such as disease, or a curse. In this case, the GM gives a certificate to the player summarizing the game effects, duration and how to remove the effect. This lingering effect also must be recorded on the Chronicle Logsheet.

## **DOWNTIME ACTIVITIES**

Between each adventure, its assumed that characters travel back to Cillamar for a few days before returning to the adventure. During this downtime, it is assumed the characters are resting, recovering (regaining all lost hit points and Hit Dice spent) and honing skills if gaining a new level. In addition, the following downtime activities can be conducted:

### **Selling/Purchasing Equipment**

Characters can purchase any mundane equipment according to the listed prices in the core rulebook. Mundane items and be sold for 50% of the value listed in the core rulebook. It is the players responsibility to track these transactions and the exchange rates. If the party seems to be abusing this process, the GM is certainly within rights to enforce encumbrance rules and ask the players to justify the transportation of such goods between the adventure site (~25 miles away) and the city of Cillamar.

### **Spellcasting Services**

There are numerous temples and churches in the Temple District of Cillamar. For a “donation”, the characters can obtain the following spellcasting services.

<b>Spell</b>	<b>Cost</b>
<i>Cure Wounds</i> (1 <sup>st</sup> level)	25 gp
<i>Cure Wounds</i> (2 <sup>nd</sup> Level)	50 gp

<i>Cure Wounds</i> (3 <sup>rd</sup> Level)	100 gp
<i>Identify</i>	50 gp
<i>Lesser Restoration</i>	25 gp
<i>Dispel Magic</i>	100 gp
<i>Remove Curse</i>	100 gp
<i>Speak with Dead</i>	100 gp
<i>Divination</i>	250 gp
<i>Greater Restoration</i>	500 gp
<i>Raise Dead</i>	1,000 gp

### Potions for Sale

At any giving time (per session), Quintus has about 3,000 gp of potions and oils available for sale (see adventure CW-01 for details on this NPC). Prices are as listed, below. Characters are welcome to bargain with Quintus. A successful DC 17 Charisma (Persuasion) check grants a 10% discount. He also purchases potions from adventurers at 50% of their market value, or he trades from his existing stock at 75% of their value (based on rarity). The end of this document includes a variety of certificates to be distributed to players if they purchase any potions. New potions are described at the end of this document.

#### Market Value of Potions Based on Rarity

Rarity	Market Value
Common	50 gp
Uncommon	200 gp
Rare	750 gp

Potion	Base Price	Quantity Avail.	Notes
<i>healing</i>	50 gp	6	
<i>greater healing</i>	300 gp	1	
<i>oil of magic weapon</i>	50 gp	2	See appendix
<i>fire breath</i>	250 gp	3	
<i>climbing</i>	50 gp	2	
<i>water breathing</i>	200 gp	4	
<i>resistance</i>	300 gp	2	1 each fire and cold
<i>ventriloquism</i>	50 gp	1	See appendix

### Copying Spells

If a character has a spellbook, they can copy spells, from another spellbook, or from *spell scrolls*. It takes 2 hours of time and 50 gp per spell level to copy a spell into your spellbook. The funds represent quills, inks, and paper required to inscribe the arcane runes of a spell. If you are copying spells from another character's spellbook, you may do so immediately after a session of play in which both characters were present, and both players agree. Its good etiquette to offer payment for

such services, if not reciprocating with a similar spell to be copied. You are always successful at copying spells from scrolls.

- **Brewing Potions**

A character can only brew potions with access to an alchemy lab. In season 1, there are no alchemical labs available for purchase or to acquire. Potion brewing rules might be presented during a future season, should an alchemy lab become available.

- **Scribing Scrolls**

A character may scribe one *spell scroll* during a downtime session. The character must have proficiency with the Arcana skill, and the spell must be known or prepared by the spellcaster. The character must spend the following gold for consumable items (inks, paper, etc.).

- 1<sup>st</sup> Level Spell: 25 gp
- 2<sup>nd</sup> Level Spell: 250 gp
- 3<sup>rd</sup> Level Spell: 500 gp

## **CHARACTER REWARDS**

At the end of a session, there is some book keeping that needs to be done regarding rewards.

### **Coins and Treasure**

It is the GMs responsibility to track the monetary treasure obtained during the session. All coins should be converted to gp. All gems, jewelry and art objects are assumed to be sold for 50% of the listed value and is also converted to gp. The total gp in coins and sold items is divided by the number of surviving characters and distributed accordingly. Characters should record the total gp on their characters sheet and the Adventure Logsheet.

### **Magic Items**

When a magic item is obtained during a session, the players decide which character uses the item. At the end of the session, it is the responsibility of the players to determine who gets to keep the magic item. If the party finds a single *+1 shield*, only one *+1 shield* is awarded. All magic items are tracked via certificates, which must be signed by the awarding GM.

### **Story Awards**

Story Awards and Player Handouts are granted to all characters participating in the session. Each story award or player handout has a QR code that can be scanned by a phone or tablet. The player can then access that story award or player handout at a future session. Player Handouts received should also be recorded on the Chronicle Logsheet.

### **Heroic Inspiration**

Heroic Inspiration can be awarded in the following ways:

- Award each surviving character a Heroic Inspiration point at the end of a session.

- In addition, a GM has the discretion to award Heroic Inspiration to a character that does something truly heroic during the session. This award can be granted to each character once per character level. Thus a 2<sup>nd</sup> level character can receive two Heroic Inspiration awards from a GM per session.

### **Event Awards**

In the future, there might be special Chronicles of Castle Whiterock Events, at conventions, in stores, or online. Any awards for these events will be tracked via certificates, signed by the GM of the session.

## APPENDIX MAGIC ITEM CERTIFICATES

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### POTION OF HEALING

*Potion, Common*

Drinking this potion takes an action. The imbiber heals 2d4 +2 hit points.

Adventure Received: \_\_\_\_\_

GM Initials: \_\_\_\_\_

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*Potion, Common*

Drinking this potion takes an action. The imbiber heals 2d4 +2 hit points.

Adventure Received: \_\_\_\_\_

GM Initials: \_\_\_\_\_

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## POTION OF GREATER HEALING

*Potion, Uncommon*

Drinking this potion takes an action. The imbiber heals 4d4 +4 hit points.

Adventure Received: \_\_\_\_\_

GM Initials: \_\_\_\_\_

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## OIL OF MAGIC WEAPON

*Potion, Common*

It takes an action to apply this oil to a melee weapon or 5 pieces of ammunition. The oiled weapon or ammunition becomes a magic weapon with a +1 bonus to hit and damage for 1 hour.

Adventure Received: \_\_\_\_\_

GM Initials: \_\_\_\_\_

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*Potion, Common*

It takes an action to apply this oil to a melee weapon or 5 pieces of ammunition. The oiled weapon or ammunition becomes a magic weapon with a +1 bonus to hit and damage for 1 hour.

Adventure Received: \_\_\_\_\_

GM Initials: \_\_\_\_\_

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## POTION OF FIRE BREATH

*Potion, Uncommon*

Drinking this potion takes an action. The imbiber can use a bonus action to exhale fire at a target within 30 feet. The target must make a DC 13 Dexterity saving throw, taking 4d6 fire damage on a failed save, or half damage on a successful one. The effect ends after you exhale three times, or when 1 hour passes.

Adventure Received: \_\_\_\_\_

GM Initials: \_\_\_\_\_

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Adventure Received: \_\_\_\_\_

GM Initials: \_\_\_\_\_

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## POTION OF CLIMBING

*Potion, Common*

Drinking this potion takes an action. The imbiber gains a climbing speed equal to its walking speed for 1 hour. During this time, you have advantage on any Strength (Athletics) checks for climbing.

Adventure Received: \_\_\_\_\_

GM Initials: \_\_\_\_\_

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Adventure Received: \_\_\_\_\_

GM Initials: \_\_\_\_\_

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## POTION OF WATER BREATHING

*Potion, Uncommon*

Drinking this potion takes an action. The imbiber gains the ability to breathe water for 1 hour.

Adventure Received: \_\_\_\_\_

GM Initials: \_\_\_\_\_

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## POTION OF WATER BREATHING

*Potion, Uncommon*

Drinking this potion takes an action. The imbiber gains the ability to breathe water for 1 hour.

Adventure Received: \_\_\_\_\_

GM Initials: \_\_\_\_\_

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*Potion, Uncommon*

Drinking this potion takes an action. The imbiber gains the ability to breathe water for 1 hour.

Adventure Received: \_\_\_\_\_

GM Initials: \_\_\_\_\_

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## POTION OF WATER BREATHING

*Potion, Uncommon*

Drinking this potion takes an action. The imbiber gains the ability to breathe water for 1 hour.

Adventure Received: \_\_\_\_\_

GM Initials: \_\_\_\_\_

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## POTION OF FIRE RESISTANCE

*Potion, Uncommon*

Drinking this potion takes an action. The imbiber gains resistance to fire damage for 1 hour.

Adventure Received: \_\_\_\_\_

GM Initials: \_\_\_\_\_

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## POTION OF COLD RESISTANCE

*Potion, Uncommon*

Drinking this potion takes an action. The imbiber gains resistance to cold damage for 1 hour.

Adventure Received: \_\_\_\_\_

GM Initials: \_\_\_\_\_

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# POTION OF VENTRILOQUISM

*Potion, Common*

Drinking this potion takes an action. The imbiber can make it sound as if your voice seems to originate from another location, such as another creature, a statue, or behind a door within 120 feet. You can mimic up to four additional voices or sounds, although not simultaneously. You are limited to the languages you speak and other simple sounds that can be reproduced such as screams, banging on wooden objects, or even footsteps. A creature hearing the sound can take an action to focus on it, and make a successful Wisdom saving throw to discover the ruse.

Adventure Received: \_\_\_\_\_

GM Initials: \_\_\_\_\_

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